# Forward ...
To Adventure!

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by the RPG Pundit

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Introduction

Forward... to Adventure!

Forward... to Adventure!, from here on shortened to "FtA!" is not really some labour of love, its not a game that I think can become the most famous or best roleplaying game in the world. But it is a combination between an experiment and the fulfillment of a prophetic dream.

The "experiment" part was to create a game that would be short, complete, and focus on the "Adventure", the stuff that I think is what most basically appealed to all of us as gamers from the very beginning (creating a character fast and easy, going into the dungeon or the wilderness, finding things, killing those things, and gaining more treasure and power). It would also run only on six-sided dice.

This very basic very "old-school", very accessible RPG was planned as an experiment because the goal was to create a game that

could be marketed to the Third World. Indeed, if you're reading this book in English, know that the English edition is mostly due to popular demand on the online fora: the original target market for this game is South America, and it is due to be published in Spanish sometime in the near future. The reason it came out first in English was only due to the enthusiasm some of the online RPG-fans reacted to the concept of the game with, and they demanded to get a copy.

The "prophetic dream" part comes in because the basic mechanics of this game came to me in a literal dream. I don't mean a daydream, I mean a literal, as-I-was-sleeping dream. Which is odd, because usually I dream about boobies. But there you have it, the old synapses sorted out a bunch of ideas and influences in my head and presented me with a dream of me

and my friends playing the game you now have in your hands, before it ever existed in real life.

Certainly, I have sense fleshed it out a little bit, but the basic mechanics were all revealed to me in the dream-world. You will find as you read this game that if you are an old-school gamer, you will notice certain very prevalent influences at play. Yes, that's a bit of old D&D in there: This game doesn't suggest it does anything better than D&D does. In fact, we are inspired by the brilliance of D&D, though especially the older game with its fast character-creation and its simple archetypal characters. With FtA! you can make a character in five minutes flat and get on with playing, just like in the old D&D box sets.

But don't think its just like that other game either. If you come into the game thinking that you can charge at a horde of Orcs without concern about your flanks, you've got another thing coming to you. The Collective combat system means that your party has to work more closely together, and that the players and GM alike have to put more thought into questions of positioning and movement. Otherwise, you'll be making a lot

of new characters fast.

Does the dungeon generation table, the monsters, and the magic items seem familiar to you too? Have you ever played old Roguelike games? In a lot of ways, my goal was to make FtA! play like a multiplayer pen-and-pencil version of the old Rogue/ Moria/Nethack games.

Can you use FtA! for serious sophisticated stories, with lots of politics, intrigue, romance or character development? Well, sure, you can, but really why would you? FtA! is the game for when you are tired of all that junk, and just want to go back down into the Gnomish mines, travel through the dangerous wilderlands in search of ruins, steal from shops, try eating a wraith corpse, and maybe, if you're really lucky, find Mjolnir. Get to it, boys and girls, adventure lies ahead.

RPGPundit

Character
Generation
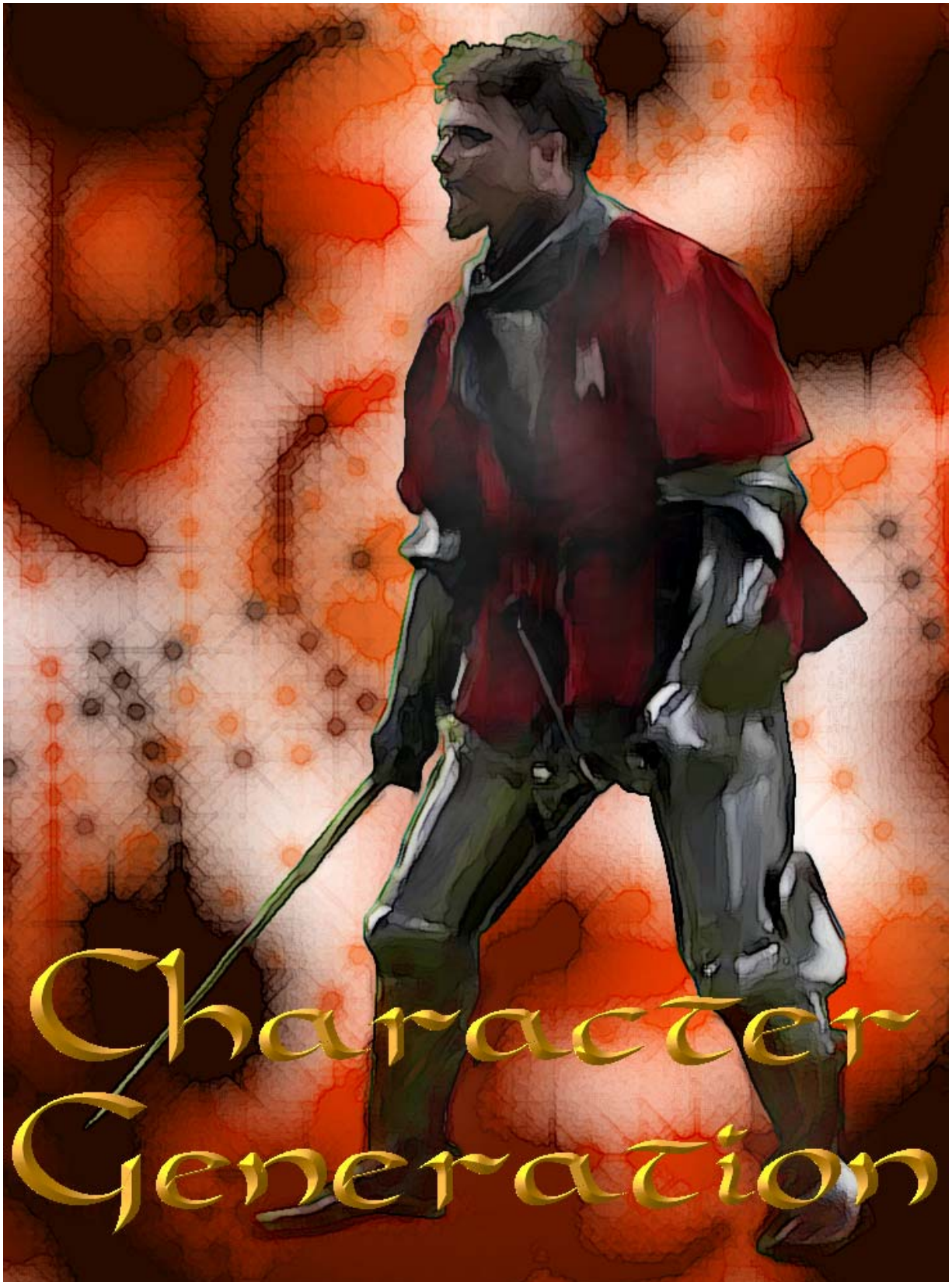
Basic mechanic:

The system's Basic fundamental mechanic is the "check", which is used to resolve most actions in the game. A check is performed by rolling three six-sided dice (3D6), and adding any and all bonuses that would apply to your action. The result is then compared to either a difficulty number or another character's roll in opposition to yours.

A roll of triple 1s is always considered a failure, and a roll of triple 6s is always considered a success (except in certain combat situations).

The only dice used in this game are regular dice (D6), but sometimes the rules might call for a D3 roll. In this case roll 1D6 and divide the result by two (round up) to get a result between 1 and 3.

Character Creation:

Option 1: you have five bonuses to divide between the six attributes. You can put up to +5 in any single attribute, and put negatives up to -5 in any single attribute, though worse than -3 isn't recommended. The total of pluses, zeros, and minuses must add up to five.

Option 2: Roll 3d6 per attribute. If you roll under 9, each value under nine is a -1 modifier. If you roll over 12 each bonus over twelve is a +1 modifier. A roll of three counts as -5, but you must reduce another attribute by one; a roll of 18 counts as +5 but you may increase another attribute by one.

The results are as follows:

Table 1: Attributes

Roll	Attribute	Roll	Attribute
3	-5 (-1)	13	+1
4	-5	14	+2
5	-4	15	+3
6	-3	16	+4
7	-2	17	+5
8	-1	18	+5 (+1)
9-12	0		

If the total summary of your pluses, zeros, and minuses is less than +1, you roll all six attributes again.

Attributes are as follows:

Strength (abv. STR): Represents raw force and physical power.

-Strength is added to your melee combat checks.

-You must have Strength greater than zero to fight with two-handed weapons.

-If your STR is -6, you are completely paralysed and incapable of movement

Dexterity (abv. DEX): Represents your agility and general reactions

-Dexterity adds to your melee and missile combat checks.

- Dexterity adds to your passive defence against missile or melee attacks

-If your DEX is -6, you are paralysed and incapable of movement

Constitution (abv. CON): represents your fortitude and resistance to harm

-Constitution adds to your Hit points

-The number of negative hit points you can be reduced to before dying is modified by your CON

-If your CON is -6, you are dead.

Intelligence (abv. INT): represents your general knowledge, wit, and quickness of mind

-Intelligence determines the number of basic languages you begin with

-Intelligence determines the maximum spell level of spell that spellcasting characters are capable of casting

-Intelligence checks are used to determine the success of "swift casting" attempts by spellcasters.

-if your intelligence is negative, you are incapable of casting spells

-if your INT is -6 you are comatose, unable to act.

Wisdom (abv. WIS): represents your attunement to the world of spirit, force of will, and intuitive thinking.

-Wisdom is the attribute used for basic magic checks, to correctly intone the words of power needed to cast a given spell.

-Druid School spell level maximums are determined by WIS instead of INT.

-If your WIS is -6 you are a zombie void of any will of your own, incapable

of anything other than the most autonomic of survival actions.

Charisma (abv. CHA): represents your personal charm and social appeal.

-reaction checks for all social interactions are based on Charisma

-Bard School spell level maximums are determined by CHA instead of INT

-leadership checks for commanding servants or soldiers are based on CHA

-If your CHA is -6, you are in an catatonic state, incapable of communicating with the outside world.

Classes

All characters, regardless of class, may give a +1 bonus to any one Attribute for every 3 levels of experience gained. Raises to CON done in this fashion will retroactively affect hit points.

Races:

Most races (other than humans) have certain preferred classes. If you play a race of a class other than the preferred, then every level above 2nd will require two extra adventures completed in order to gain a new level.

Ex: If you choose to play a Dwarf Wizard (which is not a preferred class for the Dwarf) then it will take you 1 adventure completed to proceed to level 2, just as with any other character. However, to proceed to level 3 requires 4 adventures completed (instead of the usual 2), and to proceed to level 4 requires 5 adventures completed (instead of the usual 3), and so on.

Preferred Classes are as follows:

Table 2: Races and Preferred Classes

Race	Preferred Classes
Dwarves	Warriors
Elves	Wizards or Warrior-Wizards
Orcs	Warriors or Rogues (note: Orcs cannot play Wizards)
Halfling	Rogues
Half-Mermen	Wizards, Rogues, or Rogue-Wizards

Races have the following modifiers:

Humans

Humans receive 2 bonus skill points

Human base movement is 30ft per round

Speak Common plus one language per intelligence bonus; can be any language.

Barbarian Humans

Barbarian humans receive +1 to Strength, +1 to Constitution, -1 to Intelligence and -1 to Charisma

Barbarian movement base is 30ft per round base.

Barbarian humans gain +1 to any skill checks for wilderness survival in their native terrain types.

Barbarian humans speak common plus one language per intelligence bonus, can be any language.

Barbarian humans do not automatically begin play with literacy. If they later wish to learn to read they must dedicate one skill point to achieving literacy.

Barbarian humans suffer a -2 to all social skill checks in civilized cultures.

Barbarian humans who play a spellcasting class must take the Druid school list as one of their starting lists.

Dwarves

Dwarves are short, stocky, muscular humanoids with proportionately large heads, the men always bearded.

+1 to Constitution

-1 to Charisma

Dwarf base movement is 20ft per round. This is not penalized by wearing heavy armor

Darkvision: Dwarves can see in the dark up to 60 feet.

Dwarves get a +1 roll to studying stone structures, including potential stone traps and sliding doors.

Dwarves can use Axes as Martial weapons, regardless of whether they have martial training or not.

Anyone attempting a stunt to knock a dwarf off his feet or push him gets a -4 penalty to his check if the Dwarf is steady on solid ground.

+1 to all PAS checks against poison

+1 to all PAS checks against magic

+1 to all combat rolls against orcs, goblinoids or giants and their kin.

+1 skill point to crafting with stone or metal

Speak Common and Dwarven. A Dwarf with positive INT can speak one bonus language per point of INT, from the following list: Giant, Gnome, Goblin, Ogre, Orc or Troglodyte; or any other human language.

Dwarves who play any magic using class other than Wizard can only learn spells from the Rune Magic or Earth Shaping spell lists.

Dwarves who play Wizards will automatically begin with the Rune Magic and Earth Shaping spell lists, but can learn other spells or spell lists the usual way.

Elves

Elves are slight, graceful humanoids with pointed ears and features.

+1 to DEX

-1 to CON

Elf base movement is 30ft per round.

Elves are immune to sleep and charm spells.

Elven vision: Elves can see up to 60' away, in conditions of near-darkness or total darkness.

Elves automatically use Long Swords and Long Bows as if they were martial weapons even if they pick a class that usually doesn't have martial training.

Keen Elven senses: elves gain a +2 bonuses to any checks involving perception (any check based on sight or hearing). This includes checks to detect secret doors.

Elves automatically speak common and Elven. Elves with positive INT can learn one extra language per point,

from the following list: Dragon, Dryad, Fairy, Gnoll, Gnome, Goblin, Orc, or any other human language.

Orcs

+1 to STR

-1 to INT

-1 to CHA

Base movement for Orcs is 30ft per round.

Darkvision: Orcs can see in the dark up to 60 feet.

Orcs automatically speak Common and Orc. An Orc with positive INT can learn one extra language per point, from the following list: Demonic, Dragon, Gnoll, Goblin, Lizardman, Ogre, or Troglodyte.

Orcs cannot be pure Wizards. Orcs can be Rogue-Wizards or Warrior-Wizards but they will suffer the standard penalty for playing a class that is not preferred.

Halflings

Halflings are very short, childlike people, with quick reflexes and large feet.

+1 to DEX

-1 to STR

Base movement for Halflings is 20ft.

Halflings get +2 to all checks involved with sneaking or hiding.

Halflings gain +1 to all PAS checks.

Halflings gain a +2 bonus to any PAS check against Fear effects. This is in addition to their +1 general bonus.

Halflings treat Slings as martial weapons even if they aren't playing a class that would usually have martial training. They additionally get a +1 bonus on their combat checks with

slings.

Halflings gain a +2 check to any perception check involving listening to noises or sounds.

Halflings speak Common and Halfling. Halflings with positive INT can choose one bonus language per point, from the following list: Dwarf, Elf, Gnome, Goblin, Orc or any other human language.

Halflings, because of their size, cannot use 2-handed melee weapons or longbows or heavy crossbows. They can use one handed melee weapons, but must use both hands to wield them.

Half-merman

> *Half-mermen are a cross between humans and mermen/maids; they look like normal humans but tend to have blueish or greenish skin and tend to be tall and thin.*

Half-mermen are crosses between humans and mermen/maids.

+1 to INT

+1 to CHA

-1 to WIS

-1 to CON

Half-mermen base movement is 30ft. per round.

Half-Mermen who start as a spellcasting class must take Cold/Water school as one of their lists, and can never learn the fire shaping school list.

Half-mermen gain a +1 bonus to occult lore, and a +2 bonus to swimming skill checks

Half-mermen gain a DR of 1 versus all cold related damage.

Half-mermen can spend twice as many rounds underwater before beginning to drown.

Half-mermen speak Common and Mermen. They can choose bonus languages equal to their INT bonus, and can choose from any language.

Classes:

There are five classes in the basic system, though the GM may choose to create more following the standard guidelines.

Each class is summarized as follows:

Name and basic description:

Hit Points (HP): these are life points, which represent your character's present health. The number given is for the initial HP at level 1.

> *Note: all characters begin with at least 1 hit point, and gain at least 1 HP per level. If their roll is less than 1, treat it as 1.*

Combat Bonus: A bonus to combat checks, divided into two types: Melee (for hand to hand combat) and Missile (for ranged combat)

Check Bonuses - ACT and PAS: A bonus added to all non-combat checks, divided into two types: Active/ACT (for checks that represent efforts taken on your own initiative) and Passive/PAS (for checks that represent your response to actions taken against you).

Skill points: these are points you divide as special bonuses to different trained skills. Each point is a +1 which you can distribute as you like to any skill, and is added to your ACT checks for any roll that falls under the aegis of that training.

Gains: These are divided again into

HP, Combat Bonuses, Check Bonuses, and Skill points, explaining how these abilities grow as the character advances in level. Most advances are represented as a gain of 1 per a certain number of levels (1/2 levels, 1/3 levels, etc.), which mean that in each multiple of that number your character gains another point in that relative ability. For example, if a character class gains

1/3 Levels skill points, that means he gains a new skill point at level 3, then level 6, then level 9, etc.

Some bonuses are listed as being gained 2/3 levels or 2/5 levels. This means the character would gain the bonus every 2nd and 3rd level, or every 2nd and 5th level.

Table 3: Gains per Level - above level 20, continue the patterns

Advancement Level	Gain Type 1/2	Gain Type 1/3	Gain Type 2/3	Gain Type 2/5
1	-	-	-	-
2	+1	-	+1	+1
3	+1	+1	+2	+1
4	+2	+1	+2	+1
5	+2	+1	+3	+2
6	+3	+2	+4	+2
7	+3	+2	+4	+3
8	+4	+2	+5	+3
9	+4	+3	+6	+3
10	+5	+3	+6	+4
11	+5	+3	+7	+4
12	+6	+4	+8	+5
13	+6	+4	+8	+5
14	+7	+4	+9	+5
15	+7	+5	+10	+6
16	+8	+5	+10	+6
17	+8	+5	+11	+7
18	+9	+6	+12	+7
19	+9	+6	+12	+7
20	+10	+6	+13	+8

Note: HP gains per level can some times turn out to be negative numbers or zero. Regardless, the minimum gain per level is 1 hit point. If a result is less than that, 1 hit point is still gained)

Special Abilities: These are special bonuses and powers available to the particular class.

It is assumed that all characters start as Level 1. Over time, they go up in level, gaining new bonuses and becoming stronger.

To go up in level, you must complete adventures. An adventure is usually one gaming session, but a GM can decide that a gaming session should be counted as two or more adventures if it was particularly deadly, or that it would take various gaming sessions to complete one adventure.

Every time you complete an adventure, you should mark it down on your character sheet. When you have completed a number of adventures equal to your current level, you go up in level. For example, if you are level one, it takes one adventure to get to level two. At that point, you erase your total of "adventures completed", and must complete two more adventures to get to level 3. It takes 19 adventures to go up from level 19 to level 20. Note that non-humans playing a race that they are not favoured in suffer a penalty and must complete 2 more adventures to progress for each level above 2nd (see the "Races" section).

There is no actual level limit, in theory one can continue advancing indefinitely with a character. However, on a practical level any character level above level 10 would be a major accomplishment, representative of 45 or more adventures of play!

Adventure Points

All characters also gain one Adventure Point every time they complete an adventure. These points can be spent to add an extra D6 to any combat, ACT or PAS check. You can spend as many points as you want (up to as many as you have) on any single roll.

These points do not regenerate; once you spend a point it is lost.

Aside from gaining one point for every successful completion of an adventure, the GM can optionally award an additional adventure point for good role-play.

Warrior

Description: Warriors are your standard fighters, knights, barbarians. They are combat oriented, with few skills outside of combat and no magical abilities.

> *HP: 6 + CON + 1D6*
>
> *Combat Bonus: +1 Melee / +1 Missile*
>
> *Check Bonuses: +2 ACT / +0 PAS*
>
> *Skill Points: 3*

Gains:

> *HP: 1D6+1 +CON per Level*
>
> *Combat Bonus gains: Warriors must choose one of two options by level 2, that will determine their future combat advances.*
>
> *Option I (fighter): Melee +2/3 levels, Missile +1/2 levels*
>
> *Option II (archer): Melee +1/2 levels, Missile +2/3 levels*
>
> *Checks: There are two options*

for Check advancements:

> *Option I: ACT +1/2 levels, PAS +2/5 levels*

> *Option II: ACT +2/5 levels, PAS +1/2 levels*

Skill Points: +1/2 levels

Special Abilities:
Warriors have martial training in all weapons, and all armors and shields.

In combat Warriors roll a critical when rolling <u>any</u> result of triples (except triple 1s), on their basic roll. This only applies to the basic roll of 3d6, not to dice added by the use of adventure points. However, it does apply to subsequent critical rolls.

> *Example: Rogar the barbarian rolls triple 3s on his basic melee roll. This is a critical so he rolls again. The second roll is triple 2s, which is again a critical. He rolls a third time, and doesn't get triples but rolls a 17 (6-6-5), which (thanks to his martial training) is also a critical. He rolls the fourth time and gets an 11 (3-6-2), which is neither a triple nor in his martial critical range, so he finally stops rolling. His total attack roll is thus an astounding 43, to which he will add his STR, his DEX, his Melee Bonus, and his Weapon Damage to determine his final total contribution to the melee combat for this turn.*

Rogue

Description: Rogues are all-purpose experts in a gaming party, they are focused on skills and have the most individual variation of any class. Rogues can be loremasters, thieves, assassins, or even professionals who

have for some reason been drawn to the adventuring lifestyle. They are, for the most part, mediocre combatants, and do not cast spells.

HP: 6 + CON

Combat Bonus: Rogues can choose one of two options for initial combat bonuses:

Option I: +1 Melee, +0 Missile

Option II: +0 Melee, +1 Missile

Check Bonus: +2 ACT, +2 PAS

Skill Points: 8

Gains:

HP: 1D6+CON per Level

Combat Bonus: Rogues have two options for combat bonus advancement, which they must choose by level 2

> *Option I: Melee +1/2 levels, Missile +2/5 levels*

> *Option II: Melee +2/5 levels, Missile +1/2 levels*

(Note: the advancement option the Rogue chooses for combat need not be the same as his initial combat bonus. A rogue can, for example, choose Option I initially and Option II for advancement)

Check Bonuses: Rogues have two options for check bonus advancements, which they must choose by level 2

> *Option I: +1/2 levels ACT, +2/3 levels PAS*

> *Option II: +2/3 levels ACT, +1/2 levels PAS*

Skill points: +2/3 levels

Special Abilities:
All Rogues have martial training in

light weapons and light armour only.

Rogues must choose, at first level, one of three Special ability options:

-Option I (assassin): Rogues who choose the assassin option have martial training in one-handed melee weapons (as well as light weapons and light armour like all other rogues), and double the damage value of their weapon any time they hit an opponent who is unaware of the Rogue's presence.

-Option II (thief): Rogues who choose the thief option have a +1 bonus to any ACT checks involving "thief skills". This includes any check that would involve sneaking, climbing, detecting and disarming traps, acrobatics, and sleight of hand.

-Option III (Loremaster): Rogues who choose the Loremaster option have a +5 bonus to all ACT checks involving a single field of knowledge. Sample expertises include: occult lore, medicine, ancient history, geography, politics, laws, business, farming, etc.

Wizard

Description: Wizards are formally trained spellcasters of any kind. In this system no distinction is made in the ideological basis for this spellcasting ability. All spells are based on the correct incantation of ancient words of power; whether your character believes and has been trained by an order that holds that these words of power are natural formulae that affect physical reality through the manipulation of the universe's energy (Wizards), or they believe that these incantations are divine words from the gods (Priests) or they believe they are

the primordial words of nature (Druids), the music of the spheres (Bards) or that they activate the secret sigils that bind creation (Rune masters), the practical effect in game play is identical.

> *HP: 1D6 + CON*
>
> *Combat Bonus: +0 Melee, +0 Missile*
>
> *Check Bonuses: +0 ACT, +1 PAS*
>
> *Skill points: 4*

Gains:

> *HP: 1d6-1+CON per level*
>
> *Combat Bonus: Melee +1/3 levels, Missile +1/3 levels*
>
> *Check bonus: +1/2 levels ACT, +1/2 levels PAS*
>
> *Skill points: +2/3 levels*

Special Abilities:
All Wizards have **no** training in either weapons or armour.

Wizards begin play with any 2 spell lists (some non-human races might require taking specific lists, otherwise the player chooses any 2 of his choice).

At first level, the Wizard begins with **both** 1st level spells, one from each list.

Each subsequent level, the wizard may choose 1 spell in total from his lists. The spell chosen must be of a spell level equal or less than his own character level, and cannot exceed the Spell Level limitations based on his INT (or, in the case of certain spell lists, his WIS or his CHA). If these limitations mean that there is no current spell in the Wizard's lists which would be permitted for him to take, he does not gain a new spell for that level.

Wizards can also learn spells that are

not from his own list, by finding either a teacher with the spell he wishes to learn or finding a scroll or book of lore with the desired spell. The next time he gains a skill point through level advancement, he can use that skill point to learn the new spell rather than gain a skill bonus.

Likewise, Wizards can learn new spell lists, by finding books of lore with an entire spell list in them or training in a school, temple, monastery, academy etc. where that list is taught. The wizard must "save" skill points from level advancement, and may trade 2 skill points in exchange for gaining knowledge of the new list.

A Wizard can never have more than 2 skill points "saved". If he has 2 "saved", and gains a third skill point gain, he must spend that one immediately.

Rogue-Wizards

Description: Rogue Wizards are individuals who have some magical talent but either never received formal training in their youth or were unfit for training in some way. They survive largely on their wits and charm, but their talent for magic means that they are capable of learning a few spells here and there.

HP: 1D6 +Con

Combat Bonus: Rogue-wizards have two options for initial combat bonuses:

Option I: +1 Melee, +0 Missile

Option II: +0 Melee, +1 Missile

Check bonuses: +1 ACT, +2 PAS

Skill points: 6

Gains:

HP: 1D6 + CON per level

Combat Bonus: Rogue-Wizards have two options for combat bonus advancement, they must select an option by 2nd level:

Option I: +1/2 levels Melee, +1/3 levels Missile

Option II: +1/3 levels Melee, +1/2 levels Missile

Rogue-wizards who chose one initial option for combat bonus does not need to choose the same option for advancement. So a rogue-wizard could choose Option 1 for his initial combat bonus, and Option 2 for his advancement, for example.

Check Bonus: +2/3 levels ACT, +2/5 levels PAS

Skill points: +2/3 level

Special Abilities:
All Rogue-Wizards have martial training in light weapons only.

Rogue-wizards gain a +1 bonus to any ACT checks involving Occult Lore, since their self-taught nature means they often have a wider field of occult knowledge than formally trained wizards.

Rogue-wizards gain a +1 bonus to any ACT checks involving any single social skill of choice from the following: playing an instrument, singing, acting/storytelling, bluffing, diplomacy, etiquette Lore.

Rogue-Wizards begin play with 1 spell list of choice. However, they do not automatically gain spells when advancing in levels. They must use skill points to "buy" spells. A rogue-wizard can use one of his initial skill

points to buy the 1st level spell from his list. Afterwards, to buy subsequent levels from his list, he must use skill points gained during level advancement.

Likewise, a Rogue-Wizard can learn new spells if he is taught by someone trained in that spell, or from a scroll or book of Lore. He must exchange a skill point gained in his next level advancement to "learn" that new spell.

A Rogue-Wizard **cannot** learn new spell lists, though he **can** "save" skill points for future use. This is because of his limited formal training in magic.

Rogue-Wizards have the same Spell level limits based on level and attributes as normal Wizards.

Warrior-Wizard

Description: Warrior-wizards are individuals who've either been trained as fighters in a society dedicated or saturated with magical study, or individuals who have been trained in a special school or monastery that combines physical and magical training techniques.

HP: 6 + CON

Combat Bonus: Warrior-Wizards may choose one of two options for initial combat bonuses:

Option I: +1 Melee, +0 Missile

Option II: +0 Melee, +1 Missile

Check Bonus: +1 ACT, +1 PAS

Skill points: 4

Gains:

HP: 1d6+Con per level.

Combat bonus: Warrior-

Wizards have two options for combat bonus advancement, they must select an option by 2nd level:

Option I: +2/3 levels Melee, +2/5 levels Missile

Option II: +2/5 levels Melee, +2/3 levels Missile

Warrior-wizards who chose one initial option for combat bonus does not need to choose the same option for advancement. So a warrior-wizard could choose Option 1 for his initial combat bonus, and Option 2 for his advancement, for example

Check Bonus: +1/2 levels ACT, +1/2 levels PAS

Skill points: +1/2 levels

Special Abilities:
Warrior-wizards have martial training in light and medium armour, and in small and large shields, and in light weapons, one-handed melee weapons, and ranged weapons.

Warrior-wizards begin play with 1 spell list of choice. However, they do not automatically gain spells when advancing in levels. They must use skill points to "buy" spells. A Warrior-wizard can use one of his initial skill points to buy the 1st level spell from his list. Afterwards, to buy subsequent levels from his list, he must use skill points gained during level advancement.

Likewise, a Warrior-Wizard can learn new spells if he is taught by someone trained in that spell, or from a scroll or book of Lore. He must exchange the next skill point gained in level advancement to "learn" that new spell.

A Warrior-Wizard **cannot** learn new spell lists, though he **can** "save" skill points for future use. This is because of the limited focus of his training in magic.

Warrior-Wizards have the same Spell level limits based on level and attributes as normal Wizards.

Advancement Gains for all classes

All characters, regardless of class, may give a +1 bonus to any one Attribute for every 3 levels of experience gained. Raises to CON done in this fashion will retroactively affect hit points.

Player Characteristics:

Ages:

In some campaigns, age is very important. Usually, this is significant for campaigns that will be going on for years. Recommended starting ages are as follows:

Table 4: Starting Ages

Race	Starting Age
Human	15 + 1D6
Dwarf	40 + 5D6
Elf	110 + 6D6
Halfling	20 + 3D6
Orc	14 + 1D6

If the character class being played is Wizard or Warrior-Wizard you should double the number of extra D6s rolled.

Characters that reach certain ages will begin to suffer loss of attributes from the effects of advanced age. When a character becomes Old, he suffers a -1 loss to his STR, DEX, and CON; but a +1 to his INT, WIS; and CHA. When he becomes Ancient, he suffers an additional -2 loss to STR, DEX and CON, but gains a +1 to his INT and WIS.

The ages at which characters reach these conditions are as follows:

Table 5: Races and Ages

Race	Old	Ancient	Dies at:
Human	50	70	65 + 4D6
Human Barbarian	70	- -	65 + 4D6
Dwarf	200	400	375 + 10D6
Elf	500	never	never from old age
Halfling	75	100	90 + 8D6
Orc	40	60	55 + 2D6

Note: If any 6s rolled on the dice for age of death should be rolled again and the new total added to the age of death. Do not continue to roll if you get a 6 on the re-roll, however.

Elves are supernatural beings who do not die of old age, and do not deteriorate as severely from old age as other races do. However, every year after reaching 900 years of age the Elf character must make a PAS WIS check against a DC of 15+1/decade over 900. If he fails the Elf will leave his friends and all he knows and travel instinctively to a faraway Elven paradise. This is the famous Elven "urge for going".

Alignment:

For simplicity's sake, and because it is impossible to truly characterize "good" or "evil" outside of cultural/ religious moral constructs, in this game alignment will only concern itself with your character's allegiance to fundamental ethical principles.

There are three such principles: Law, Balance, and Chaos.

Law

Law is the philosophy that holds that structure and order is the best possible condition for an individual and for society as a whole. Without order, chaos will destroy everything we hold dear, and there can be no security, progress, or justice for all peoples. Law tends to hold great appeal to the average man, because a Lawful society keeps him safe from the "rule by might" that would otherwise ensue, and the security and progress of a Lawful society means that overall quality of life is better. Law also appeals to rulers and would-be rulers, men who would carve out a kingdom from wilderness or unite a suffering people under an ideal. The Lawful gods are also more human in their characteristics (for the most part), or at least in their visible forms, and care more about the good of the community.

However, at its extreme, law represents the repression of all freedoms. A nation-states use law as a weapon to oppress individual liberty and forces people to live as slaves of the will of the state. Law also represents stagnation, tradition for tradition's sake, and legalism with no heart. If the Gods of Law (for all their human appeal) had their way the universe would grind to a halt, frozen in a totally stagnant, unchanging immovable unalterable "perfection" where nothing could truly live as we understand it.

Lawful characters can be the classic "good" hero, the man with a moral code who strives to follow that code and help the innocent and the suffering to create a better civilization. He can also be the strict legalist, the one for whom the law or the state or the King or the church are the most important thing, more important than any single man's life, more important than the lives of thousands in some cases; or a man of tradition, a reactionary that believes in the old ways and opposes attempts to reform or change society. At the absolute extreme, characters of Lawful alignment can be fascists, totalitarians who use the rule of Law to oppress and to hold onto their own power.

Chaos

Chaos is the philosophy that holds that freedom, liberty above all else, is the most important quality in living existence. Liberty is more important, the freedom to one's own body, to live one's own life, is more significant than the poor slave-security that is the promise of the Lawful philosophy. At its best, Chaos is the alignment to which artists, dreamers, freethinkers and rebel heroes are allied to. It is the philosophy of standing out from civilization and standing for your self. It is the philosophy of being one's own person in the face of conformity.

It has most appeal to barbarians, rogues, adventurers of all kinds, and other such men who fall into the margins of normal civilized society. The normal man tends to fear chaos. Men with political power tend to despise it, but will sometimes appeal to Chaos in order to create revolution so they can gain power, only to turn their allegiance to Law once they are the rulers and not the rebels.

At its worse, Chaos is blind animal savagery; it is destruction for destruction's sake. It is entropy. The gods of Chaos are fearsome non-human things, chthonic entities, forces of nature and unbridled creation and unstoppable destruction that would reduce the entire universe to a broiling, constantly changing chaos.

Chaotic characters at their best can be loveable rogues, robin-hoods who defy the rules and conventions of society in order to act for the greater good of the people; revolutionaries who want to get rid of a corrupt regime that hides behind rules or thinks it knows what's best for society. Anti-social rebels, who don't care a whit about convention and want only to "do their own thing". A Chaos-aligned character can be completely selfish, an anarchist who values nothing but his own advancement. At their extreme, a Chaos-aligned character can be a psychopath, or even a twisted worshipper of the Chaos lords, exchanging his sanity for mysterious secrets while helping the Lords of Chaos to get closer to their ultimate terrible goals.

Balance

Balance is the philosophy of the middle path. It holds that being natural and emulating nature is the secret to fulfilment, and that as nature is a synthesis of Law and Chaos we must also be that way and try to keep our Lawful and Chaotic natures in balance. Many people like allegiance to Balance, and the wise immortals and Nature deities that represent this alignment, because it is an alignment that rejects extremism and asks that you try to be natural, without asking too much of you.

At its best, characters of the Balance alignment are seekers of truth and wisdom, who do not slip into the destructive extremes of law or chaos, introspective heroes who believe in moderation. At its worst, characters of Balance alignment can be paralysed by inactivity, being introspective to the point of not caring about anything or anyone in the outside world; or get caught up in an obsessive and misguided attempt to "balance" any chaotic act or act that benefits Chaos with a Lawful act, and vice-versa.

Likewise, a great many heroes might be nominally of Balanced alignment without really having strong feelings toward that or any other allegiance.

These philosophical agnostics would be termed "Neutrals".

Dealing with Alignment

In game terms, a Player character should choose his initial allegiance in character creation. If he is not sure and has no strong feelings one way or the other he should choose "Balance" and note himself as Neutral.

At first level, the player should roll 1D6 and write the result in his chosen alignment. The other two alignments begin with a "0" score. After that, at the end of each adventure, the GM and the player should discuss how the player ran his character that day and which alignment he was mostly emulating (it need not be the same as previous times or what he chose at 1st level). Whichever they decide, the player will roll a D6 and add that number to the total for that alignment.

A character who has one alignment that is 25 points or higher above the other two alignments will be considered to have a "strong allegiance" to that particular alignment. This means that by his very actions and attitudes people might be able to surmise his alignment (barring use of bluffing skill checks). It also means he will have +1 to any kind of-CHA based ACT checks for social interaction with people of the same alignment as his own, and a -1 with those of different alignment.

Alignment Champions

If a character accumulates 100 or more points in an alignment and has "strong allegiance" in that alignment (it is at least 25 points ahead of the second-highest alignment), then the character is deeply committed to that alignment and may, at the GM's discretion,

attract the attention of the Gods of that alignment. They may wish to make him their champion. Usually, a divine champion will be given different special powers, in exchange for servitude and obedience to their cause.

Typical powers for a Champion of Law would be immunity to aging effects and diseases; for a champion of Balance would be regeneration, or for a Champion of Chaos would be a new (free) spell list, or a single free spell, or a bonus to spell checks. Additionally champions of Law or Chaos would likely receive a bonus in melee combat or missile combat (whichever was the character's forte) when in battle against creatures allied to the opposite alignment. But these are only examples and the GM can decide to grant whatever divine benefit he wishes, or the player can ask the deity in question for another ability that would be granted at the GM's discretion.

Should a character thereafter fall out of "strong allegiance" (the difference between his chosen Alignment and the other two would fall to a difference of less than 25), the character would immediately lose his divine benefits and may earn the enmity of his previous "chosen deity". If he later returns to "strong allegiance" with that Alignment or another, he may again be contacted or may seek out a deity of that alignment (including the one he had previously been champion of) in order to once more become a champion.
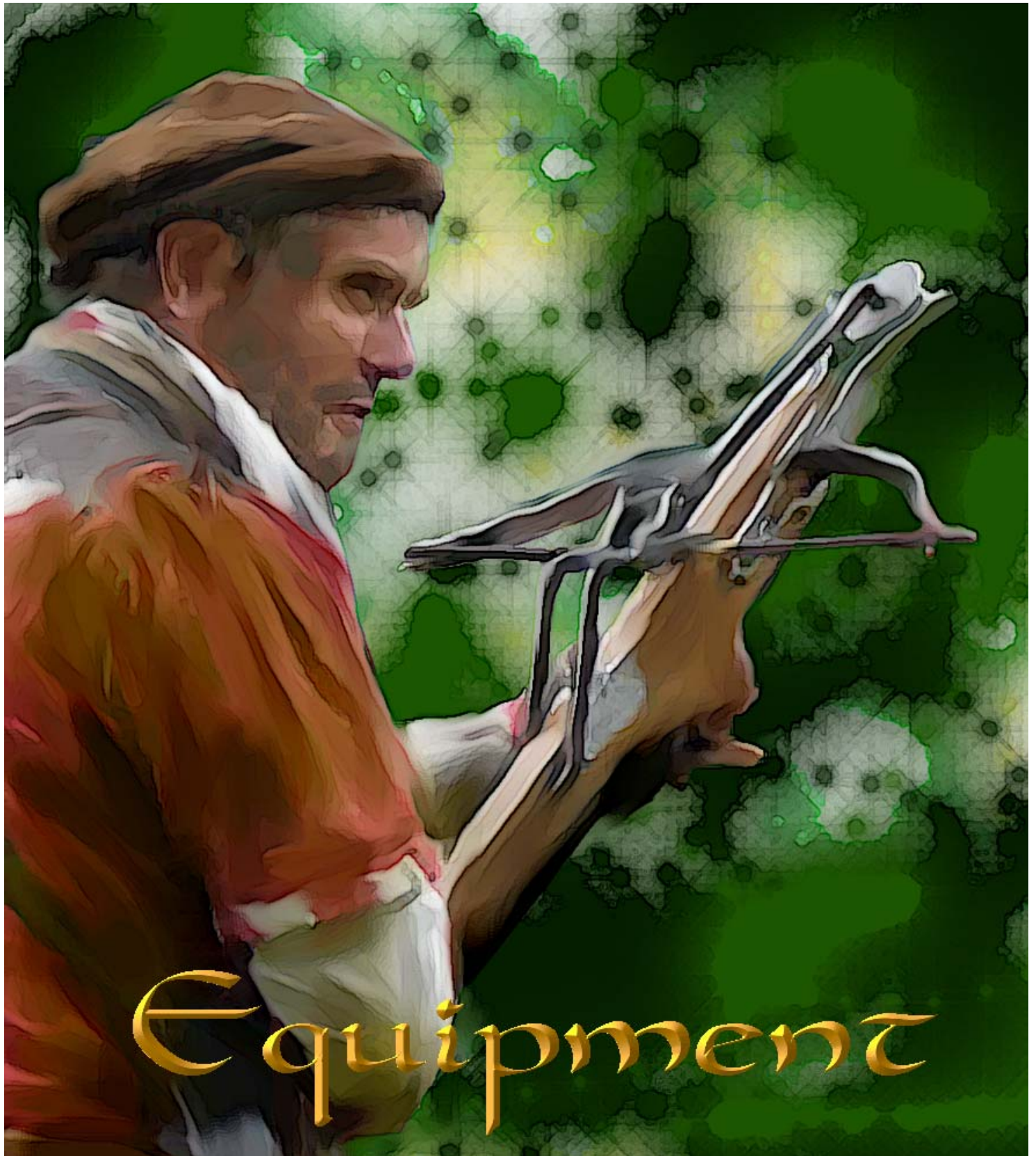
Equipment

Equipment:

Money

Money is divided into three basic types: the Gold Piece (GP), Silver Piece (SP) and Copper Piece (CP). Different nations will have different appearances and names for these pieces of currency. In one place, the GP could be the Dinar, in another the Crown. Prices will also vary per nation, but the basic value of each type of currency will tend to be compatible, though adventurers travelling from one state to another may find themselves obliged to change their moneys (minus a fee between 0-25%) into the local coin.

1 GP equals 10 SP equals 100 CP (so 1 SP = 10 CP)

In a few unusual nations you will find coins of alternate value, made of brass or nickel (usually equivalent to 1 CP), or electrum (equivalent to anything from 5 SP to 2 GP), or platinum (equal to anything from 5 GP to 10 GP); or a few even stranger coins. These kinds of coins are rarely changeable in other realms, but they may have inherent mineral value.

Weapons

Weapons are divided into Light, One-handed Melee, Two-Handed Melee, or Ranged categories.

Regardless of the specific kind of weapon used, all weapons of the same category will essentially have the same damage value, that will depend on whether the character has martial training in that weapon category or not:

Table 1: Weapon Damage

Category	Damage Value	Category	Damage Value
Untrained:		Trained:	
Light	+1	Light	+2
One-Handed Melee	+2	One-Handed Melee	+3
Two-Handed Melee	+3	Two-Handed Melee	+5
Ranged	+2	Ranged	+3

All Untrained weapons have a critical value of 18 (rolling an unmodified 18 will generate a critical), while all trained weapons have a critical of 17-18

Any weapon can be purchased at Master level of craftsmanship, if such a weapon can be found. These are very unique weapons made by craftsmen

who are masters of their arts; they should not be easy to be found except in very large cities or places of specific interest. Such weapons will have their Damage Value increased by +1, and their critical range extended by one (so someone untrained in the weapon will critical on 17-18, while someone trained will critical with a 16-18). Master weapons will usually cost 20 times their normal listed value.

Magical weapons are so rare as to generally not be available for common purchase, but it could be assumed that they would easily fetch 100 times their listed value.

Gaining New Martial Training:

A character that does not have martial training in a *specific type of weapon* (i.e. Longbow, or Battle-axe) but wishes to gain martial training in that specific weapon, can use a skill point to gain Martial Training in that specific weapon. You can do this with as many specific types of weapons as you wish.

Sample weapons:

(note: this is not an exhaustive list, only a few of each type of weapon with costs to give a framework for the GM to design his own price lists; not all weapons will be available in all regions)

Light Weapons:

Dagger: 5gp (range: 10 ft)

Club: 0 gp

Cestus: 5 gp

Hatchet: 10gp (range: 10ft)

Kukri: 10gp

Nunchucks: 5 gp

Sai: 5 gp (range 10ft)

Sickle: 10 gp

Short Sword: 10gp

One-Handed Melee Weapons:

Battle Axe: 10 gp

Flail: 10gp

Longsword: 15 gp (includes variants like the scimitar, spatha, rapier or saber)

Mace: 15 gp

Morningstar: 10 gp

Shortspear: 5 gp (range: 20ft)

Trident: 15 gp (range: 10ft)

Warhammer: 15gp

Whip, Barbed: 5 gp

Two-Handed Melee Weapons:

Bola: 5 gp (range 10ft)

Double Bladed Polearm: 100 gp (Reaching)

Polearm: 10 gp (Reaching)

Lance: 10 gp (can only be used on horseback; Reaching)

Longspear: 5gp (Reaching)

Scythe: 20 gp

Spike and Chain: 25 gp (Reaching)

Staff: 0 gp

Spear: 5 gp (range 20ft)

Tulwar: 75 gp (curved two-handed Sword)

Two-Handed Sword: 50 gp (includes variants like the Claymore)

Ranged Weapons:

Crossbow: 50 gp (range 120ft; quarrels cost 1 sp each; can only be fired every second round, and

alternate round must be spent reloading)

  Darts: 1 gp (range 20ft)

  Javelin: 2 gp (range 30ft)

  Longbow: 75 gp (range: 100ft, arrows cost 1 sp each)

  Shortbow: 30 gp (range: 60ft, arrows cost 1sp each)

  Shuriken (throwing stars): 1 gp each (range 10ft)

  Sling: 1 sp (range 50ft, stones are free)

Some weapons like the Whip, Bolas, or Spike and Chain can be used to try to make Stunt attacks to trip opponents. Two-Handed weapons with the "Reaching" quality can be used by a combatant that is behind an obstacle or another friendly combatant, it can reach an extra 5' of distance to qualify for Melee combat (so anyone who is within 10' of the wielder is in the wielder's "melee space").

If you are wielding a one handed or light weapon, you can have a second light weapon or a shield in your off hand. If you are wielding two weapons, you add **both** Damage Values to your melee combat rolls. For example, if you are wielding a longsword in one hand (untrained damage +2), you could choose to wield a dagger in the other hand (untrained damage +1), and then the total damage value of +3 would be what you add for your melee combat roll. You would **not** roll two separate combat rolls. There is no penalty involved in fighting with two weapons like this, except that you cannot wield a shield

at the same time.

Armor

Like weapons, armour in this system are treated in a general way, in order to allow players to have the most choice possible of what weapon and armour they would like their character to have based on role and appearance rather than mere statistics.

There are three classes of armour: body armour, helms and shields. All characters are considered "trained" in helms, thus training is not relevant to them, and any character can use them without penalty. But body armour and shields depend on training; an untrained character can still use them, but will suffer a higher penalty to his ACT DEX checks while wearing the armour than if he was trained, and will suffer that same penalty to all melee combat rolls.

Armour grants the wearer Damage Resistance (DR), which is subtracted from any damage done to him in an attack, unless the attack is one that specifically ignores DR.

Table 2: Armor

Armor Type	DR	Penalty to ACT DEX checks (Trained)	Untrained (ACT DEX/ melee)	Cost
Body Armour:				
Lt armor:	1	-1	-2	
Leather	"	"	"	10gp
Studded	"	"	"	15gp
Animal Skins	"	"	"	5 gp
Thick Cloth	"	"	"	15gp
Medium Armor:	2	-2	-4	
Chain	"	"	"	100gp
Scale	"	"	"	75gp
Breastplate	"	"	"	150gp
Heavy Armor:	3	-3	-6	
Lorica	"	"	"	250gp
Plate Mail	"	"	"	750gp
Helms:				
Leather	1	0	0	5gp
Iron*	2	0	0	10gp
Full Plate*	3	0	0	20gp
Shields:				
Small shield	1	-1	-2	10gp
Large shield	2	-2	-3	20gp

Note: Iron and Plate helms do not have DEX penalties, but do have penalties to any perception-related skill checks. Iron helms cause a -2 penalty to perception checks, and full plate helms cause a -6 penalty.

Note that one cannot wear a shield if he is fighting with two weapons at once or wielding a two-handed melee weapon or a longbow, shortbow or crossbow.

The DR and penalties of each piece of Armour stacks with all others, so the total DR for an adventurer will be the sum of all the armour currently worn. For example, a Warrior with Plate mail, a Plate helm, and a Large Shield will add up to DR 8. If he is trained, he will have a total penalty of -5 to his ACT DEX checks. If he was untrained, the penalty would be a total of -9 to not only his ACT DEX checks but to all his Melee combat rolls as well!

> *Note: Anyone using heavy armour will have their base movement reduced by 10′. This means that a human in heavy armour will have a regular move of 20′ and a double move speed of 40′ (instead of the usual 30′ and 60′).*

Just as with weapons, it is possible create Master quality armour. The cost is usually 20 times the regular cost of the item. Master quality armour adds +1 to the total DR

Again, magical armors are so rare as to be almost impossible to find for sale, but would easily fetch a price of at least 100 times the regular value.

Armour for very large creatures (larger than human sized) will cost double the listed values. Armour can also be made out of leather or chain for horses. It costs twice the listed value as the same armors for humans. Obviously, there are no (effective) helms or shields for horses.

As with weapons, different areas with different cultures and levels of civilization may not have every kind of armour.

Sundry Items:

Various other items can typically be purchased in urban areas. The availability will vary based on local culture and economy, as will the prices. The following is just a general guideline:

Table 3: Sundry Items

Item	cost:
Bag/sack	2 cp
Boats:	
Riverboat, small (holds 3 people)	50gp
Riverboat, large (holds up to 30 people, can only navigate in wide rivers)	250 gp
Ocean vessel, small (crew: 20, holds up to 50 passengers or 100 tons of cargo, can navigate some very wide rivers)	10 000 gp
Ocean vessel, medium (crew: 75, holds up to 150 passengers or 200 tons of cargo)	20 000 gp
Ocean vessel, large (crew: 100, holds up to 250 passengers or 300 tons of cargo)	30 000 gp

Table 3: Sundry Items

Item	cost:
Ballistas and Ram (two ballistae (giant crossbows) and a Ram, for naval defence, can be added to medium or large boats)	8000 gp
Blanket (5sp for cold weather blankets)	1sp
Blessed Water (water from a sacred spring, can cure 1d6 damage or do 1d6 damage to demons or undead creatures if thrown; throwing the water counts as a regular missile attack but will always do only 1d6 damage, you do not bother to consider the difference between your rolls, only that your roll is superior to determine a hit, and then roll the D6 for damage)	50gp per flask
Book, blank	50gp
Candle	1cp
Chain, metal	30gp/10ft
Clothes:	
Peasant/barbarian	1sp
City dweller	1gp
Fancy dress	3gp
Scholarly robes	5gp
Noble clothes	30-200gp
Curative Herbs:	
Healing (will cure 1d3 points of damage, in addition to any from magic or healing skill checks, only one pouch of healing herbs can be used per person, per day)	25 gp
Hot Salve (if applied within 10 minutes of taking fire-based damage, will cure 1d6 hit points of damage, only usable once per person, per day.)	25gp
Antitoxin (taken before exposure to poison, it will give you a +5 to all PAS checks against normal poisons for the next 6 hours; taken after exposure, it will stop any further effects of poison damage but will not cure damage taken thus far	50gp

Table 3: Sundry Items

Item	cost:
Disease Cures (various herbs exist that can be used to cure illnesses, each one is for particular diseases and usually need to be found and applied by a skilled herbalist before the disease progresses too far)	variable
Fishing gear	3gp
Flask	3cp
Food:	
Ale	4-20cp
Bread	2cp
Standard meal	1-3sp
Wine	2sp-10gp / bottle
Grappling hook	1gp
Holy Symbol (a sacred symbol used by people, especially priests, who have a strong faith in a particular deity. Considered a good luck charm, it may grant bonuses in certain social checks)	1-25gp
Horse:	
Riding	75gp
Workhorse	200gp
Warhorse	300gp
Saddle and equipment	20gp
Stable rental, per day	5 sp
(see also rules for armor for horses, called "barding")	
Ink	8gp / 1 oz bottle
Inn, cost per night	2-20 sp
Lamp	1gp
Mirror	10gp

Table 3: Sundry Items

Item	cost:
Musical Instrument (representing a variety of musical instruments, needed by performers and by Bards)	5-100gp
Oil	1sp / 500 ml flask
People:	
Messenger page (hired to send a message)	1cp/ kilometre of distance
Hireling (slightly trained labourers)	1-3 sp / day
Soldier (trained lv. 1 warrior, higher quality hired experts are much more expensive)	1gp / day
Sage (cost to hire a sage to research a particular subject. Cost varies by length of time research would take, and difficulty of the subject matter)	50-1000gp
Wizard (cost to hire a wizard of lower level of ability. Higher level wizards will rarely hire themselves out)	100gp / day
Slave (slavery is legal in only some cultures and places; cost is for standard servants. Highly exotic or very trained slaves can cost up to 20 times more)	50-300gp
Pole, 10ft	2sp
Pipe, smoking	5-100gp, depending on quality (tobacco: 20cp for 1 week's tobacco)
Quill, writing	1sp
Rations (rations usually can last for up to 2 weeks unspoilt)	5sp /day
Rope, 50ft	1gp

Table 3: Sundry Items

Item	cost:
Scroll	4sp
Spyglass (lets you see up to the horizon in clear daytime weather)	1000gp
Tent	10gp
Tinder box (this is a kit with flint, steel and tinder, for lighting fires)	1gp
Tools:	
Artisan tools (these are for the application of the various crafting skills; each set is for a different crafting skill. Tools of the highest quality are required for crafting Master quality items)	5–500 gp
Climbing tools (a full kit for climbers/mountaineers, it will reduce the difficulty of any climb by one full difficulty level)	50gp
Disguise Tools (a set required for disguising checks when one wants to create any kind of sophisticated disguise)	50gp
Healer's Tools (having healer's tools will allow anyone with the Heal skill to add +1 to his regular (1D3) roll for how many HP he restores)	50gp
Torch	1cp
Wagon	100gp
Waterskin	1gp

Initial Equipment:

A typical starting character will begin with the following equipment on his person:

A melee weapon of choice, limited by starting location only

A suit of choice of light or medium body armour **if** he has training in either of these.

A standard set of either peasant or city dweller clothing, depending on his social background

A sack for carrying equipment

One week's worth of rations, plus a waterskin

A choice of **one** of the following: a riding horse and saddle, or a missile weapon of choice (with 20 shots of the type appropriate), or a second melee weapon of choice, or a shield (only if character has shield training), or **one** set of tools of the character's choice (of standard quality, character **must** have relevant skill in the skill related to the tool set), or one musical instrument of choice of standard quality, or a holy symbol of choice of standard quality, or a set of fancy dress or scholarly robes.

Some money, based on social background. To determine social background roll on the following table:

Table 4: Social Background

Roll (1D6)	Social Class
1	Indigent peasant/slave (at GM's option, roll another D6, on a second roll of 1, character is a runaway slave). Starts with no money. If a runaway slave, starts with no items at all other than peasant clothing and a choice of a club or a staff.
2-3	Peasant. Starts with 3D6 GP
4-5	City-dweller. Starts with 1D6 x 10 GP
6	Minor untitled noble (at GM's option, roll another D6, on a second roll of six, character is a minor titled noble). Starts with 3D6 x 10 GP and medium quality noble clothing; or 5D6 x 10 GP, and high quality noble clothes if he's a minor titled noble. This option, especially that of playing a titled noble, can generate modifiers to social checks in diverse conditions.

At the GM's option, a character who starts out at a higher level could have better starting equipment, and would start out with a multiple of 1D6x10xLevel in GP.

This is entirely at the GM's discretion, however; there's no reason why higher-level starting characters couldn't begin the game impoverished

Skills & Stunts

Skills and Stunts:

Players can choose to put their skill points into any skill they wish, and as many skill points into any single skill as they are able. Each point grants one a +1 bonus to use of that skill in any ACT check where the expertise of that skill would come into play.

> *Note that it is always up to the GM to determine whether a particular challenge would warrant the applicability of a particular skill. If the GM decides that there are two skills a player has which would apply, the player should use the higher of the two bonuses, not stack them.*

Skill checks are regular ACT checks where one is allowed to apply a particular skill. Skills are not tied to any particular attribute. There may be occasions, for example, where you could use Sleight of Hand for an ACT DEX check to actually pick someone's pocket. In other instances you might use it with an ACT INT check to see if you can figure out how someone else picked your pocket. You wouldn't actually use it to try to spot someone picking your pocket though; that would be an ACT WIS check with the perception skill.

So the formulae for all skill checks are:

> *3D6 + ACT + relevant attribute + relevant skill (+ any miscellaneous circumstance bonuses or penalties)*

The measure of whether you have success or failure with a particular check can be determined in one of two ways: either by a difficulty check, or by an opposed check. If your success or failure is based on your own effort and not on somehow surpassing someone else's skill, you should do a check against a difficulty. On the other hand, if the skill check is a contest of some kind (such as the aforementioned sleight of hand vs. perception "pickpocketing" incident), then you would roll, and your opponent would roll, and the higher result wins. The greater that the difference between the results is, the greater the degree of success will be as well. Interpretation of the results is up to the GM.

> *OPTIONAL RULE: The GM could choose to limit how many points can be put into a single skill. This limit could be a single overall cap (No more than 10 skill points in a single skill, for example) or could be a restriction based on level (no more than your level+3 skill points in a single skill).*

Difficulties (DC):

These are the numbers that are the Difficulty Checks (DC) of any skill roll. You must have a total roll that equals or surpasses the number given in order to succeed at your task.

Table 1: Difficulties (DC)

Task Difficulty	DC	Description
Easy	10	A task that is not difficult even for a beginner (roll this if a task would normally be average but is somehow simplified for you)
Average	15	A task that requires some moderate training or luck to succeed at. (This is the default roll that most basic checks would be made at).
Challenging	20	A task that requires a serious level of expertise to succeed at
Difficult	25	Succeeding at this task would indicate a total understanding of the skill
Very difficult	30	This task would be something only a master of the skill could succeed at.
Extremely difficult	35	a masterpiece or magnum opus
Virtually impossible	40	a legendary act of ability, though still in the realm of the plausible.

Naturally, there is no "impossible" entry, because if the GM determines that the task is truly impossible, the player will simply fail at his attempt. Likewise, tasks that would be "easy" but are basically insignificant in their consequences, can be declared automatically successful at the GM's discretion.

Note: high level characters will be able to do extremely difficult and virtually impossible tasks with regularity, in their skill specialities. This is assumed as part of the game; high level characters are legendary figures, and should be treated that way in the game.

Usually, a failed check cannot be retried, until the GM determines that there has been some kind of change to the circumstances that would permit a re-roll.

Skill lists

Note: this list is not exclusive. A GM could add other skills if he so wishes. In particular, the list of Lores is only a sampling, and the GM should allow any "Lore" type skill that is not too general and fits with the general context of the Lore skill.

Acrobatics:

This skill represents tumbling, rolling, balance, and general gymnastics. It will be applicable in many stunts that require movement in difficult circumstances.

Bluffing:

This skill represents an experience and practice in being able to lie effectively. It can apply in stunts related to feints or distractions.

Climbing:

This skill represents training in climbing sheer surfaces. The steepness and smoothness of the surface should determine the degree of difficulty of the check.

Crafting:

Represents training in a craft at working with a particular substance, for construction or art. Skill points in this skill must specify **one** particular type of material, but a player can put different skill points into different Crafting skills, and a DM can decide that crafting with one type of material can allow a skill check with a different kind of material at a higher difficulty level.

Sample Crafting materials:
Stone, Metal, Wood, Cloth, and Glass

There can also be crafts that are more particular, reflecting a much more specialized construction that requires very intricate knowledge, such as Craft: Clockworking. The Craft: Locksmith skill is another one of these that is of particular importance as someone trained as a locksmith will have training in opening locks.

Detecting and Disarming traps:

Training in knowing how traps work, where they would likely be and how to avoid or disable them. Can also be used for the creation of traps with the difficulty depending on the complexity of the traps and the materials available for construction.

Diplomacy:

Training in negotiation and rhetoric, the formal skill at arguing and convincing others of your point. Checked to convince someone who is hostile to your position, with the difficulty depending on the degree of hostility, or in the case of a debate, an opposed check

Disguise:

Training in techniques for altering your appearance to go unnoticed or even look like someone else. Difficulty depends on the degree of change of appearance required.

Escaping:

Training in techniques for slipping out of bonds, with the complexity of the bonds determining difficulty.

Healing:

Trained in non-magical methods of treating injury. Someone who is at negative hit points and dying can be stabilized with an ACT INT healing check with a DC of 15+points below zero. Can also be used to restore up to 1d3 hit points through first aid; the subject must be stable and this requires an ACT INT healing check of Average (15) difficulty. This cannot be used more than once per person per day, unless they have taken another subsequent injury from the time you had healed them. Likewise, this skill can be used to diagnose and treat disease or poisons, depending on the difficulty of the illness.

Intimidating:

This skill is checked whenever you want to threaten someone into doing what you want, or cause your enemy to panic in combat. In a combat situation, the check on a one-on-one

fight is an opposed check of your ACT STR or ACT CHA (depending how you perform the intimidation, physically or verbally) plus your intimidating bonus, against his PAS WIS plus any sense motivation bonus. In a case of group versus group combat you will roll for the one character in your group that has the highest number of intimidating ranks, and the other side rolls based on their leader's sense motivation, or the highest hit die creature if there is no clear leader. You add one bonus point to whichever side has the numerical advantage per number of extra combatants above the enemy. If one side has a clear advantage of level or power, the GM may give that side a bonus of +2, +4 or +6. The side that loses an intimidation check will either run away or surrender if flight is impossible. Intimidation can only be attempted before actual combat begins, after the first opponent has fallen, after half the opponents have fallen, or after the leader of the enemy party has fallen. It can be rolled each time one of those circumstances comes up, and is rolled immediately when this event occurs.

Language:

Each skill point can be traded in for fluency with one new language. This is not technically a skill, as you are automatically fluent and never have to "roll" any check for your new language.

Lore:

This is a general skill that represents the knowledge of any kind of topical interest. It can be an academic speciality, or a profession/trade. The "Lore" skill is actually a number of different skills and each sub-speciality must be taken separately from the others. The following list of lores is incomplete; any number of new Lores can be made up by the GM or by a player with GM permission. Any Lore should be specific, but not ultra-specialized. For example, "physics lore" would be a good selection, not "science lore" or "relativity theory lore". Sample Lores:

- Architecture Lore
- City Lore (specify a particular city)
- Etiquette Lore (knowledge of heraldry, and noble families and proper behaviour in social circumstances involving the upper classes)
- Farming Lore
- Games/gambling Lore
- Geography Lore
- Herbalism Lore (medicinal knowledge, not to be mistaken with the actual healing skill)
- History Lore
- Law Lore
- Merchant Lore
- Military Lore (knowledge of how military units and soldier life works, and of military history)
- Nature Lore
- Occult Lore (vitally important to the wizard classes)
- Pipes/tobacco Lore
- Politics Lore
- Religion Lore
- Sailing Lore

Perception:

This skill represents training in observation and honing the senses. It is rolled in any situation where you have to detect something that is difficult to see or hear.

Performing:

This skill represents any of the performing or plastic arts. You must specify a sub-skill when you invest points in performing and each is treated as a separate skill. Possible Performing sub-skills include: acting, dancing, painting, playing an instrument, sculpting, singing, or storytelling. Other performing skills are possible, at GM discretion.

Researching:

Investigating, through studying texts or speaking with people, to learn facts or get details of important events. Difficulty depends on the obscurity of the facts being sought.

Riding:

The trained skill in riding a horse. Checks should only be required when you are riding in combat or in a difficult or complicated situation where one might lose control of the horse.

Sense Motivations:

This skill reflects training in being able to detect lies, subterfuge, and hidden intentions. Any time you are checking to see what someone's true motives are, this skill would apply. This skill usually is based on opposed checks.

Sleight of Hand:

This skill applies to any kind of manual prestidigitation, most frequently used in checks involving picking pockets.

Sneaking:

This skill is checked whenever you wish to move through an area without being seen, hide, or otherwise engage in physical subterfuge. The difficulty of the check depends on how much or how little cover there is, whether you were previously seen, the lighting conditions, etc.

Swimming:

A rare skill in pre-industrial societies anywhere outside of a coastline region. Difficulty based on strength of currents and weather conditions.

Wilderness Survival:

Also known as "Ranger Lore", the general training in how to survive in wild and natural environments, find food, take shelter, etc. It is up to GMs discretion whether the Wilderness Survival skill should be divided into types of terrain, or should be kept as a general survival skill.

Stunts:

Stunts are simply checks, based on skills or attributes, to attempt a specific action that will generate some kind of result to give you or someone else an advantage subsequently.

However, stunts are also often difficult and have trouble succeeding. Also, stunts can be abused if there are not some strict limits to what can or cannot be done with a stunt. Any stunt that is beyond the realm of the believable (i.e. A 5'6" 100lbs rogue tripping a 5000lbs dragon), can be ruled "impossible" by the GM and disallowed. Stunts are of fundamental importance to the game, and the GM should encourage players to stunt frequently, as in particular in combat these are more interesting actions than straightforward bashing and counter-bashing.

In general, here are some guidelines to stunt rolls:

- A stunt check could be made in order to grant you or an ally +2 to their next skill check, or +3 to their next check with a specific skill if that check is done by the next round, or +1 to two different allies' next skill checks. (example: giving your ally an important clue to help him disable a trap (giving him +2 in his next check), thanks to your successful Disabling and Disarming Traps stunt check to assess the situation; or using a Bluff Stunt check to confound a debating opponent with slander, granting you a +2 to your next Diplomacy check in your debate with him).

- A stunt check could be made in order to give you a +2 to your next PAS check. This would be an ACT WIS stunt check in most cases, and would represent pausing and mental preparation/summoning up courage/reflexes in anticipation of an attack you know is coming that would require a PAS check to resist. Usually this PAS check would have to be made within the next 5 rounds in order to gain the bonus.

- A stunt check could be made in order to guarantee that a particular enemy in your melee space will be one of the enemies to take damage if your side wins the melee combat (by making him particularly exposed or distracting him in some way that makes him more vulnerable).

- A stunt check could be made in order to cover an ally, guaranteeing that he will not be hit by missile fire or suffer any damage in melee combat.

- A stunt check could be made to leave an enemy stunned for one round, and incapable of taking any action. (eg.

Doing a bluff stunt check to distract an opponent; this could simply leave the opponent stunned for that round, or it might only give your ally a +2 in melee combat, or it might do nothing at all, depending upon the range of success). Usually, the same stunt can not be done twice in the same battle to achieve this effect.

- Crafting an item of Master quality is a Stunt roll with a DC of 35. Master quality items will be of unique and special quality. Master quality weapons have an expanded critical range, and masterwork armour will be more resistant.

- A stunt check could be made in order to cancel out a condition-based penalty for one round. For example, making an ACT STR stunt check to ignore your dex penalty from armour for one round; or make a Perception stunt check to ignore penalties from fighting in darkness for one round.

- A stunt check could be made in order to conduct an attack meant do disarm or destroy an opponent's weapon, or to knock over an opponent without doing them further harm, or to grab onto an opponent. These would be opposed ACT STR stunt checks against your opponent's ACT STR or ACT DEX (whichever is higher). The weapon would only be destroyed if you succeed by more than 15 (and in the case that his weapon is magical, it only breaks if your weapon is also magical), otherwise it is simply knocked out of the opponent's hand. An opponent who is grabbed cannot act in combat until you let go of him or he breaks free as a stunt check of his own.

- A Diplomacy stunt check could be used in the midst of battle to rally your side to your side and to fight on, grant-

ing your side a +2 bonus against Intimidation checks.

- A stunt check could be made in order to perform an intimidation stunt check to attempt to frighten an enemy into flight or submission when circumstances would not normally permit you to. This can only be attempted once in any combat per side.

- A stunt check could be made in order to allow you to maneuver, usually in combat, through an area where you would normally encounter opposition (for example, using an Acrobatics stunt check to wind your way past the enemy warriors to get to their wizard).

- A stunt check can be made with Missile combat, spending one round doing a perception based stunt check with ACT WIS (DC equal to 20 + opponent's total DR) in order to attempt to hit an enemy next round in a "called shot", hitting him in an unarmoured area. If this shot is successful, the opponent cannot subtract his armour-based DR from the damage dealt. DR from special resistance or rings or amulets of protection would still apply, though DR from magical armour would not. Likewise, this stunt can be used to circumvent a monster's natural armour assuming that this natural armour is not total (ie. If the monster has some kind of "soft underbelly").

- An occult lore skill check could be made to give you a +2 to your next quick casting check, if you do a quick casting check next round.

- A stunt check can be made with either ACT CON or in some cases ACT DEX and acrobatics in order to move the equivalent of one extra normal move in that round (meaning a character with a normal move of 30' would be able to move a total of up to 90' if he made his check).

These are only a few examples. The GM or the players are encouraged to consider their own possible stunts, and players should be allowed to at least attempt to emulate any feat which is not strictly impossible, though the GM can feel free to make their DC appropriately tough. Most stunts undertaken in combat should have a DC of at least 20 to have any effect at all.

The limits of what stunts can or cannot do are ultimately up to the discretion of the GM. The mechanics of stunting are intentionally left very open, both to encourage player creativity and to give the GM, and not the mechanics, final say in what is or is not possible as far as stunting is concerned in his game.

Combat:

Combat works differently than regular skill checks. In almost any situation where there will be violence, the GM should apply the rules of combat rather than regular skill checks.

The basics of Combat:

The fundamental thing to remember about combat is that it is an abstraction of real combat; it does not represent literal blow-by-blow, but rather a whole series of manoeuvres that represent a battle occurring over segments of time.

The basic measure of time in combat is the "round". One round is equivalent to six seconds of time. Thus, ten rounds equals one minute of action.

It is also important to consider that in this system, each combat round is divided into different phases. Various people are likely to act in each phase, and essentially it is considered that they are all acting simultaneously in that phase.

> *The combat round is divided as follows:*

1 Movement Phase

2 Magic declaration phase

3 Missile phase

4 Melee Combat phase

5 Stunt Phase

6 Spell completion phase

7 Morale/Intimidation check Phase

In each round, a character can act in the movement phase, and one other phase, without penalty. Likewise, a character who does not act in any of the other phases can act twice in the movement phase without penalty. A character that acts in the magic declaration phase and doesn't use quick casting will automatically act in the spell completion phase without penalty.

The Intimidation check phase is an automatic phase that comes into play if any of the conditions for Intimidation apply (i.e. If one or both sides have suffered their first casualty in that round, been reduced to half their original numbers in that round, or lost their leader in that round). Its occurrence doesn't incur any penalty to anyone, it does not actually count as an "action" (unless you are intimidating as a stunt).

If you want to act in the magic, missile or stunt phase *and* also defend yourself (participate) in the melee phase (if you are in an opponent's melee space), you can do so, but both your actions that round (the magic or missile or stunt check **and** the melee check) will suffer a -6 penalty. Additionally, you will only roll 3D6 + your Melee, with no other adds (this reflects the character purely trying to defend himself while being distracted doing other things).

> *Note: Optionally, a GM can choose to place the Stunt phase before the melee combat phase in order of battle. This decision should be taken before the start of a game and should be held consistently after that. Any game where the stunt phase is used before the melee combat phase will be one where the players will naturally tend to attempt stunts much more often, as they will often be able to aid allies or hinder enemies on that very round. On the other hand, placing stunts after melee combat will lead to a*

much more "traditional" game, where most players will choose melee and only certain characters will rely on stunts.

1. Movement Phase:

This is the only phase that everyone can participate in, regardless of whether they choose to act in any of the other phases. If someone is not acting in any other phase (not even to engage in active defence), he can move double his regular listed movement. Otherwise, anyone who is taking another action can move their regular listed movement.

Note: each character should declare where they are moving in reverse order of DEX (or Speed in the case of monsters). This means that someone with a +1 DEX will have to declare where they intend to move before someone with a +2 DEX or a monster speed of 2. After all have declared, movement is resolved in descending order of DEX, so that the characters with the highest DEX or monster speed will move first. Anyone whose movement ends up being intercepted by a faster character getting to their desired location first will have to stop 5' away from their intended target.

Moving toward a target: In the movement phase, when declaring, you can declare your intention to "move toward" a person, instead of a fixed point. In that case, if that person moves to a different location, you will follow him there. If the person moves away so that you would require to take a double move, then you will end up doing a double move if you declared

you would be "moving toward" him. On the other hand, if he does not move sufficiently far away, you will only do a single move, and will therefore be able to take some other action.

2. Magic Declaration Phase:

Any spellcaster who wishes to cast a spell must declare the spell they are going to cast. Declarations are made in reverse order of DEX, in the same way as movement. Usually, a caster does not actually complete the casting of his spell until phase 6 (Spell Completion Phase), unless he attempts to quick cast. In that case, if he succeeds his quick casting check, and his subsequent magic check, the spell activates immediately. If two spellcasters are attempting to quick cast and both succeed their checks, whoever had the higher quick casting result ends up releasing his spell first. A spellcaster must declare that he intends to quickcast when he is declaring his spell, but does not make the check until every caster has declared their spells for that round.

If a caster who intended to cast a spell (even quickcast a spell) is hit by some kind of attack (magic, missile or melee) that causes them to take hit point damage, or is the successful target of a stunt, they fail to cast their spell that round.

Most magic items with specific spell-like uses are also used in this phase.

3. Missile Combat Phase:

In this phase, anyone who intends to fire a missile weapon must first declare their intended target. Their target can be anyone within line of sight. All participants in this phase declare their intended targets in reverse order of DEX/monster speed. Then they roll for

the results, after all targets have been declared.

> *To make a missile attack you roll:*

> *3D6 + DEX + Missile Combat bonus + Weapon Damage -2 per each range increment above the first.*

Thus, the farther away you attempt to fire the greater the penalty. Range increments are always rounded up. For example, if you are attempting to hit a target that is 120' away with a Long Bow (range: 100'), that would count as two increments, and you would have a -2 penalty to your roll.

On the other hand, if you were trying to hit the same target with a Spear (range: 20'), it would count as six range increments, and you would have a whopping -10 penalty to your roll.

If you wish, you can try to fire two arrows or throw two missiles (i.e. Two daggers) at once. Doing so gives you a -6 penalty, but lets you add the second missile's damage to the attack roll; if you want each missile to hit a different target you must divide your total missile value in two, with each half acting as the attack roll against each target, rounding any fractions down. (i.e. If you want to throw two daggers at two different opponents, and you get a total of 21 in the roll, including the -6 penalty and the extra +2 damage of the dagger, then your score to hit each target will be 10 and 10).

> *Your target has a defence value of:*

> *10 + DEX + special modifiers*

The special modifiers are up to the GM to determine, they should usually be a bonus of +2 or +4 for various special

conditions that help the defender. For example, if the defender is under partial cover (some of his body is blocked by terrain or obstacles) then he should gain a +4 bonus to his defence.

Likewise, he should suffer a -2 or -4 for each condition that makes defence more difficult. If he is stuck in some kind of difficult terrain, for example, he should suffer a -4 penalty to his checks.

All penalties and bonuses are cumulative.

Often, victims of stunts or spells will have special modifiers.

One of the most serious modifications is if the target is completely unaware of his attacker. In that condition, the defender suffers a -10 penalty to his defence. Completely unaware would imply that he is not presently in combat or a heightened sense of alertness, and does not know the shooter is present in the area.

If the defender is in combat or a heightened sense of alertness, but does not specifically know of the shooter's presence, he suffers a -4 penalty to his defence.

Also, if the attacker is shooting the defender in the back, the defender suffers a -4 penalty.

Active defence:

If a defender is aware that he is under missile attack, he can choose to engage in "active defence". This means that instead of having a base of 10 for his defence, he will roll his defence against each attack and add his ACT bonus to the roll.

> *Thus an active defender rolls:*

> *3D6 + ACT + DEX + special modifiers*

Someone who engages in active defence can take no other actions for that round. He cannot be in melee space (within 5') of an enemy combatant and engage in active defence.

Damage:

Ex. You roll a total of 17 on your missile combat roll. Your opponent's defence is 11. That means you have hit him, and you do 6 points of damage (17-11). If your opponent has 2 points of DR from armour, he ends up taking a final total of 4 points of damage (6-2).

If the attacker's roll total is higher than the defender's total defence value, the attacker's missile has hit. The difference between the two rolls becomes the damage suffered in hit points by the defender, minus any DR from armour.

Hitting an ally:

If the defender is currently in melee space with someone from your own party, there is always a risk that if you fire at that defender and miss, you will end up hitting your own ally.

If you fire, and do not hit, an opponent who is within melee space of your allies, roll a D6. On a 1, you have hit one of your allies by accident and end up doing your missile attack roll total – 10 as damage. If more than one of your allies is in melee space with your intended (and missed) target, roll randomly to see which of your allies was the one who got hit.

Arrows and Quarrels:

If you are using a bow or crossbow, and you hit your opponent (or an ally), the arrow is considered ruined and cannot be reused (except if it is magical). If the arrow or quarrel misses, then it is possible that it could be recovered and re-used.

Critical hits and fumbles for missile combat:

Remember that if a character rolls a result that would be a "critical" hit (either based on the weapon's critical from his level of training with the weapon, or due to the weapon's Master quality, or if he rolls any triples other than triple 1s if he is a warrior class) he scores a critical hit. Anytime a critical hit is scored, he rolls another 3D6 and adds that roll to his total. If he should roll a critical result again, he continues to re-roll and add until the dice rolled are not a critical result.

A critical should also be described by the GM as an exceptionally powerful hit, ideally with details about the location and type of injury, should the attacker end up hitting the defender.

If any character rolls triple 1s, it is a critical fumble. He will not add or contribute anything to the melee combat total for his side, and must roll 1D6 on the critical fumble table for the appropriate unfortunate result:

Table 1: Critical Fumble Table for Missiles

Roll:	Unfortunate Result:
1	You fumble your missile and it falls to the ground. Picking it up will require a full move action next turn.
2 - 3	As "1" above but if you were using a crossbow or a bow, your arrow or quarrel has broken.

Table 1: Critical Fumble Table for Missiles

Roll:	Unfortunate Result:
4	You misfire and end up hitting an ally at random. Only applies if there is an ally in front of you anywhere in the area between you and your chosen target, in a 45° cone expanding directly ahead of you. Otherwise treat as a result of 2-3.
5	as 2-3 unless weapon is a bow or crossbow, in which case your weapon has fallen to the ground and has suffered a break! It will have to be repaired before it can be used again.
6	as 5 above, but applies to any missile weapon. Weapon breaks and must be repaired before it can be used again.

Magical weapons do not usually break. If the weapon in question is a magical weapon, treat a result of "weapon breaks" as if it was a result of "weapon dropped".

4. Melee Combat Phase:

Melee combat is the phase where both sides determine the collective results of their melee combat. Only one side can win any single melee combat round.

The first step in the Melee combat phase is to determine who can participate. Anyone who is not performing a magic or missile or stunt action this round, and who is within melee space of an enemy character, is allowed to participate in melee combat. Melee space is defined as being within 5' of an enemy character, without having some kind of obstacle

that would make striking that enemy impossible.

After that, any character that wishes to engage in melee combat rolls the following:

3D6 + STR + DEX + Melee Bonus + Weapon Damage + Miscellaneous modifiers

The modifiers might include: bonuses from successful stunts, or action points, or conditional or environmental modifiers. Their application is up to GM discretion. Note that Monsters use their own set of dice and modifiers, which are detailed in Appendix I

Optional: High Heroic Combat. If you as the GM want your campaign to feel more like certain movies where the players can hold their own against hordes of orcs or other lesser opponents, this is easily done. If you want to play in this style, simply decide beforehand whether an enemy is a "goon" or a serious opponent. "Goons" are exactly like normal opponents but roll only 1D6 (just as if they were a very small monster), instead of 3D6, in combat. This instantly makes your typical goons (goblins, peasants, etc) far less dangerous to the PC's lives.

Attacking an Unaware Opponent
If someone is being attacked who is unaware of his attacker's presence **and** is completely at ease (not expecting an attack), the defender only uses his PAS DEX (no roll) to defence. On the other hand, if the defender is either aware of his attacker's presence, or on alert for an attack, but not both, he would roll

3D6+melee for his defence. Note that it is extremely difficult to actually take someone by "total surprise"; the first condition above would usually require the attacker to be invisible in order to apply.

Melee Combat and other Actions

If you are intending to participate in the melee phase as well as one of the other die-rolling phases (or doing a double move), you will incur a -6 penalty to your other check (missile, magic, or stunt check), as well as only rolling (3D6 + Melee Bonus – 6) instead of the normal melee combat roll. This is to reflect someone who is fighting mostly defensively.

Note: a player can choose not to participate in the melee combat, even if someone is in his melee space, if he has done or intends to do some other action. In this way, he can perform the other action **without** penalty, but will contribute nothing to the melee combat phase, and will still be liable to take damage that round if his side loses the melee combat. The GM may, at his discretion, assign a greater amount of the damage dealt to the non-fighting character than to his team-mates that participated in melee, to reflect the fact that the non-fighting character was not actively defending himself.

Criticals hits and fumbles for melee combat:

Remember that if a character rolls a result within the "critical" range for his attack (either based on the weapon's critical from his level of training with the weapon, or due to the weapon's Master quality, or if he rolls any triples other than triple 1s if he is a warrior class) he scores a critical hit. Anytime a critical hit is scored, he rolls another 3D6 and adds that roll to his total. If he

should roll a critical result again, he continues to re-roll and add until the dice rolled are not a critical result.

A critical should also be described by the GM as an exceptionally powerful hit, ideally with details about the location and type of injury, and the target of the warrior scoring the critical hit should receive a significant portion of the damage doled out should the warrior's side win the melee round.

If any character rolls triple 1s, it is a critical fumble. He will not add or contribute anything to the melee combat total for his side, and must roll on the critical fumble table for the appropriate unfortunate result:

Table 2: Critical Fumble Table for Melee

Roll	Unfortunate Result
1	You trip in battle and will be at a -4 penalty to your rolls next round, and will have to use your movement to get up (or can do a full movement action, getting up and then moving your regular base movement)
2	You trip in battle and fall flat; you must use a full movement to get up and cannot take any other action or movement that round.
3	If you are wielding a weapon, it slips from your hand.
4	If you are wielding a secondary weapon or a shield that secondary weapon or shield slips from your hand.

Table 2: Critical Fumble Table for Melee

Roll	Unfortunate Result
5	Your main weapon breaks and is rendered useless (may be repairable)
6	Your secondary weapon or shield is rendered useless

If you get a result of 3-6 and are not using the weapon in question, treat the result as if it were a 2.

Magical weapons usually will not break, unless your opponent is also magical. If your weapon is magical and your opponent's attack is not, treat the result as a "weapon dropped" result.

Totalling results and damage:
After rolling your melee combat roll, you add your total to that of everyone else on your side who rolled.

Your opponents will do the same, totalling all of their rolls.

Whichever side has the higher total roll is the winner of that melee combat round, and the difference between their two values will be the damage dealt.

The damage is then divided among anyone on the losing side who is within melee space of any of the enemy side that engaged in melee combat (including anyone on the losing side who was **not** engaged in melee combat but who was in melee space).

It is always the GM's choice exactly how the damage is divided; it need not always be divided evenly among all possible targets. Depending on the GM's judgement of the situation, he may decide that certain targets suffer more or less damage.

Ex. Your side rolls and adds all of its melee combat totals. There are four of you, and you rolled 22, 24, 30, and 8 for your attack rolls, which add together to get a final melee value of 84.

You have five opponents, who rolled 14, 21, 18, 9, and 11. This is added together to create a final melee value of 73.

Your side has won the melee combat phase for this round. The difference between your totals (84-73= 11) is applied by the GM to your opponents. The GM first determines that there are actually six possible recipients of damage, because one of your opponents was casting a spell within the melee space of one of your side's characters. The GM could decide to divide the damage evenly, for 2, 2, 2, 2, 2, and 1 point of damage to the spellcaster; or he could decide that the spellcaster was most vulnerable, giving him all 11 points of damage.

Or he could note that the player on your side who rolled a 30 did so because he got a critical hit, and thus give 10 of the 11 points of damage to the enemy who was in that player's melee space, and 1 point to the spellcaster.

In any case, the damage can default to "divide the damage evenly among those hit."

The damage is divided by the GM however he likes. This gives the GM a great deal of leeway to interpret the

results of the battle, in ways that will possibly lengthen or shorten the duration of a fight.

A good GM will not use his authority in the division of damage to be unfair to the players. However, he will also not favour the players. Remember that if you divide up all the damage and give each opponent a small amount of damage, fights will go on much longer, especially if your opponent is armoured. It is perfectly alright for all the damage of one round to go to one or two of the enemy combatants. Remember also to keep in mind your players' intentions in the battle. If one of them is charging ahead to harm the wizard or the archer of the enemy party, and he rolls high on his attack roll, then that wizard or archer should take a part of the damage. Of course, if the players' side loses a battle, you should assign more damage to the fighter who charged ahead and is thus in a more vulnerable position.

Observing what individual players rolled, and which were their targets, is one possible way of determining how much damage should be dealt to each opponent.

Note to GM (too many dice): If your players are facing a large number of opponents, it can sometimes require a huge number of dice rolls for melee combat rolls. It is your option to change any number of these combat rolls to an automatic 10 result, rather than having to roll the dice. It is better to do this only in cases where the players are fighting a large number of fairly unremarkable opponents (a horde of goblins, for example), as it removes the possibilities of critical hits or fumbles.

5. Stunt Check Phase:

In this phase, any character attempting to perform a stunt action acts.

Each player declares what stunt he wishes to perform in reverse (ascending) order of DEX/monster speed. Then all stunts are performed in descending order of DEX/monster speed.

Note that any and all skill checks performed in combat are considered stunt checks (excepting obligatory Intimidation checks). So for example, trying to heal someone in the middle of combat is a stunt check.

For details about some of the possible stunts that can be performed in combat, see the "Stunts" section.

6. Spell Completion Phase:

In this phase, any spellcaster who had announced that he was going to cast a spell, and did not attempt a quick casting roll, rolls his casting check now and if he succeeds he applies the result of his spell. Spellcasters apply their spell effects in descending order of DEX/monster speed.

After all spells have been cast, it is at this point in the round that any spells of limited duration which were due to end this round run out.

See the section ahead on Spellcasting for more information about caster check and quick casting checks, as well as the lists of spells.

7. Morale/Intimidation Check Phase:

This phase occurs in combat whenever one side or the other has had its first member fall in that combat, or is reduced down to half its original number of fighting men in that round, or after one side or the other has lost its leader in that round. If any of these

apply, you will roll for the one character in your group that has the highest number of intimidating ranks, and the other side rolls based on their leader's sense motivation, or the highest hit die creature if there is no clear leader.

You add one bonus point to whichever side has the numerical advantage per number of extra combatants above the enemy (only count combatants that are still standing, not those who are dead or have fled the scene or are hiding). If one side has a clear advantage of level or power, the GM may give that side an additional bonus of +2, +4 or +6.

If both sides had a condition occur this round that would warrant an intimidation check, then whoever has the higher result intimidates the other side. If only one side is subject to an intimidation check this round, then only that side can be intimidated. If that side rolls the higher result, it simply means their side has not been intimidated, not that the other side has been.

If the enemy side loses an intimidation check will either run away or surrender if flight is impossible. If the players side loses an intimidation check, all GM-run characters on the Players' side will act as if intimidated, and the Players will suffer a -6 penalty to any and all checks if they do not flee or surrender. This penalty lasts until the battle is over or until they manage to cause their opponents to lose an intimidation check!

After all seven phases are completed, another round of combat begins. Combat continues until one side surrenders, or flees, or until all combatants on one side are disabled or dead.

Damage, stunning and dying:

When a character suffers damage, there is no tangible effect or penalty to his actions as long as his hit points are still in the positive end of the spectrum.

Stunned:

When a character's hit points reach exactly zero, that character is "**stunned**". A Stunned character is incapable of taking any action other than a single regular movement (not a double move); though he still has his normal defence against missile weapons, and can still make PAS checks of any kind to resist magical attacks or stunts directed against his person.

A character can become stunned without being at zero hit points; either because of being the victim of a stunt, or from a magical spell, or from certain special attacks from monsters. In those cases, he remains stunned for the listed duration.

If a character is at 0 hit points he remains stunned as long as he is at 0 hit points. If he moves into positive hit points, he is now normal again, and if he is at negative hit points he falls unconscious and is bleeding to death.

Negative hit points:

If a character falls to negative hit points, he is unconscious, and is slowly dying. He will lose 1 hit point per round due to injuries/bleeding, and will die when he reaches 10 +/- his CON in negative hit points. So for example, a character with a +2 CON can survive until he is at -12 hit points, whereas one with a -3 CON can only survive to -7 hit points.

Any character that is unconscious is completely helpless. An enemy combatant can do a "killing blow" as a stunt action in combat against the unconscious character, if he can reach/ see him. He would roll a regular missile or melee attack against his opponent, only the unconscious foe would have a defence of 0; so he will do his full roll in damage against his opponent.

A character with the healing skill can make a healing check to try to stabilize your character. Stabilization means that if the healing check is successful, you are no longer losing 1 hit point per round. Likewise magic, curative herbs or healing checks can be used to restore hit points back to positive level.

Severe injuries:
At the GM's option, a character who falls to negative hit points and subsequently survives may have acquired a permanent injury. This should not happen in every case that the player falls into negative hit points, but only in cases that are appropriately severe; for example, when the enemy scored a critical, or the player had been affected by a stunt. He should then roll on the permanent injury table, rolling 2D6 and applying the results. Only magic (the regeneration spell from the curing list, mostly likely) can cure these permanent effects.

If any of the attribute losses reduce a character -6 or worse in that ability, remember to apply the appropriate conditions as described in the attribute descriptions.

Table 3: Permanent Injury

2D6 Roll	Permanent Injury
2	Brain Damage! Suffers permanent -1D6 loss of INT (to a maximum of -6)
3	Loses a hand/part of an arm. Can only use one-handed weapons from now on.
4	Loses an eye! -4 to all perception checks based on seeing and to missile combat
5	Damaged arm, -2 to any check requiring two hands, and to combat rolls if he tries to use two-handed weapons, two weapons, or a weapon and shield at once.
6-7	Injury to the leg causes permanent limp. Character can no longer sprint
8-9	Scarring to the face, suffer a -1 to any CHA based check where physical appearance could influence.
10	Internal injury reduces your CON by 1D6. Adjust hit points accordingly.
11	Serious physical scarring reduces your STR by 1d6
12	Loss of a leg (1-2), arm (3-4) or spinal damage causes a loss of -1D6 DEX.

Damage Recovery:

Without the help of magic, healing herbs, or healing skills, a character who is injured will regain his level in HP per each night of rest.

Poisons and Diseases:

Typically, a poison can be transmitted through skin contact or through injection. Some poisons are fast acting, others take a long time to activate. Poisons can do direct hit point damage, or they can reduce attributes.

Diseases are usually transmitted through aerial contact, through person-to-person contagion, or through fluid exchange. The GM should determine if there are contagious diseases in a region, and what the level of virulence is. Usually, if a character is meeting conditions whereby he might catch a disease that is present in the environment, the GM should make the character roll a PAS CON check to see if he gets infected, with the DC depending on the virulence of the disease.

Occasionally, very strong poisons or diseases will permanently reduce attributes, but in most cases the damage will be temporary, and each attribute will recover at a rate of 1 point per day until you are back to your original value.

The format for poisons or diseases is as follows:

Type: whether the poison is ingestion or through contact; in the case of diseases the DC for initial contagion

Activation time: how long till the effects set in

Damage: effects, usually expressed in damage/ period of time, plus the DC of any PAS checks to resist or lessen the poison effects.

Duration: How many periods of time the damage will continue to be felt.

Special qualities: if the poison is resistant to herbal or magical healing, the healing DC for healing skill checks to treat the disease and any special herbs that could be required for treatment.

Here is a sample poison for assasination:

> *Type: Contact*
>
> *Activation: immediate*
>
> *Damage: 1 CON / minute, DC25 PAS CON check cancels*
>
> *Duration: 5 minutes*
>
> *Special qualities: none*

Here is a sample disease:

> *Type: aerial contagion, PAS CON DC 20*
>
> *Activation: 2 days*
>
> *Damage: 1 CON/day, 1 STR/ day, DC 25 PAS CON check cancels*
>
> *Duration: 1 week*
>
> *Special qualities: treatment: healing DC 25 to grant victim +5 to PAS CON checks; herbal lore check DC25 to determine that Volkar's Root (found in deep woods) will reduce remaining duration by half when ingested.*

Fire, cold and acid:

Fires will do 1D6 damage per round to anyone moving through one or on fire. Putting yourself out if you've caught fire is a full movement action that requires a DC 15 PAS DEX check. Avoiding catching fire when exposed to it is also a DC 15 PAS DEX check unless otherwise indicated.

Acid damage does 1D6 damage per round as well, but cannot be put out. Someone exposed to acid must remove their outer clothing or armour, which will be destroyed if it is not magical, and must wash himself thoroughly in water to remove the acid.

Extreme cold weather will do 1D6 damage per round to anyone who is not wearing sufficient cold weather clothing to protect himself. .

Falling, and drowning:

A character who falls from a great height takes 1D6 damage per every 10' of falling distance, to a maximum of 20D6 damage.

A character who is under water can remain fine for a number of rounds equal to 10 + his CON attribute. After that he begins to drown. He will then have to make a PAS CON check every round with a DC of 15 +1 per number of previous checks made (so if he's already made two checks and is now rolling his third, the DC is 17). When he fails his check, the character falls unconscious (0 HP), and then loses 1 hit point per round automatically until he has died from drowning.

Magic
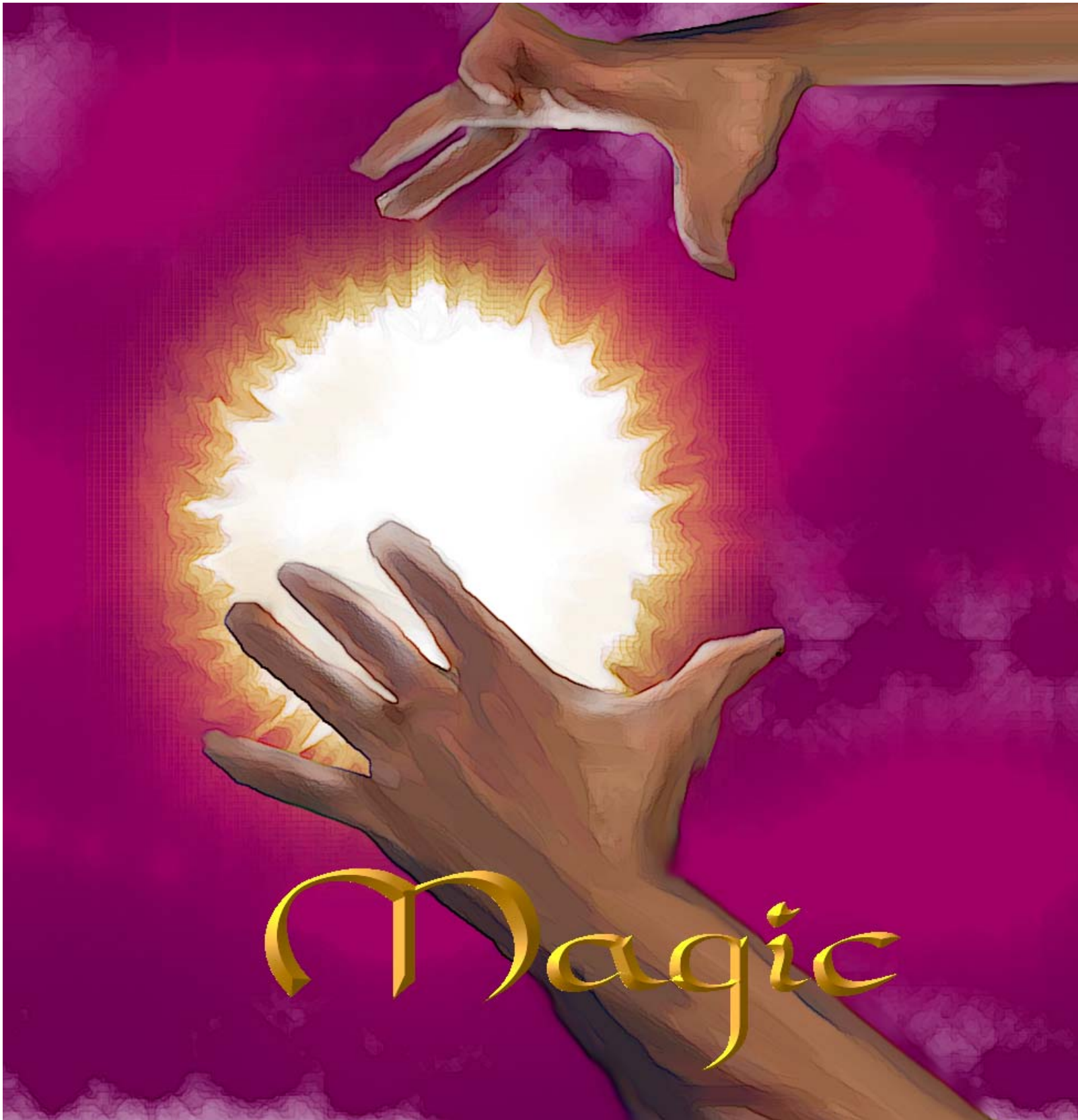
Spellcasting:

Spellcasters of any class will use the same mechanics for casting spells.

In the section on Classes, it explains how each class (wizard, warrior-wizard, or rogue-wizard) can acquire spells.

Spell Level Limits:

There are Spell Limits based on Intelligence. If your Intelligence is not sufficient, you cannot learn certain high-level spells.

The limitations are as follows:

Table 1: Maximum Spell Level

Attribute	Maximum Spell Level
⁻3	1
⁻2	2
⁻1	3
0	4
⁺1	5
⁺2	6
⁺3	7
⁺4	8
⁺5	9
⁺6	10

If your Intelligence is reduced temporarily, your Maximum Spell Level is not affected. However, if your INT is permanently raised or lowered, then your Maximum Spell Level is adjusted accordingly.

There are a few Spell lists that determine Maximum Spell Level with a different attribute (Wisdom or Charisma). In these cases, you should use the same table but examining the value of the new attribute.

The Casting Check:

In order to cast a spell, the caster must concentrate for one full round (declaring the spell he intends to cast at the beginning of the round, and making his casting check at the end of that round) and utter the ineffable words of power.

When he does so, he is channelling a powerful mystical energy through his body and in that way affecting the environment around him.

This is always a difficult action, which mortal bodies are not necessarily built to handle. It takes a tremendous effort of will to maintain the flow of the mystical energy and direct it correctly.

In game terms, this means that any caster launching a spell must make a Casting check. The casting check is a PAS WIS check, with the regular difficulty equalling 10+ (2 x Spell Level). Thus, casting a 1st level spell under normal circumstances has a casting check DC of 12; a second level spell has a DC of 14, etc.

A wizard who has skill points in Occult Lore can add his Occult Lore bonus to the PAS WIS check; the maximum bonus he can add from Occult Lore is +6; if one has more Skill Points invested in Occult Lore than 6, the added bonuses are lost for caster check purposes.

If the spell check fails, the caster immediately suffers HP damage equivalent to 1D6 + spell level. So for example, the damage from failing a check on a 3rd level spell would be 1D6+3.

This damage can never injure a character past unconsciousness. A damage result that would lower the character into negative HP would only leave him at 0 HP and unconscious instead.

A spellcaster knocked unconscious by this kind of damage falls into a comatose state, and will remain unconscious and unwakeable by natural means for one hour plus 1D6x10 minutes per level of the spell (though magic can wake him earlier). When he awakens he will automatically be at 1 HP if he had not been healed to at least that amount previously.

If a character fails a casting check but does not fall unconscious from the damage, he will still be strained and further spellcasting becomes more difficult. For every time he has failed a casting check his casting DCs for any future casting check suffers a cumulative +1 difficulty, until the spellcaster has been able to rest for at least half an hour (resting meaning either sleeping or meditation). For example, if a spellcaster has failed two previous spell checks, and then attempts to cast a 4th level spell, the usual DC of the spell (18) would be higher by +2 (so DC20). This is cumulative with any other difficulty modifiers for casting conditions.

> *Note: while Wizards can gain high level spells at relatively lower levels, the difficulties of the caster checks involved are such that it is often a better idea to get more low-level spells until one is reasonably able to pass the caster checks.*

Casting Conditions:

In this game, all magic comes from the same source: the knowledge and utterance of ineffable words of power.

There are various possible theories of where these incantations come from, but they are irrelevant as far as how the magic actually works.

In order to cast a spell, a character must be able to incant these words. He can say them in a loud voice or a low voice, but he must be able to speak. A character who is unable for whatever reason to emit sounds cannot cast spells. Note that if a character is permanently rendered unable to speak he cannot cast spells (should his speech later be restored, he would again be able to spellcast).

Also, there are certain motions of the hands that must be performed in the case of most spells. While not absolutely essential, these "mudras" or motions assist the caster in channelling the energies that the incantations summon. If the GM judges that your hands are bound or restricted, then the DC of your casting check will increase by +5. Note that if your have permanently lost one or both hands or arms, you will still be able to spellcast but will always be doing so with that +5 difficulty modifier.

Channelling the energy of the incantations is a delicate affair. If you are in combat and are hit in such a way that you take damage while attempting to cast a spell, the spell will fail. If you are otherwise seriously distracted, knocked off your feet, or injured in any way (whether in combat or not) your spell will fail. If the GM judges that conditions are making casting more difficult, but there is still a possibility of the invocation

succeeding (whenever the incantation is not directly interrupted), the GM can impose a DC modifier of +2 to +6.

Criticals and Fumbles in Spellcasting: If your caster rolls triple 6s, this is considered a Critical success in channelling the energy of the spell. Whenever you get a critical success, the following conditions apply:

If the spell being cast has variable qualities (i.e. It involves rolling dice to determine the scope of effect, like a combat spell that would do 1D6 damage, or a spell that lasts 1D6 minutes), those qualities are automatically at their maximum effect, no rolling is required. So a spell that usually does 1D6+1 damage would automatically do 7 points of damage if you rolled a critical, no damage roll required.

All subsequent spell checks for the next 24 hours of game time are cast at a +2 bonus to all casting checks. Likewise, any PAS or ACT checks against the caster's spells will have their DC increased by 2.

Because the caster is in a heightened state of magical awareness, he automatically succeeds in quick casting for the next 24 hours of game time.

Likewise, if a caster rolls triple 1s on his casting check, he is considered to have fumbled, and the energy coursing through his body costs a terrible toll. The damage from failing his check is doubled. Additionally, he suffers a permanent corruption from the failed check. The corruption is determined by rolling 1D6 and adding the level of the

spell, then consulting the table below:

Table 2: Spellcasting Fumble Results

Roll (D6+Spell Level)	Result
2	Physical Deformity: -2 to all social checks based on appearance. Possible deformities include but are not limited to: hideous stench, glassy eyes, boils, sunken nose, odd skin color, etc.
3	Natural enmity: all normal animals react terribly to the caster. In combat situations, normal animals will always try to attack the caster over other party members if possible, and riding any kind of animal becomes much more difficult (+10 to the difficulty of any Riding skill checks).
4	Taint of Necromancy: Undead beings will be drawn to the caster, always attacking him if possible.
5	Madness: paranoia. Caster develops an intense feeling of paranoia, feeling like there are always demonic creatures stalking him. He suffers a -1 penalty to all PAS WIS checks.

Table 2: Spellcasting Fumble Results

Roll (D6+Spell Level)	Result
6	Madness: antisocial. Caster loses 1 point of CHA.
7	Magical handicap: caster permanently suffers a -2 penalty to all casting checks.
8	Physical deterioration. Caster loses 1 point of STR.
9	Weakened endurance. Caster loses 1 point of CON
10	Nervous trembling: Caster loses 1 point of DEX
11	Madness: loss of touch with reality. Caster loses 1 point of WIS
2	Mental damage: Caster loses 1 point of INT

Table 2: Spellcasting Fumble Results

Roll (D6+Spell Level)	Result
13	Blindness: caster goes permanently blind. He can no longer use missile weapons, suffers a -10 check to all perception checks, and has a -2 to melee combat and to any ACT checks involving STR or DEX. He can no longer use any spells that target a location without first knowing exactly where his intended target is located (to correctly judge a moving target he must first make a perception skill check, failure means he will either miss completely (1-3 on 1D6) or will hit the nearest adjacent target, friend or foe (4-6 on 1D6).
14	Energy Drain: Caster immediately loses 1 level and all relevant bonuses.
15	Magical burnout: caster can no longer cast any spells from the list of the fumbled spell.
16	Instant death: caster explodes, doing 1D6 damage per level of spell failed to all beings within 30' radius of his body.

Quick Casting:

In combat or in another situation where time is of the essence, the caster may want to try to cast a spell as quickly as possible. In this case, if he wants to be able to cast the spell immediately after declaring it, he needs to make a quick casting check. The quick casting check requires an ACT INT check, with a difficulty equal to 15 + the spell level. The quick casting check would be made before the actual casting check.

If you fail the quick casting check, the spell fails automatically and you do not roll the casting check. Rolling a critical success (triple 6s) on your quick casting check would grant you a +6 bonus to your casting check.

If you fumble the quick casting check (triple 1s), you must roll your casting check. Should you succeed the casting check, the spell simply fails and you take the usual damage as if the casting check had been a failure. But should you fail your casting check after fumbling the spell goes wild, and you take the damage from failure plus you must roll on the quick casting fumble table below, rolling 1D6 + the Spell's level for the effect:

Table 3:

Roll (D6+Spell level)	Effect
2	All of the caster's hair falls off, leaving him permanently bald

Table 3:

Roll (D6+Spell level)	Effect
3	The caster catches fire, taking normal (D6) fire damage, and thereafter acting like a normal fire in every respect.
4	The caster breaks into a sneezing fit that will last 1D6 hours, making any ACT checks or combat checks suffer a -4 penalty for the duration.
5	The sky begins to rain frogs or fish or some other small creatures in an area 60' around the caster. Everyone in the area is at -2 to all ACT checks and combat, for the 1D6 rounds that the "rain" lasts.
6	The caster becomes temporarily befuddled, unable to speak coherently for the next 1D6 hours, making casting or communication impossible for that duration.
7	The caster grows furry "hair" all over his body, which will fall off naturally over the course of 1D6 weeks.
8	The caster grows a pair of small horns, that will fall off after 1D6 months.

Table 3:

Roll (D6+Spell level)	Effect
9	Any lead in a 30' area of the caster (including the caster's body) turns into gold, and all gold turns into lead, permanently.
10	1D6 random monsters appear in the area; the monsters are all of the same type, with 1D6+spell level in Hit Dice, and will react normally as monsters of their type, though they will be confused and upset about their sudden appearance.
11	The caster changes sex, permanently.
12	The caster instantly ages (1-3 on a D6) or becomes younger (4-6 on a D6) by 1D6 x 10 years!
13	The caster and everyone within 30' of him instantly teleports 1D6x100 kilometres in a random direction!
14	There is an explosion centred on the caster, the caster and everyone within 60' of him take 1D6 damage per level of the spell fumbled.
15	The caster is transformed into a frog.

Table 3:

Roll (D6+Spell level)	Effect
16	A gate is opened into a demonic plane, and a major demon (16 HD monster) comes through and attacks everyone in the area, starting with the caster.

Checks against Spells:
There are various spells that call for the target of the spell to roll a PAS check (or sometimes an ACT check) to resist, diminish, or ignore the effects of the spell. Unless otherwise stated, the difficulty for this check is always:

10+ the caster's PAS + the caster's relevant attribute (almost always INT but sometimes CHA or WIS, in the case of Bard or Druid list magic).

Example: to roll a check against a 10th level Wizard (with INT 5 and PAS 6) who's cast a spell at you, you need to roll against 10+6+5, for a total DC21.

Spell Lists:
The following is a list of available spell lists for a normal campaign. A GM can create new spell lists or ban spell lists from his game if he feels such a list would be inappropriate for his setting.

Air Shaping

1 Create Wind
Creates a Light wind within the line of sight of the caster, enough to move a sailing ship, push away a gas or cloud of smoke, and give a -2 penalty to anyone attempting missile fire against the wind. Lasts for ten minutes.

2 Create Heavy Wind
As create wind, but missile fire is impossible, and all movement is halved against the wind.

3 Dust Devil
Creates a miniature whirlwind around one target. Target must make a PAS CON check or be stunned for 1d6 rounds.

4 Levitation
Manipulates wind to allow caster to rise in the air up to 30' per round, or sink down gently at the same velocity. Lasts 1 minute.

5 Whirlwind
Creates a larger whirlwind in an area of 30' radius. Anyone inside the whirlwind must make a PAS CON check or be stunned for 1D6 rounds.

6 Flying
Caster can fly on air currents, at rate of 120' per round. Lasts 1 hour.

7 Windstrike
A powerful whirlwind lifts up random debris to impact a single target up to 100' away for 1d6/lv damage. PAS DEX check halves damage. There must be rubble (stones, small objects) in the area for that level of damage. In an area where there is no such detritus, the damage is only 4d6, with the same PAS DEX checks.

8 Tornado
Creates a tornado that the caster controls, it is 30' at its base and moves 20' per round. Everyone it impacts takes 10d6 damage (PAS DEX halves), and must also make a PAS STR check or be thrown up into the air. Failure means victim spends one round in the air, then falls 100' from the sky in a random location within 200' of the tornado. Spell lasts 1r/lv, and caster must remain concentrated on the tornado taking no other action but controlling its movement. Anything that forces the caster to stop (including being attacked) will make the tornado dissipate. Anyone in the air at the time the tornado dissipates will fall straight down to the ground 100'.

9 Vacuum
A deadly spell, it creates a vacuum in a space with a 15' radius. Up to 200' away. Anyone in that space must make a PAS CON check. Failure means he dies, his body exploding from depressurization. Even if he saves, he takes 7d6 damage.

10 Summon Air Elemental
Summons a 16hd air elemental who will serve caster for 1 hour per level of caster.

Bard School

Note: spell level limits with this school are based on CHA, not INT; none of the Bard's song-based spells will affect creatures with no sense of hearing, or creatures immune to the effect in question.

1 Whisper
Caster can sing at a whisper level and Project his words to up to 100 ft away to a single target. Lasts 1 round.

2 Soothing Song
Caster's song soothes all aggressiveness. While caster is singing, anyone in earshot (100') must make a PAS WIS check in order to make any aggressive action. Affects all creatures, bard's allies included. Bard cannot take any aggressive acts while singing. Lasts1r/ level.

3 Silence 30'
Bard's song actually silences all sounds, creating a field of 30' around bard where no sound penetrates.

4 Stunning Song
Caster's song paralyses all who listen. Anyone within earshot (100') must make a PAS WIS check or be frozen in place listening to the song for the duration. Song lasts 1r/level. Bard can do nothing but sing for duration. Affects allies as well.

5 Lullaby Song
Caster's song will put to sleep anyone within (100') who fails PAS WIS check. Sleep is magical and those who fall asleep will not be woken except by heavy shaking or direct physical attack. The song can be sung for 1r/lv, or until caster stops or is forced to stop (by attack, etc.), and everyone in range must make check once per round that song is playing. Affects bard's allies as well.

6 Song of Control
This song takes 10 rounds to sing. At the end of the song, anyone within earshot who has heard this song must make a PAS WIS check or become "charmed" by caster (will see bard as a friend, obey his requests if it fits their nature, will not attack him). Charming lasts 1 hour.

7 Sonic blast
A single jarring magical note that does 1d6/caster level to everyone (except bard) within 30' of caster. PAS DEX check reduces damage by half.

8 Terror Song
Caster's cacophonic song will cause everyone within earshot to have to make a PAS WIS check or run fleeing in terror from bard. Caster can sing for 1r/lv. Victims will run away and remain afraid of the caster for 1 hour.

9 Focusing
This spell allows the bard to focus his songs on any single victim rather than all around him. Alternately, it permits the caster to direct his song in a 180º arc ahead of him. Must be cast before other song is cast, other song need not be cast immediately thereafter but whatever his next Song spell is after the focusing spell is cast will be focused.

10 Vibration
This powerful and focused musical note will shatter any single object of normal or magical make (excepting artefacts), or will kill a single individual instantly. Victim or magical object must make a PAS CON check, normal objects get no save.

Cold/Water Shaping School

1 Cool object
Will cool a single object, putting out natural fires of less than 5' radius, and anyone holding said object must make a PAS DEX check or drop the object.

2 Fog
Creates a natural fog in an area of 30' radius. There must be at least 50% humidity in an area for spell to take effect. Will disperse naturally, in about 1 minute in open area, 10 minutes in enclosed area.

3 Purify Water
Purifies any natural liquid, turning it into clear water. Does not affect magical potions, but does affect poisons, alcohol, etc., turning them into natural pure water.

4 Create Water
Creates natural water, 5 lt. per level of caster. Permanent.

5 Water Walking
Caster can move as normal movement over any liquid surface (might still take heat, cold or acid damage if area is otherwise dangerous). Can also breathe underwater. Lasts 10 minutes.

6 Wall of Water
Creates a 10' x 10' wall of water that lasts 1 minute. Anyone trying to pass must make an ACT STR check to do so, and a PAS CON check to avoid being stunned for 1 round.

7 Cone of Cold
Creates a cone of cold emanating outward 30' from the caster, 2 inches wide at caster's fingertips to 10' wide at the end. Does 1d6 damage per level to everyone in range; PAS DEX check for half damage.

8 Wall of Ice
Creates a 10' x 10' wall of natural ice. Ice has 100 hit points, and lasts until melting, variable by ambient heat.

9 Water Storm
Creates a storm of pouring rain in an area of 1km radius of caster. Everyone in radius moves at half speed and visibility is limited. Alternately, creates Ice Storm in 100' radius, all in area (including the caster) take d6 damage per level of caster, PAS CON check halves damage. Water storm will last one minute per caster level. An Ice Storm lasts one round. If Water Storm is cast at sea, anyone on a ship would have to make a piloting check (ACT DEX + sailing lore skill) to avoid shipwrecking.

10 Summon Water/Ice Elemental
Summons 16HD water or ice elemental, who will serve caster for 1hour per level of caster.

Curing School

1 Cure Light Wounds
Cures 1d6+1 hit points of damage to caster or any single creature. The caster must touch the creature to use the spell. The same spell cast on Undead causes 1D6+1 damage.

2 Neutralize Poison
Cancels the ongoing effects of a poison on any one creature or the caster. Will not remove existing damage done by the poison, which must heal naturally.

3 Cure Disease
Cancels the ongoing effects of a disease on any one creature or the caster. Will not remove existing damage done by the disease, which must heal naturally.

4 Cure Moderate Wounds
Cures 3d6+3 hit points of damage to caster or any single creature, or cancels a "stunned" effect. The caster must touch the creature to use this spell. The same spell on undead will cause 3D6+3 damage.

5 Cure Blindness
Cures normal or magical blindness.

6 Restore Health
Instantly removes any non-permanent effects of poison or disease

7 Cure Serious Wounds
Cures 5d6+5 hit points of damage to caster or any single creature, or automatically awakens anyone under the effects of normal or magical sleep. The caster must touch the creature to use this spell. The same spell cast on undead will cause 5D6+5 damage.

8 Regeneration
Restores any lost limb or body part. Or restores 1 level lost due to energy drain effects from undead or magic. It will also restore someone magically transformed into their natural form.

9 Full Cure
Will instantly restore someone to full hit points. The caster must touch the creature to use this spell. The same spell cast on undead will force the undead creature to make a PAS check or disintegrate instantly.

10 Raise dead
Will raise one person from the dead. To be cast, it is necessary for at least some part of the corpse to be present, and it will raise someone who was dead for up to a number of months equal to the caster's level.

Defence School

1 Blessing
All within a 10′ area of the caster not engaging in combat at the moment the spell is cast get a +1 bonus to all PAS checks. Lasts 10 rounds.

2 Magic Resistance
Affects the caster, any spells directed against him will suffer a -2 penalty for the caster's check. Lasts 10 minutes

3 Shield
Creates a magical barrier for the caster that grants him 4pts of damage resistance. Will not stack with normal armour. Lasts 10 minutes.

4 Counterspell
Can be cast at any caster who is attempting a spell that round. If caster's check is greater than opponent's, the opponent's spell fails. If opponent is trying to quick cast, then caster must also successfully quick cast the counterspell in order to counter his opponent in time.

5 Protection 10′
Grants all within 10′ of the caster a +4 bonus to all PAS checks, opponents are at -4 to casting any spells into the circle of protection. Extraplanar and undead creatures cannot enter the circle. Lasts 10 minutes. Caster cannot move or take any other action while spell is in effect.

6 Elemental resistance
Caster is immune to harm from any normal fire, can breathe in water, and does not suffer the effects of cold. Gains a +4 bonus to any checks against any "Shaping" school attack. Lasts 1 hour.

7 Neutralize Spell
Automatically cancels any charm, holding, sleep or magical paralysis as long as the effects are from a lower-level caster.

8 Dispel Magic
Automatically cancels any ongoing spell effects currently active within a 60′ radius, if said spells were cast by a lower-level caster. If the spell is from a higher level caster, he must makes a magic check against the original caster's PAS WIS + Occult Lore roll (not the original check for the spell). Will also temporarily cancel cursed weapons or armour so they can be removed.

9 Shield of the Gods
Caster is immune to all non-magical weapon attacks. Spells and attacks with magical weapons will still harm him. Lasts 1 hour.

10 Banishment
Cast against any one extraplanar creature or undead. Undead is automatically destroyed if it is of lower hit die than caster; otherwise undead must make a PAS WIS check or be destroyed instantly and permanently. Extraplanar beings must make a PAS WIS check or be banished from current plane for 100 years.

Druid School

Note: spell limits with this school are based on WIS, not INT

1 Speak with Plants
Caster can talk to any single plant, asking it questions. Plant will answer truthfully if it knows the answers. Caster can ask one question per level.

2 Blend with Nature
Caster becomes invisible in one particular outdoor environment, so long as he doesn't move or attack, or cast another spell. Lasts 10 minutes.

3 Summon Animal
Caster will summon and control a single animal natural to the outdoor environment he is in (what specific animal appears is up to the GM). Animal cannot have more hit dice than caster's level. Spell lasts 30 minutes, after which the animal will leave.

4 Speak with Animals
As speak with plants, but applies to any normal animal. Animal will not be hostile while talking, but the spell is broken if anyone attacks it. After spell duration runs out, animal may attack caster or leave.

5 One with the Earth
Caster sinks into the ground of any natural terrain and becomes connected to the environment around him, seeing and sensing everything in a 30' radius around his location. During this time the caster cannot be harmed as he has melded with his environment. Lasts 1r/caster level.

6 Animal Control
Caster can take control of up to his level in hit dice of a number of normal animals in a 30' radius around him, and determines all their actions for 1r/level.

7 Plant Growth
Caster can cause up to 900 sq. feet of plants to grow suddenly and thickly, creating an area that is impassable without destroying the terrain. Anyone inside the area of grown plants must make a PAS DEX check to get out in time toward nearest exit, and takes 3d6 in damage from buffeting and cuts/impalements. Anyone who fails to get out is stuck unless he can make a DC30 ACT STR check for every 5' of movement to get out. Hacking at the growth with edged weapons will allow someone stuck to make their way out with a DC20 ACT STR check for every 5' of movement per round. Burning the plants will destroy them, but do damage to anyone stuck inside the growth.

8 Summon Storm
Creates a powerful storm (hail/rain/lightning in temperate/tropics/ocean, dust/sand in desert, and ice/snow in Mountains/arctic), that buffets all creatures within a 100' radius of the epicentre of the storm (which can be cast up to 300' away), doing 4d6 damage per round to any creatures in that area for duration of the storm. A PAS CON check can be made each round to halve damage. This spell can only be cast outdoors. Lasts 1r/level.

9 Summon Animals
Caster summons a number of animals with total hit dice not exceeding 2x caster's level. Animals will all be of the same type, and under caster's control. Lasts 1r/lv; after which animals disappear.

10 Summon Nature Spirit:
Will summon and bind a 16hd Plant or Animal Spirit, which will serve the caster for 1 hour per level of caster.

Earth Shaping School

1 Soften Earth
Transforms an area of earth (not rock) 15' radius into soft mudlike substance. Anyone on that earth must make a PAS DEX check or slip and fall prone.

2 Shatterstone
Makes a single stone not greater than 10 x 10 x 10 ft size shatter completely.

3 Soften Rock
As "soften earth" but affects solid rock.

4 Stonewall
Creates a wall of stone 10 x 10 on solid surface. Wall has 400 hit points, and is permanent

5 Stoneshift
Caster can swim through solid rock or earth or mud, and breathe normally within it. Lasts 10 minutes

6 Harden Mud/Earth
Area of mud or soft earth up to 15'radius will instantly solidify into stone. Anyone within the mud will have at least their legs (and perhaps more) trapped in the rock if he fails a PAS DEX check.

7 Tunnel
Creates a straight tunnel that cuts through any earth or rock surface, extends from one air pocket to another or for 400', whichever is shorter.

8 Stoneflesh
Cast on himself, the caster's skin turns rocklike, and grants 5 points of DR for 1 hour. Cast on a normal person, they must make a PAS WIS check or be petrified. Cast on a petrified individual it will turn them back to normal.

9 Earthquake
Creates a tremor in an area 50' radius. Anyone in that area must make a PAS DEX check to avoid falling into a fissure in the earth. Likewise if underground must make a second PAS DEX check to avoid falling damage from collapsing roof.

10 Summon Earth Elemental
Summons a 16hd earth elemental who will serve the caster for 1hr per level of caster

Energy Shaping School

1 Light
Lights an object, which glows enough to light a 30' area, for 1 hour. Cast directly over a single target's eyes requires them to make a PAS DEX check to avoid being blinded for the same duration.

2 Magic Missile
A bolt of energy, it will automatically hit the first victim in the direction the caster points, for 1d6+1 damage

3 Darkness
Creates an area of absolute magical darkness for an area of 30' radius. Cast directly over a single target's eyes requires them to make a PAS DEX check to avoid being blinded for the same duration.

4 Continual Light/Darkness
As "light" or "darkness" but permanent; and cannot be cast on creatures.

5 Shockwave
Creates a burst of electricity in a 10' radius, all in area must do a PAS CON check to avoid being stunned for 1d6 rounds.

6 Lightning Bolt
A bolt of energy 60' long and 5' wide, doing a d6 damage per level of caster, PAS DEX checks reduce damage by half.

7 Energy charge
Caster surrounded by field of energy, anyone who comes within 5' of him will be shocked for 3d6+3 damage. Lasts 10 minutes

8 Ball Lightning
A ball of lightning of 5' radius will jump from one target to the next, doing d6 damage per level against the first (PAS DEX save halves), but if the individual failed his save the ball jumps to another target, doing 1d6 less damage than the previous time. Ball lightning cannot strike the same person twice. It will continue until there are no more targets within 90' of where it started or until it does no more damage.

9 Ring Lightning
creates a lightning ring that starts at 5' radius around the caster, and extends outward to 30' radius around caster, hitting all as per a regular lightning bolt.

10 Energy Drain
A dreaded attack, it permanently removes 1 level from an opponent. Caster must make his check, then make an ACT DEX check against opponent's DEX+PAS+Armor value, or 3d6+DEX+PAS+Armor value if opponent is aware and spending his action for the round in trying to dodge. Defender must then make a PAS CON check. Failure means 1 level has been lost and character is adjusted accordingly, losing all relevant bonuses.
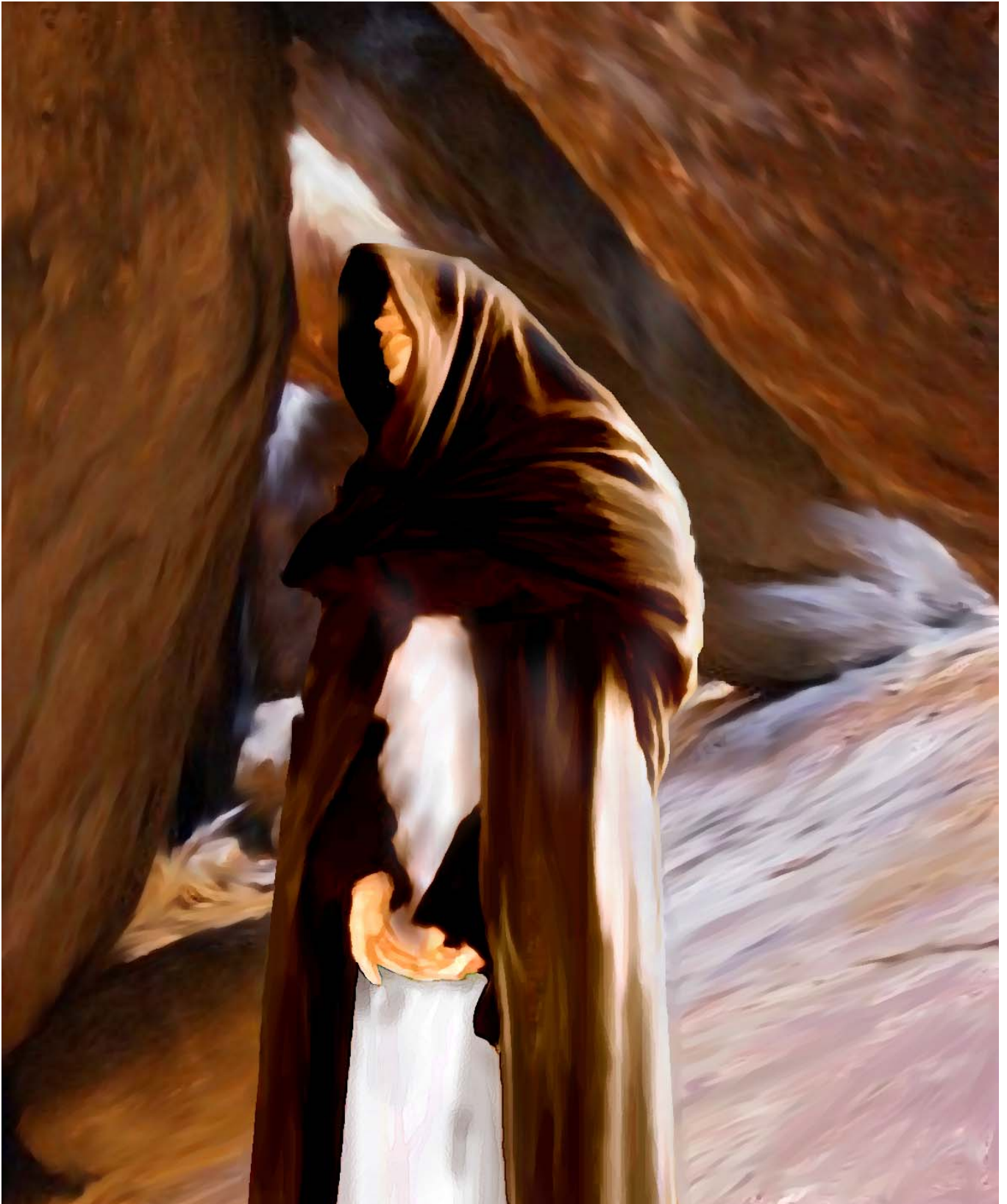
Fire Shaping School

1 Heat object
Heats a single object; if object is held by a creature without heat resistance creature must drop object or take 1d6 damage.

2 Ignite Fire
Will ignite any single flammable object. If worn, will cause 1d6 damage per round until put out or removed (taking a full action).

3 Fire Bolt
A magic missile of fire, does 1d6+level in damage, caster check also counts as attack check in a missile attack.

4 Fire Wall
Creates a 10' x 10' wall of fire, based on a stable surface. Anyone who tries to pass it takes 2d6 fire damage. Lasts 10 minutes.

5 Resist Fire
Immune to all normal fire, +10 to any PAS checks to reduce or avoid damage against all magical fire. Lasts 1 hour.

6 Fireball
Creates a fireball 15' radius, does 1d6 damage per level of caster; PAS DEX check to take half damage.

7 Rolling Fireball
As a fireball but instead of instantaneous will move in one direction until stopped by a non-flammable physical barrier or 1 minute passes. Anyone in path takes listed damage, with PAS DEX check for half damage.

8 Flametongue
Cast on a melee weapon, it will do 1D6 damage bonus from fire to any opponent in the wielder's melee space, regardless of who wins the melee combat round; and can ignite

flammable objects, including clothes or leather armour. Lasts1 hour.

9 Flame Field
Caster (or other target) is surrounded by magical flame. It does not affect the target but anyone who tries to come within 5' of him will take 3d6 fire damage per round. Lasts 10 minutes

10 Summon Fire Elemental
Summons a 16HD fire elemental, which will be bound to caster and serve him for 1 hour per level of caster.

Illusion School

1 Audio Illusion
Creates an auditory illusion only, lasts 1 minute, up to 30' away.

2 Blur
Becomes partially invisible (the caster's check counts as the "sneaking" check for attempts to spot him), not valid if attacking or casting spells. Lasts 10 minutes or until caster attacks or casts another spell.

3 Phantasmal Force
Creates a purely visual illusion. (ACT INT check to disbelieve if given cause). 30' range, lasts 1 minute.

4 Phantasmal Transmutation
Makes any single non-living object take on different qualities. It must keep the same relative shape and mass, transformation is illusionary: ex. Lead appearing as gold, a chest looking like a rock. Must be handled and make an ACT INT check to disbelieve. Lasts 1 hour.

5 Invisibility
Caster or willing target becomes invisible until he attacks or casts a spell.

6 Advanced Illusion
Creates a visual and auditory illusion (ACT INT check to disbelieve, must have cause). Also allows caster to transform his own appearance or that of a single other creature like "phantasmal transmutation", with no limitations for shape and mass aside from not engulfing any other person or object. Will not gain any of the abilities or qualities of new appearance. Range 30', lasts 10 minutes.

7 Invisibility 10' Radius
As invisibility but affects everyone within 10' of caster; lasts only until anyone in original radius casts a spell or attacks, or moves out of radius.

8 Illusionary Terrain
Completely alters appearance of surroundings: i.e. forest looks like desert, false wall where a door should be, etc. must be handled to be disbelieved and requires an ACT INT check

9 Permanent Illusion
Can extend the duration of advanced illusion, phantasmal transmutation or illusory terrain to permanent until cancelled by caster or dispelled magically.

10 Intelligent Illusion
Creates an illusory creature or person as per advanced illusion, but it has intelligence and a life of its own. It is, however, entirely illusory and **not** under the caster's control. It lasts for 1 day per level of caster.

Knowledge School

1 Read Languages
Caster can understand any single written document for up to a maximum of 10 minutes, if it is written in a normal language (not magical or cryptic).

2 Identify
Caster can identify any item by its true name. This will often, but not always, give clues as to its use.

3 Speak Languages
Caster can understand and speak a single normal language for up to 30 minutes.

4 Decode Writing
Caster can understand any secret glyphs or symbols, including magical writing. If written document is a code, caster will understand the hidden message in the code. If it is a written symbol, caster will only understand the literal meaning of the secret symbol, not necessarily its context. Lasts 30 minutes. This spell can also be cast in order to transform regular writing into magical writing, making it unreadable except by magical means.

5 Borrowed Knowledge
caster can gain the bonuses of any single skill from any single target. If target is aware that spell is being cast and wishes to resist he can make a PAS WIS check. Lasts 1 hour or until the caster attempts this spell again.

6 Fast Learning
Caster can read a single document, regardless of size, in 10 minutes, memorizing its contents permanently.

7 Item Lore
Caster can touch any single object and learn its age, place of creation, the identity of its creator, and any special uses it may have.

8 Place Lore
Caster can learn the various names of his present location, and can specify a date in time (past only) where he will see an event that took place in this location. Alternately, he can learn the relative location of a different place to his present location.

9 Contact/Bind Lesser Entity
Caster will summon (ritual takes 1 hour) a lesser entity from the outer planes, and may ask a number of questions to it equal to his level. The entity must answer truthfully to its knowledge. The caster may also attempt to make bargains with the entity for service, items or power, but depending on the alignment of the entity, it may try to deceive the caster for something it wants. The caster must name such an entity by name; or by alignment (law/balance/chaos) to summon a random entity. The entity is summoned into a magic triangle. If the triangle is broken the entity is freed to move in the material plane. The caster can banish the entity at any time while it is in the triangle, otherwise the entity disappears only after the last question is asked of it. If the entity is out of the triangle, it is no longer bound to the caster and may attack it. An entity can have between 13-28 hit dice, with 20 being the average.

10 Contact Divinity
Caster contacts a deity; casting takes 1 day, and caster must specify deity by name. This spell creates a link between the caster and the deity, the caster may then make supplications or ask questions of the deity. Caster stands inside a magic circle, and while there can speak to the deity, but will also be vulnerable to the deity's influence. The

deity can choose not to answer any question, to ignore the caster completely, to destroy the caster, possess the caster, or punish or reward the caster in any way it sees fit. The spell lasts for however long the caster remains in the circle.

Physical Mastery School

1 Resist Cold
Immunity to all normal cold, +5 to all PAS checks to reduce damage from magical cold for 10 minutes.

2 Resist Heat
Immunity to all normal heat, including normal fires. +5 to all PAS checks to reduce damage from magical heat. Lasts 10 minutes.

3 Enhanced Senses
+10 to all perception-related checks for 10 minutes

4 Cat-Walk
+10 to all acrobatics-based checks for 10 minutes

5 Cat-eyes
Darkvision to 100' distance, cannot see in total or magical darkness, for 1 hour

6 Full Seeing
Caster can sense all movement and living things within a 30' radius, cannot be surprised. Lasts1hour.

7 Restrict Breathing
For 1 hour, the caster can act underwater or in toxic or airless environs without being ill affected. Cannot talk while he is doing so, however.

8 Enhance abilities
Can enhance any of the three physical attributes by +1-6 (d6 roll) for 1 hour per casting; cannot make two cumulative spells on the same attribute, but can cast on various attributes, or "overwrite" on one attribute if previous casting was low (but the caster must keep the new score, he can't choose between the bonus he had and the one he just got).

9 Leopard Speed
For 1r/lv, the caster is at double normal movement. He cannot cast spells twice as fast; but can move twice as far in one action, and does a double attack (rolls combat dice+bonuses TWICE to determine total melee attack; or gets to fire two separate shots in missile combat).

10 Diamond Body
While this spell is in effect the caster will not age, and is immune to all diseases. He can also enter a trance state at will, wherein he is frozen, statue like, with no need of food, water, or air and has 20 points of DR. It takes him one full minute of meditation to enter the trance, and it takes 10 minutes for him to get out of the trance, though he begins to show signs of life after the first minute. The duration of this spell is one year.

Rune Magic School

1 Rune Creation
Cast any other spell into a rune that is then activated by touch by any magic-user. The spell activates at the level of the runecaster for all effects, runecaster must make two consecutive magic checks (for rune creation and for the spell in question), the caster activating the rune must make an ACT INT check against a DC 15, modified if he has any kind of "rune lore" skills. The caster will then be able to direct the spell as if he had cast it himself. A runecaster can work with another spellcaster to inscribe a spell the runecaster doesn't know into the rune. In that case, the runecaster would first cast rune creation, and then the other caster would have to cast the spell into the rune no more than one round later. If he fails his check, the rune is inert.

2 Protective Rune
Creates a sigil of protection that counteracts the first offensive spell being cast by an opposing caster. The caster must compare his casting check + level against the opponents casting check +level.

3 Rune Trap
Places an offensive spell on a rune in a doorway or portal; the first person other than the caster who passes that way activates the rune trap. Rules for creation as standard

4 Rune of Dispelling
Creates a 10' area around the rune's place of inscription (rune must be in stationary position) where magic will only function if casters beat a casting check + level opposed contest with the caster's roll for the rune. Will last 1 day/caster level.

5 Stunning Rune
Invisible, placed on a certain stationary surface, it will knock out the first person who touches it if they fail a PAS WIS check.

6 Rune Weapon
Inscribed on a weapon, these runes grant a permanent +2 magical bonus to the weapon; it does not stack with other pre-existing magical weapon bonuses (or multiple castings of this spell), but can overwrite a +1 bonus.

7 Binding Rune
A sigil drawn into the air that will automatically paralyse a single extraplanar creature for as long as the caster concentrates.

8 Rune Armor
Drawn on any metal armour, it grants 1 point of DR. It does not stack with other pre-existing magical bonuses.

9 Greater Rune Weapon or Armor
As rune weapon, but the bonus is +4; or as rune armour, but the DR bonus is 2

10 Runic Permanence
Cast over any rune that is inscribed on stone, wood, bone or metal, it makes the rune's effect permanent. This spell must be cast immediately after successfully casting the spell you want to make permanent. Rune creation spells with permanence cast on them will be able to be activated once per minute.

Sensing School

1 Detect Magic
Any magical item or active spell effect within 10' of the caster will glow to the caster's eyes, for one minute.

2 Read Script
Caster can read and understand any one text (for a max. time 1 min/lv), including magic script.

3 Detect Chaos/Law/Balance
Choose one; caster can detect presence of divine influence of that alignment for 10 minutes.

4 See Invisible
Caster can see invisible beings as normal, for 10 minutes.

5 Detect Traps
Caster can locate traps in an area of 30' around him, for 20 minutes. Natural dangers are not considered traps, neither are ambushes. Traps are exclusively "mechanical" (be it simple or complex) obstacles/attacks meant to harm intruders.

6 Lore
Caster can understand properties and identify true name and history of any one item he holds.

7 Detect Life
For 1 hour, pc senses all life forms within 30' radius. Caster can't be surprised for duration.

8 Locate
Will give the distance and direction of any one specific object the caster knows personally, or has a detailed description of (including through ESP).

9 Truesight
PC will know the level, alignment, class, true appearance, and physical condition of any one target.

10 Find the Path
PC will perfectly know the location and detailed directions to any 1 item (item must be specific; he cannot say "treasure", but he can say "the treasure horde of the red dragon we just killed" or "the wand of Lomax the Invincible"), or person at the moment of casting. If such an item does not exist, or if the person requested is dead, the spell will simply produce no result. Otherwise the caster will learn the best possible route to the current location with details of any natural obstacles on the way. The caster will be unable to give these directions clearly to any other being. He only knows them himself.

Telekinetic school

1 Shake
Causes one glass or otherwise fragile object within 50′ to shatter.

2 Psychic shield
Creates an invisible barrier that gives 2 points of armour protection to the caster for one minute. This spell doesn't stack with normal armour.

3 Psychic Disarm
Opponent must make an ACT STR check or his weapon goes flying out of his hand.

4 Psychic Push
Opponent must make an ACT STR check or be knocked down and stunned for one round. Being knocked down generates 1d6 damage.

5 Telekinesis
Caster can move 10 lbs /lv up to 100′ away. Movement is only for 1 round. PC can move himself, and others who are willing but cannot move someone unwilling unless they fail an ACT STR check. If they do, he can choose to slam them into some object, doing 1d6 damage per 10′ of distance thrown, rounding up. Otherwise, objects can be slammed into an opponent, doing 1d6 damage per 10 lbs.

6 Protection from Missiles
All normal (non-magical) missiles are deflected harmlessly away from the caster by a psychic barrier. Lasts 1 minute.

7 Shatter
Causes any one glass, stone, crystal or metal object to shatter, within 200′

8 Forcefield
Caster gains 20 points of armour, for 10 minutes. Magical bonus damage from magical weapons ignores this barrier

and will end up doing the listed bonus in damage even if the rest of the damage is absorbed.

9 Flying
Caster can telekinetically fly at 120′/round, for 1 hour.

10 Greater Telekinesis
Caster can move 20 lbs/lv up to 300′ away. Movement is for 1round/lv. In all other respects identical to lv. 5 spell.

Telepathic School

1 Sleep
Causes one target to make a PAS WIS check or fall asleep. Sleep is natural, lasting 1-6 hours or until sleeper is disturbed. Range 30'. Doesn't affect creatures who do not sleep, like undead. Will not work on any creature with more hit dice/levels than the caster.

2 Charm Humanoid
One target must make a PAS WIS check or believe caster is his friend. Lasts for 1 hour per difference in the check. Range 30'.

3 Calm
Affects all creatures within a 30' radius. All creatures in the radius become non-aggressive and will neither fight nor prepare for a fight for the duration of the caster's concentration. As part of concentration caster must also remain passive and not prepare for combat. Affects caster's allies as well. Opponents cannot fight but can discuss and continue to obstruct paths etc. and PCs cannot pass aggressively. This spell will not work against any creatures with more hit dice/levels than the caster.

4 ESP
Caster is able to read the thoughts of a target creature/being. Caster will read surface thoughts and emotions only, unless he is looking for a specific piece of information, in which case he can attempt to look for just that specific piece of information. In either case, the victim gets a PAS WIS check to resist intrusion, unless he is a willing target. The spell lasts 1 round and affects one creature.

5 Hold Humanoid
Single target must make PAS WIS check or be paralysed in place. Lasts 1 round/ caster level. Only affects humanoids.

6 Deep Sleep
As sleep but sleep is magical and target will not be awoken except by a direct physical attack. Will affect up to twice the caster's level in hit dice/levels of creatures, but no single creature with more hit dice/levels than the caster's level.

7 Confusion
Affects up to 12 creatures in 30' area up to 100' away. Each round they remain in the area creatures must make a PAS WIS check or they will randomly remain inactive (1-3) or attack their own team-mates (4-6)

8 Charm Creature
As charm but can affect any creature

9 Hold Creature
As Hold but will affect any creature.

10 Geas
Single target must make PAS WIS check or will be obliged to complete a single task commanded by caster so long as it isn't completely suicidal. The complexity of the task should be adjudicated by the GM, but the task should be able to be worded in a single sentence. The spell lasts until the task is completed.

Travel School

1 Cheetah Stride
Doubles your normal running movement for 1 minute

2 Feather Fall
Lets you safely fall from a distance of up to 100'; if you are falling more than that, damage is only calculated from the difference. Lasts 1 round.

3 Blink
Caster teleports up to 100' distance.

4 Water Walking
Caster can move as normal movement over any liquid surface (might still take heat, cold or acid damage if area is otherwise dangerous). Can also breathe underwater. Lasts 10 minutes

5 Flying
Caster can fly, 120' per round. Lasts 1 hour.

6 Tunnel
Creates a portal in any solid matter, allowing one to pass in either direction; up to 30' thick. Tunnel stays open for 10 minutes. If anyone is inside the tunnel area when it disappears they die instantly.

7 Haste
For 1r/lv, caster or one target is at double normal movement. Cannot cast twice as fast; but can move twice as far in one action, and does a double attack (rolls dice+adds TWICE to calculate melee attack; gets two rolls for missile attacks)

8 Teleport
Caster can teleport himself to any location in the same plane. Caster must personally know of the location or have gained a personal image of the location through some kind of telepathy.

9 Enhanced Haste
As haste, but affects everyone within a 10' radius of caster when spell is cast.

10 Gate
Creates a Gate linking Caster's present location to any other location on any plane. Caster must be able to accurately name location or must have visited it personally. The gate lasts 10 minutes, unless the caster makes his roll by 10 or more, in which case it lasts 1 hour. If he makes his roll by 20, the gate is permanent. Various spellcasters with this spell can combine their rolls in order to create permanent gates.

Monsters

Appendix I: Monsters

Monsters, animals and special creatures do not follow the standard block of statistics. To make things easier for the GM, the statistics of note for monsters can be reduced considerably, in order to facilitate play.

The basic value of importance for all monsters is their "Hit Dice". This is the monster's level of power, equivalent to the Level in player characters. With hit dice, you can determine their entire stat block as follows:

Monster Speed: This determines how quickly the monster can react, mostly to determine order of declaration in combat. It is also the number added in place of DEX to determine if a missile attack will hit it. Monster Speed starts at 1, and goes up by one for every four Hit Dice.

Hit Points: Identical to HP in players, the monster's hit points is equivalent to 5+5/Hit Dice

Combat bonus: used to determine total added to rolls for melee or missile combat (if the latter is appropriate), since Monsters do not have either STR or DEX to add. It is equivalent to 4+1/Hit Dice. To this you would also add the damage value from any weapons or natural weapons (claws, bites) that the monster might use.

The overall size of the monster should determine how many dice he rolls in melee combat (unlike PCs who all roll 3d6). Very small creatures should roll 1D6, small creatures roll 2D6, human-sized roll 3D6, large roll 4D6, huge roll 5D6, and truly gigantic roll 6D6. Note that any creature making missile attacks still rolls 3d6, regardless of size, for those kinds of attacks.

PAS checks: this is the total bonus rolled for any and all PAS checks. It is equivalent to 3 + 1/3Hit Dice.

ACT checks: this is the total bonus rolled for any and all ACT checks. It is equivalent to 3+ 1/2 Hit Dice.

Monsters are assumed to use their ACT or PAS bonus (depending on the circumstance) for intimidation checks. Monsters who are spellcasters but who do not automatically succeed in casting spells must roll their PAS check in order to make their casting check (and roll their ACT to make their quick casting check, if they so choose).

Thus, basic generic monsters can be determined very quickly in play by referencing the following table:

For creatures of more than 20 HD continue to extrapolate along this table.

This is not, of course, the limit of what you must do for any but the most generic of monsters. First, you must determine what kind of weapons and armour they might be using. Keep in mind that creatures with multiple arms could use more than two weapons or shields, and that non-humanoid monsters will likely have multiple claw and bite attacks. A typical claw or bite attack from a small (cat-sized) creature will be +0, from a medium (wolf-sized) creature +2, from a large (lion-sized) creature +3.

It is assumed that a typical monster has a critical anytime it rolls all 6s on its dice. Creatures that have more than 3 hit die would critical anytime they rolled at least three 6s. Especially deadly creatures might critical anytime they roll triples of any kind. A critical always means the creature re-rolls its number of combat dice, and can

continue to do so as long as it keeps rolling criticals.

Creatures with strong scales or shells will have natural DR from their natural armour.

You must also calculate the basic movement of the creature. A humanoid creature of human size will usually move 30′ in one basic movement, or 20′ if it is encumbered by heavy armour. Smaller humanoids usually move at 20′, but smaller non-humanoids can move at 30′ or faster.

Table 1: Monsters

Hit Dice	Monster Speed	HP	Combat	PAS	ACT
1	1	10	+5	+3	+3
2	1	15	+6	+3	+4
3	1	20	+7	+4	+4
4	2	25	+8	+4	+5
5	2	30	+9	+4	+5
6	2	35	+10	+5	+6
7	2	40	+11	+5	+6
8	3	45	+12	+5	+7
9	3	50	+13	+6	+7
10	3	55	+14	+6	+8
11	3	60	+15	+6	+8
12	4	65	+16	+7	+9
13	4	70	+17	+7	+9
14	4	75	+18	+7	+10
15	4	80	+19	+8	+10
16	5	85	+20	+8	+11
17	5	90	+21	+8	+11
18	5	95	+22	+9	+12
19	5	100	+23	+9	+12
20	6	105	+24	+9	+13

Next, you may want to alter any or all of these stats to fit the creature you

have in mind. Some will likely be faster creatures, with a bonus to monster speed. Others might be slower. Or tougher creatures may have better PAS checks.

Finally, you must determine what special abilities a creature might have, aside from its attacks.

Does it have poison? Or Spread disease? Does it have powers that mimic spells?

Does it breathe fire? Can it control minds? Or turn people to stone?

All of these are possibilities.

Sample monsters are listed in "Appendix II: Sample Monsters:" on page 81.

Appendix II: Sample Monsters:

Angel (Lawful Entity)

HD: 20

HP: 150

Monster Speed: 9

Combat: 4d6+24

PAS: +13

ACT: +17

Special notes: base movement 50' or 150' flying. Armour: natural, DR 21. Weapon: +10 two-handed sword (total value +25) or +2 Longbow that gives all arrows the "slaying (chaotic entities)" quality (total bonus +15 + slaying, range 100ft).

Angels can see in the darkness, and are immune to all acid and cold attacks. They have +10DR against electricity or fire. They have +20 to all PAS checks against spells. They regenerate 15 HP every round, and they can speak any language.

Angels can only be hit by magical weapons, and will never be hit by Law-aligned weapons.

Number encountered: variable, but usually only 1.

Note: This is just one type of possible Angel. Angels vary in both HD and powers, but they're all fairly powerful.

Basilisk

HD: 6

HP: 35

Monster Speed: 0

Combat: 4d6+10

PAS +5

ACT +6

Special notes: Base movement 20'. Natural DR7. Bite attack +3 damage.

Basilisks are terrifying giant lizards who's very gaze can turn you into stone. Anyone who looks at a Basilisk must make a PAS CON check vs. DC15 or be turned into stone permanently (it can be reversed with magic). Each round that you look upon a basilisk this check must be done again. Attempting to fight a Basilisk without gazing upon it will generate a -6 penalty to all missile and melee combat checks. A wizard casting a targeted spell at a basilisk without looking at it will suffer the same penalties as if he was blind (see the critical failure table for casting checks for details).

Basilisks can see in the dark.

Basilisks never have any treasure of their own, though sometimes they are put as guardians of treasures in dungeons.

Number Encountered: 1D6

Bear:

HD 6

HP 45

Speed 1

Combat 4d6+10

PAS +6

ACT +6

Special: move 40'. Bears have a natural DR5. They attack with claws and bites (total damage +20).

Number appearing: 1 or 2

Boar, Wild

HD: 3

HP 25

Speed 1

Combat 3d6+7

PAS +4

ACT +3

Special: move 40'. Boars have a natural DR6. They attack with their tusks (damage +3). They are favourite subjects for hunting parties, and delicious, but difficult and dangerous to hunt. They can see in all but total darkness.

Number appearing: 1 or 1D6+2

Bugbear:

HD:3

HP:20

Speed: 1

Combat: 3d6+7

PAS: +3

ACT +4

Special Notes: Base movement 30'. Bugbears are a goblinoid race. They usually wear leather armour and a shield, and have natural DR (total DR5), and wield one-handed melee weapons, usually morningstars, for +5 total damage. They sometimes throw Javelins (+5 damage, range 30').

Bugbears see in the dark up to 30'. They get +2 to all ACT checks for sneaking.

Often, a group of more than 10 bugbears found together will have a leader (HD8), and 2 bodyguards (HD5).

Number encountered: 1D3 if it's a patrol, or 4D6 if it's a whole warband/ tribe.

Centaur:

Centaur

HD:4

HP: 25

Speed: 2

Combat 3d6+8

PAS +4

ACT +5

Special notes: base movement 50'. Centaurs have a natural DR 3. They fight with longswords (total +7) or Longbow (+7, 100'); or they can smash with their front hooves for +4 total damage.

They can see in the dark up to 60'. If centaurs charge at an opponent (have moved at least 30' that turn to hit an opponent in melee) their damage value is doubled for that round. If a warband is encountered, they will likely have a leader of HD8. If the whole tribe is encountered there will be 8 leaders, and one great chief of HD13.

Centaurs are usually Balance alignment.

Number encountered: small group

1D6+1, warband 3D6 or whole tribe 3D6x10.

Chaos Creature, Minor:

HD8

HP:45

Speed:5

Combat: 4d6+12

PAS +5

ACT +7

Special: base movement 20'. These are hideous servants of the chaos deities. They look like an ever-shifting mass of tentacles, claws, body parts, and goo. Anyone seeing one for the first time must make a PAS WIS check against a DC of 18 or be intimidated. They have a natural DR5, and attack with claws or tentacles for +4 damage. They can "see" even in total darkness. They have +5 to all PAS checks against magic, and cannot be put to sleep, charmed, or held; and cannot be intimidated. They are immune to any effect that would cause them to change shape (including petrification). They are chaotic entities and no intelligent chaos artefact will harm them.

They never have any treasure.

Number encountered: 1

Cockatrice

HD:5

HP: 20

Speed:3

Combat 2d6+9

PAS +4

ACT +4

Special: base move 20ft, flying 60'. Cockatrices have no armour. They look very similar to roosters and might be mistaken for one, only they have a long serpent tail. They attack by biting (+1 damage) and anyone who takes damage from a cockatrice's bite must instantly make a PAS CON check vs. DC15 or turn to stone.

Cockatrices only have treasure on a roll of 6 on 1D6, and its treasure will only be like that of a 2HD monster.

Number encountered: Sometimes one, but more often a gaggle of 2D6+1.

Deep One

HD: 2

HP 15

Speed 1

Combat 3d6+6

PAS +3

ACT +4

Special: move 30' swim 60'. Deep ones are terrifying fishlike amphibian humanoids. They are hostile to most life forms other than their own. They have a natural DR5. They attack with their claws and bite (total damage +6). Deep ones can breathe in air for up to 3 hours at a time. They can see in the dark.

Number appearing: 1 or 1D6+2 or tribe (2D6+4 x 10; plus 9 HD6 bodyguards, 4 wizards HD8 (cold/water shaping school to lv. 7), and one king HD10).

Deep One

Demon (Chaotic Entity)

HD:20

HP:150

Speed: 7

Combat: 4d6+24

PAS: +15

ACT: +20

Special: base move 40'; flying 90'. Natural DR19. Wields a +2 Longsword, vorpal (+14, vorpal); or a +1 Whip, flametongue (+9, +1D6 fire; whip is a reaching weapon, and can entangle or trip).

The Demon can summon 1D6 chaos creatures per day, at will.

The demon is immune to non-magical weapons, electricity, fire, and poison. He has +10DR against acid or cold. He has +18 to all PAS checks against magic. Demons can always see through illusions, invisibility, and see a creature's true form, and can see in the dark up to 60'.

The demon's body does 6D6 fire damage per round to anyone who touches his skin, tries to wrestle with him, etc. The demon can also communicate through telepathy to anyone within 100' in any language.

A demon's very blood is made of fire, when injured the fire arcs out of him. If he should die, the Demon explodes in a burst of flame that does 10D6 points of damage to everyone around him (PAS DEX check vs. DC 30 to halve the damage).

Number appearing: Usually either alone or with 1D6 chaos creatures.

Note: this is just one example of a Demon. Demons have variable hit dice and powers and the GM should alter these statistics as he pleases.

Dinosaur: Tyrannosaurus

HD:18

HP:120

Speed: +1

Combat: 5d6+22

PAS: +9

ACT +14

Special:base move 40'. Tyrannosaurs are fast of foot but clumsy. These creatures have a natural DR5, and attack with a bite +13 total damage.

Tyrannosaurs only have treasure on a 6 on 1D6, and its treasure will only be that of a 9HD monster.

Number appearing: 1 or 2.

Dire Wolf

HD:6

HP: 35

Speed: 2

Combat: 3d6+10

PAS: +5

ACT: +6

Special: base move 50'. Natural DR3. Dire wolves attack with a bite (+10 damage). Dire wolves can see normally except in total darkness.

Dire wolves only have treasure on a 6 on 1D6; and its treasure will be that of a 3HD monster.

Number appearing: 1D6+2 (pack). Dire wolves are also sometimes used by smaller goblinoids as mounts.

Djinn (chaos entity)

HD: 20

HP: 105

Speed: 3

Combat: 4d6+24

PAS: +9

ACT: +13

Special: movement 20', flying 40'. Djinns are powerful chaotic beings, made of "smokeless fire", native to the elemental plane of fire. They serve El Qahar (the Dragon of chaos). They are not necessarily hostile or destructive to human life, but they value freedom, especially their own, above all else, and do not see mortal creature's lives as worth much more than an ant's life would be worth to a human.

Djinn do 1D6 fire damage to anyone in their reaching melee space (10ft).

Djinn have a natural DR6, and they are immune to fire. They cannot be put to sleep.

A Djinn's punch does +12 damage, and they will sometimes use magical weapons if they have them, especially scimitars.

A Djinn can change its size at will, becoming as small or as large as it likes. In his natural state he is 12' tall.

A Djinn can also shift to another plane at will, and take others with him if they are willing and within 10' of him.

A Djinn can communicate by telepathy up to 100' away.

A Djinn can make himself or others invisible (as per the 5th level illusion list spell) at will. He can turn into a gaseous form (immune to non-magical attacks) once per day for up to 1 hour, and can change shape to look like any other creature (once per day, for up to one hour). He can also create any quantity of food or wine at will.

Number appearing: usually 1

Dog

HD 1

HP 10

Speed 1

Combat 2d6+5

PAS +3

ACT +3

Special: move 40'. Dogs have a natural DR1. They attack by biting (damage +1). They are often trained as pets or guardians.

Number appearing: variable. A Pack is usually 2D6.

Dragon, Young

HD: 13

HP: 75

Speed: 0

Combat: 5d6+17

PAS: +7

ACT: +9

Special: base move 40', fly 150'. Dragons have a natural DR12. They have the reaching quality (all beings within 10' of the dragon are in its melee space). They attack with claws and bites (total damage bonus +42).

They can breathe a breath attack, depending on colour, that does 8D6 to everyone in a cone up to 40' away, three times per day. Dragons are immune to whatever substance they breathe (ie. A red dragon is immune to fire attacks).

Young dragons will naturally know and be able to cast 1D6 1st level spells. They can choose to teach these spells if they wish. Dragons are intelligent and usually speak common.

They are immune to sleep and any form of paralysis (including "hold" spells). They have a +10 bonus against any effect that would stun them.

Consult the following table to determine alignment and breath weapon of a Dragon:

Table 2: Dragons

Type of dragon	Breath	Alignment
White	Cold	chaotic
Black	Acid	chaotic
Green	Poison gas	balance
Blue	Light-ning	balance
Red	Fire	chaotic
Copper	Poison gas	chaotic
Silver	Cold & Gas	Law
Gold	Fire & Gas	Law
Crystal	Light-ning & Gas	Law

Dragons always have treasure (no check required) count as having +3 to their HD for determining their treasure (so as if they were HD16).

Number appearing: 1D3.

Dragon, Adult

HD:22

HP: 125

Speed: 0

Combat: 6d6+26

PAS: +13

ACT: +14

Special: base move 40', flying 150'; adult dragons have DR21; they have reaching quality (to 15'), and attack with claws and bites (total damage bonus +77). They can do a breath attack 4 times a day, for 12D6 damage each time, to a 40' cone. They are immune to whatever breath attack types they do. Consult the table in the "dragon, young" entry for breath and alignment types.

Adult dragons know and cast the entire Knowledge spell list to lv.5, and know 3D6 other spells of levels 1-5.

They are immune to sleep and all forms of paralysis, and have a +10 bonus against any effect that would stun them or to resist intimidation.

They are immune to all non-magical attacks.

Anyone who sees an Adult dragon who is of less than 22nd level must make a PAS WIS check against a DC of 21 or automatically be intimidated.

Adult dragons have a +11 to all PAS checks against spells.

Adult dragons always have treasure, and they have double the normal amount of treasure (roll twice on each table indicated).

Number appearing: 1

Elemental (Balance Entity)

HD: 16

HP: 95

Speed: fire: 7, earth: -1, air:9, water:4

Combat: 4d6+20

PAS: +8

ACT: +11

Special:

movement: fire elemental 60'; earth elemental 30', air elemental 100' Flying; water elemental 30', swim 120'.

Armour: Fire elemental DR4, earth elemental DR11, air elemental DR4, water elemental DR9

Weapons: Fire elemental: automatically does 3D6 fire damage per round to anyone in melee space, reaching 15'. Also, punch +8 damage.

Earth elemental: punch (total damage +18).

Air elemental: creates a whirlwind that does 3D6 damage to anyone within 15 feet automatically. Also can do stunt attacks to knock people over or pin people down with whirlwinds. All missile shots are at -6 against him.

Water Elemental: punch: (total damage +14). Can do a stunt check to pin people down under its watery fists, drowning them at the regular rate.

Other special powers: All elementals can move perfectly freely through their own element, and are immune to any attacks based on their own element.

All elementals are immune to non-magical weapon attacks; and cannot be put to sleep, charmed, or stunned, or affected by sound-based spells that do not cause damage. Elementals have darkvision to 60'.

Elementals only have treasure on a 6 on 1D6; and its treasure will be that of a HD8 creature.

Number appearing: usually 1

Elephant

HD 11

HP 75

Speed 0

Combat 4d6+15

PAS +7

ACT +7

Special: move 40'. Elephants have a natural DR7. They attack with their tusks or stamping with their feet (total damage +20, reaching 15'). If the elephant has moved its full basic move to enter melee space in that turn (charging) it does an extra +15 damage. Elephants usually only fight to defend themselves.

Elephants can see in all but complete darkness.

Number appearing: 1 or herd 6D6

Gargoyle

HD: 4

HP: 35

Speed: 2

Combat: 3d6+9

PAS +4

ACT +5

Special: base movement 40', flying 60'. Gargoyles are stone creatures created by wizards, usually as guardians. They are semi-intelligent but only obey the orders given them by their creator. When first encountered they may be mistaken for statues, requiring a perception skill check at DC20 to tell if they're not. They get a +8 to any hiding

skill check if they're in a rocky environment.

Gargoyles have natural DR4. They are immune to non-magical weapons, sleep, charm, stunning effects or intimidation.

Gargoyles attack with their claws, bite, and horns (total damage +6). They can see perfectly in the dark.

Number appearing: 1 or a pair, or a whole lab of gargoyles (3D6).

Ghoul

HD: 2

HP: 15

Speed: 2

Combat: 3d6+5

PAS: +3

ACT: +4

Special: move 30'. A ghoul is a type of undead creature. It has a natural DR 2. It attacks with claws and a bite (total damage +3). Anyone who takes damage from a ghoul must make a PAS CON check (DC 15) or be paralyzed for 10 minutes. Ghouls are immune to sleep, charm, stunning, or intimidation/fear effects.

Anyone killed by a ghoul rises the next day from the dead, as a Ghoul.

Ghouls only have treasure on a 6 on 1D6

Number appearing: 2D6

Giant

HD:14

HP: 85

Speed: 2

Combat: 5d6+18

PAS: +7

ACT: +10

Special: base movement 30'. Giants have a DR 13 (combination natural and animal skins). Giants attack with huge clubs (damage +18, reaching 10') or by throwing boulders (+12 damage, 180' range).

Giants can see in the dark up to 60'.

Number appearing: 1, or a family (1D3+2), or a tribe (1D3x10)

Giant Ant

HD 2

HP 15

Speed 0

Combat 4d6+6

PAS +3

ACT +4

Special: move 50'. Giant Ants have a natural DR7. Giant ants have a bite attack (damage +3). They can also stunt to trap a victim in its mandibles (ACT DEX vs. Ant's ACT to avoid). Anyone trapped can then be stung each round for 1D6+2 acid damage.

Giant ants only have treasure on a 6.

Number appearing: 1 or 1D3+1

Giant Bat

HD: 4

HP: 30

Speed: 6

Combat: 3d6+8

PAS: +5

ACT: +9

Special: base move 5', flying 40'. Have natural DR5. Attack with a bite at +4 damage value.

Giant bats are blind, but can sense everything 40' around them (this gives them +2 to all perception based checks). Sonic spells are disruptive to this sense, giving them -4 to all ACT checks and attacks.

Giant bats only have treasure on a 6 on 1D6; and its treasure will be that of a HD1 creature.

Number appearing: 1D6+2

Giant Jelly

HD 4

HP 55

Speed. -5

Combat 4d6+8

PAS +4

ACT +0

Special : base move 15'. These huge blobs of jelly are the creations of mad wizards and are usually found in ruins or dungeons. They have no armour. They are transparent and victims must make a DC15 perception (ACT INT) check to see them. They are immune to acid and electricity. Anyone in the Jelly's melee space (15') automatically takes 1D6 acid damage each round. Anyone hit by a Jelly (damage +0) must make a PAS CON check vs DC20 or be paralyzed and absorbed. Anyone who makes the check and is not paralyzed must make a PAS DEX check vs DC 15 or be absorbed. Anyone absorbed automatically takes 2D6 damage per round, and must make the CON check vs. paralysis each round; and can take no action other than try to break free (ACT STR check vs DC20). Jellies do not need to see, or hear, and are immune to sleep, charm, or fear/intimidation effects.

Number appearing: 1

Giant Ooze

HD 3

HP 35

Speed -5

Combat 4d6+7

PAS +4

ACT -1

Special: base move 10'. Giant Oozes are relatives of Giant Jellies. They have no armour, but are immune to cold, fire and acid. They do 1D6 acid damage per round to anyone in their melee space (5'), and anyone in that space must make a PAS DEX check (DC 20) or one article of non-magical armour or clothing is dissolved. Any non-magical weapon that hits an Ooze automatically dissolves. Anyone hit by a Ooze (damage +1) must make an ACT DEX check vs the ooze's ACT check or be trapped by the Ooze. Anyone who is trapped automatically takes 2D6+1 damage per round, and looses one non-magical weapon, armour or item per round to acidic dissolution and can take no action other than try to break free (ACT DEX check vs Ooze's ACT check).

Oozes do not need to see, or hear, and are immune to sleep, charm, stunning effects or intimidation/fear effects.

Oozes never have treasure.

Number Appearing: 1

Giant Python (snake)

HD 11

HP: 60

Speed 3

Combat 4d6+15

PAS +6

ACT +8

Special: move 20'. Pythons can be found in shallow water as well as land. They have a natural DR4. They attack by biting (damage +10), and often stunt to wrap around a victim and crush him (roll ACT DEX vs Python's ACT to avoid; anyone caught takes 1D6+10 points of damage each round and can take no action except rolling their ACT DEX to escape).

Number appearing: 1

Giant Rat

HD: 1

HP: 10

Speed: 3

Combat: 2d6+5

PAS: +3

ACT: +3

Special: base move 40'. Giant Rats have a natural DR1. Rats have a biting attack that has +0 damage value, but anyone who takes damage from rat bites must make a PAS CON check vs. DC15 or acquire rat fever:

Activation time: 3 days

Damage: 1 DEX and 1 CON per day, DC15 PAS CON check cancels.

Duration: 3 days.

Giant Rats only have treasure on a 6 on 1D6

Number appearing: 1 or nest (4D6)

Giant Shark

HD 10

HP 55

Speed 2

Combat 4d6+14

PAS +6

ACT +8

Special: move swim 60'. Giant sharks have a natural DR5. They attack by biting (Damage +7). These dangerous aquatic animals will usually attack if they catch the "scent" of blood in the water. They do not need to see.

Giant Sharks never have treasure.

Number appearing: 1 or school 1D6+5

Giant Spider

HD 8

HP 45

Speed 1

Combat 4d6+12

PAS +5

ACT +7

Special: move 30'. Giant spiders have a natural DR5. They attack with a bite (+6 damage). Anyone who takes damage from a bite must make a PAS CON check each round for 2 rounds or lose 1D3 STR. The Giant spider can shoot a web each round (maximum 8 times a day), the web is 30' x 30', and anyone caught in it must make an ACT STR check each round (DC20) to break out of it. They can take no other actions besides trying to break free. Giant spiders can see in the dark.

Number appearing: 1 or 1D3+1

Giant Squid

HD 12

HP 65

Speed 3

Combat 5d6+16

PAS +7

ACT +9

Special: move swim 80'. These fearsome aquatic creatures have a natural DR6. They usually attack by doing a stunt check to capture people in their tentacles (they can do so twice in a round, and can end up holding up to 10 people at a time!) requiring an ACT DEX check vs. the squids ACT+4 to avoid. Anyone caught takes 1D6+8 points of damage per round afterwards until the squid dies or they break free. The Squid also has a bite attack (damage +4). The tentacles have a reach of 20'. The giant squid also shoots a 20'x20' ink jet at will that effectively works like a darkness spell; it usually does this as a cover to flee.

Giant squids never have treasure.

Number Appearing: 1

Gorilla

HD4

HP 25

Speed 2

Combat 3d6+8

PAS +4

ACT +5

Special: move 30'. Gorillas are large and powerful apes; they are relatively gentle but very territorial. They have a natural DR3. They fight with punches and bites (total damage +12). They can see in anything short of total darkness.

Number appearing: 1, 2 or 1D3+2

Gnoll

HD: 2

HP: 15

Move: 1

Combat: 3d6+6

PAS +3

ACT +4

Special: move 30'. Gnolls are a dangerous race of goblinoids. They have leather armour and helms and large shields (total DR4). They fight with onehanded melee weapons (usually battleaxes; +3 damage), or with shortbows (+3, range 60'). They can see in the dark up to 60'.

Number appearing: 1D6 (sometimes with 1 or 2 dire wolves), or a tribe (20D6, with 1D6+6 dire wolves and 1D3 trolls; and two sub-chiefs of 7HD, and the Gnoll Chief of 10HD).

Gnome

HD: 1

HP: 5

Move: 1

Combat 3d6+5

PAS +3

ACT +4

Special: move 20' (10' if wearing heavy armour). Gnomes are a friendly Balance-aligned race (usually, there are exceptions), that are quiet folk that dwell in hills and forests. They are taller than Halflings but shorter than Dwarves. They enjoy working with jewels, and Gnome mages tend to focus on illusion magic. They both farm and mine. Gnomes are often found un-armed, and will prefer to run or hide or negotiate to fighting, usually. However, potentially they could have any weapon or armour for their size.

Gnomes can be optionally played as a character race. If so, they have the following qualities:

+1 CON, -1 STR

Base movement 20'

Gnomes age as Dwarves.

+2 to all hiding skill checks

Darkvision 60'

+2 to all PAS checks against illusion-related magic

+1 to casting checks for any illusion school spells

+1 to all melee or missile combat rolls against goblinoids

+1 to all crafting: jewellery skill checks.

Gnomes automatically speak Common and Gnome. If they have positive INT they can learn one more language per bonus of INT, but the first chosen must be Goblin.

Gnomes who play any spellcasting class must choose Illusion as one of their spell lists.

Gnomes who play any class other than Rogue-Wizard take twice as many adventures to rise in level.

Number appearing: 1D3+1, or a community (typically 1D6x10, with a number of illusionists (1/10 gnomes), 5 HD6 heroes, and 3 HD8 leaders)

Goblin

HD: 1

HP: 6

Move: 1

Combat 2d6+5

PAS +3

ACT +3

Special: move 30'. Goblins usually wear leather armour and helm and a small shield (total DR 3). They fight with one-handed melee weapons (usually morningstars, +3 damage), or throw Javelins (+3 damage, range 30'). They have darkvision 60'.

Number appearing: 1D6+3, or a tribe (4D6x 10, with 5D6 dire wolf mounts, plus two goblin subchiefs of HD6, and one chief of 9HD).

Golem

HD: 14

HP: 85

Speed: -1

Combat 4d6+18

PAS +7

ACT +10

Special: move 20'. Golems have natural DR18. Golems hit with their fists for +18 damage. Golems cannot be hit by normal weapons, and is immune to all magic except the Earth School list. Golems have darvision up to 60'. Golems are creatures of stone animated by powerful ancient wizards as servants and guardians.

A Golem never has treasure of its own, but often is found guarding ancient treasures.

Golems are immune to sleep, charm, stunning effects, or fear/intimidation effects.

Number found: 1 or 1D3+1

Griffon

HD:7

HP: 40

Speed: 2

Combat 4d6+11

PAS +5

ACT +6

Special: move 30', fly 80'. Griffons are magical creatures the size of a horse that have the body of a lion but the head and wings of an eagle. They have a natural DR6. They attack with claws and bite (total damage +10, reaching 10'). Griffons have darkvision 60'.

Griffons never have treasure, but if a pair or more are encountered there

may (1 in 6 chance) be a griffon egg, which can be sold in some places for thousands of gold pieces!

Number appearing: 1, or a pair, or a tribe (1D6+4).

Hag

HD:9

HP: 50

Speed: 1

Combat 3d6+13

PAS +6

ACT +7

Special: move 30'. Hags are powerful witches, who are actually born of the union between demons and human witches/wizards. They have a natural DR11. They attack with their clawlike hands (+8 damage). They can see in the dark up to 90'. They have +8 to any PAS check vs. spells.

They are so hideous that even gazing upon them will cause an immediate intimidation check vs. DC15.

They have the power of the "evil eye". Gazing directly at a victim (in the movement phase), they must make a DC15 PAS WIS check or be stunned for three days!

All Hags are familiar with the knowledge and illusion spell lists, and each hag will know one other list at random (usually an elemental school) which they can cast up to lv6. When three or more hags are together they can also make a ritual to raise up 1D6 ghouls or zombies from the dead; or can see glimpses of the future (the GM can have them prophecy important events if he so wishes).

Number appearing: 1 or 2D6+1 (a coven). If a full coven (13 hags) is rolled, they will always have 1D6 Ogres and 1D6 giants protecting them.

Hobgoblin

HD:1

HP: 10

Speed: 1

Combat: 3d6+5

PAS +3

ACT +3

Special: move 30' Hobgoblins are a slightly larger breed of goblin. Hobgoblins usually wear leather armour and iron helms and a small shield (total DR 4). They fight with one-handed melee weapons (usually longswords, +3 damage), or throw Javelins (+3 damage, range 30'). They have darkvision 60'.

Number appearing: 1D6+3, or tribe 3D6 x 10 plus 2 HD6 commanders plus 1 HD9 chief, plus 1D3+1 dire wolves, 1D3+1 ogres and 1-2 Trolls.

Horse

HD 3

HP 20

Speed 1

Combat 3d6+7

ACT +4

PAS +4

Special: move 60'. Horses have a natural DR3. They attack with their hooves (damage +2). They are the standard riding mount. These statistics could also be used for Camels. They usually only fight out of necessity.

Number appearing: variable, a wild herd has 6D6

Killer Plant

HD: 4

HP: 30

Monster Speed: 0

Combat 3d6+8

PAS: +4

ACT +5

Special notes: base movement 5'. Armour: DR 6. Attacks by doing a stunt check (ACT + COM, vs. opponent's ACT DEX) to try to entangle an opponent with its vines. Each plant can only entangle one person at a time. The person must be within 20' of the plant's core. It can only hold one person at a time. The plant then begins to do 2D6 +7 HP damage to that person each round automatically until the victim gets free (the victim can attempt a new ACT DEX check each round) or until the victim dies.

Killer Plants don't have eyes, but they can sense everything around them for 30' in light or darkness. It is immune to electricity and energy based attacks.

Killer Plants are indistinguishable from normal vegetation in the area (until it starts to move or attack); someone who is specifically on the lookout for the Killer Plant can make a perception based skill check vs. DC 20 to notice it. Because of this camouflage, Killer Plants always get one free entangling check against a victim who enters its area before normal combat begins.

Number Encountered: 1D3+1

Kobold

HD 1

HP: 3

Speed: 1

Combat 2d6+3

PAS +3

ACT +3

Special: move 30'. Kobolds are a small (Halfling sized) goblinoid. Kobolds usually wear leather armour and helms (total DR 2). They fight with one-handed melee weapons (usually shortspears, +3 damage), or fire slings (+3 damage, range 50'). They have darkvision 60'. They will rarely fight if they don't have overwhelming odds.

Number appearing: 1D6 +3, or tribe: 8D6x10 plus 2 commanders (HD5) plus one chief (HD8).

Lich

HD: 15

HP: 71

Speed: 3

Combat: 3d6+14

PAS +15

ACT +10

Special: move 30'. A lich is a powerful wizard who has become undead. Lichs have a natural DR5, and rarely wear other armour, though they could. They typically attack with their hands, their touch does +10 damage, and the victim must make a PAS WIS check against a DC 25 or permanently lose one level. Anyone within 60' of the Lich must make a PAS WIS check against DC20 or be paralyzed; they remain paralyzed as long as the Lich is within the radius.

A Lich is immune to cold, electricity, shapechanging, and all non-magical weapons; as well as sleep, charm, being held, stunning effects, or fear/ intimidation effects.

All Lichs are spellcasters, who will know 2 full spell lists and be able to cast them to level 10. One of these two must be Energy School. They may also know 1D6 various other spells.

Even if a Lich is killed, it comes back to life in 2D6 days, unless its phylactery is found and destroyed. The Phylactery is a small metal box that contains the Lich's true life essence.

Number appearing: 1, sometimes accompanied by 1D3+1 vampires.

Lion/Large cat

HD: 5

HP 30

Speed 3

Combat 4d6+9

PAS +4

ACT +5

Special: move 40'. Large cats have a DR3. They attack with claws and bites (damage +14). Large cats can see in all but complete darkness

Number appearing: 1 or 2, or a pride 1D6+4.

Lizardman

HD: 2

HP: 15

Speed: 0

Combat: 3d6+6

PAS +3

ACT +4

Special: move 30'. Lizardmen are swamp-dwelling humanoids, usually of Balance alignment, but usually also xenophobic and hostile to any other races. They have a natural DR5 and often use large shields (+2 DR). They fight with their claws (+2 damage) or clubs (+2 damage), or throw javelins (+3, 30' range).

Number appearing: 1D6+4, plus one leader HD5; or a tribe 1D6x10 plus two leaders HD8 and a chief HD12.

Manticore

HD: 6

HP: 45

Speed:2

PAS +5

Combat 4d6+10

ACT +6

Special: move base 30', flying 50'. Manticores are large creatures with the body of a lion, a human face, wings, and a scorpion's tail. Manticores have a natural DR6. Manticores attack with their claws, bite, and spikes (total damage +24, reaching 10'). Anyone who is damaged by a manticore must make a PAS CON check (DC15) or will be poisoned, losing 1 CON (that round only, though subsequent hits will require another check and could cause further damage).

Manticores can see in the dark.

Number appearing: 1D6

Medusa

HD: 6

HP: 35

Speed:2

Combat: 3d6+10

PAS +5

ACT +6

Special: move 30'. Medusas look like beautiful women with a headful of snakes instead of hair. They have a natural DR3. Anyone who looks at a Medusa will have to make a PAS CON check (DC15) or be instantly turned to stone. They must re-roll every round they look at her, unless she is dead. Attempting to fight a Medusa without gazing upon it will generate a -6 penalty to all missile and melee combat checks. A wizard casting a targeted spell at a Medusa without looking at it will suffer the same penalties as if he was blind (see the critical failure table for casting checks for details).

In melee combat, a Medusa will attack with her snake hair (damage bonus +0); anyone bitten by a snake (taking damage) must make a PAS CON check for 2 rounds vs DC15 or lose 1D3 STR each time he fails.

Medusas can see in the dark.

Medusas always have treasure.

Number Appearing: 1 or 1D3+1.

Merman

HD:1

HP: 10

Move: 1

Combat 3d6+5

PAS +3

ACT +3

Special: base move 50' in water, 5' on land. Mermen are underwater beings, though they can breathe air they are highly uncomfortable out of water and suffer a general -4 penalty to all checks.

Merfolk can see in anything but total darkness.

Merfolk will usually wear coral armour (DR1), and fight with tridents (+3 damage).

Many Merfolk are wizards and know the Cold/Water School spell list.

Number appearing: 1D3+1, or a tribe 1D6x10 plus 1/10 wizards, plus 5 HD6 heroes, plus 3 Chiefs HD8

Mime

HD: 7

HP: 45

Speed: 1

Combat 3d6+11

PAS +5

ACT +6

Special: move 10'. Mimes have a natural DR5. Mimes are shapechangers that when first encountered will look like some kind of furnishing (a desk, a chest, a table, throne, door, etc). Whoever touches them will be stuck (count as being entangled and unable to fight or cast spells, or do anything except attempt to break free); breaking free requires a DC20 ACT STR check. A Mime automatically deals 1D6+4 per round to anyone stuck to him, and can smash anyone else with a clublike tentacle that grows out of its body (damage +4, reaching 10'). A Mime can see in the dark, and is immune to acid, charm, or fear/intimidation effects.

Number appearing: 1

Minotaur

HD: 6

HP: 35

Speed: 0

Combat 4d6+10

PAS: +5

ACT +6

Special: move 30'. Minotaurs have natural DR5. Minotaurs fight with a huge battleaxe and their horns (+7 damage, reaching 10'). If they moved that round (charged) they do an extra +6 damage. Minotaurs have +2 to any attempt to knock them over, and are immune to the confusion spell and any stunning effect. They can see in the dark.

Number appearing: 1 or 1D3+1

Mummy

HD: 8

HP: 60

Speed: 0

Combat 3d6+12

PAS +5

ACT +7

Special: move 20'. Mummies are powerful undead creatures. Mummies have a natural DR10, and they are immune to non-magical weapons, but they take double damage from fire. Mummies are also immune to sleep, charm, stunning effects, and fear/intimidation effects.

Mummies attack with a punch that does +10 damage, and anyone who takes damage must make a PAS CON check (DC20) or be infected with a wasting disease: lose 1D3 CON and 1D3 CHA (PAS CON check DC15 to resist that day); infection continues each day until victim dies. The Mummy disease can only be cured through magic, and there is a +10 difficulty to any magical casting check to successfully cure it.

Anyone looking upon a mummy must make an initial PAS WIS check DC20 or be frozen in place from fear for 1D3+1 rounds.

Number appearing: 1 or 1D3+1 or 1D6+4

Night Dragon

HD 17

HP: 100

Speed 4

Combat 6d6+21

PAS +10

ACT +13

Special: move 20', fly 60'. Night Dragons are terrifying undead dragons that serve Chaos. They have a natural DR18, and are immune to cold. They attack with a bite attack (+17 damage, reaching 15'). Anyone who takes damage from a bite attack who is also wearing any magical item with a bonus value (+1, +2 etc) will have all their items lose 1 point of bonus (ie. A +2 weapon becomes a +1 weapon, a +1 armour becomes a normal armour, etc).

They are immune to all non-magical attacks, and gain a +17 bonus to all PAS checks against magic. They are completely immune to sleep, charm, holding effects, or stunning effects.

They can cast the "darkness" spell at will (3rd level energy shaping spell).

They can cast "confusion" (7th level telepathy school spell) and "dispel magic" (8th level defence school spell) 3 times a day. They can cast Cone of Cold (7th level cold/water shaping school), and "Gate" (10th level travel school) once a day. All DCs against spells are 20.

Night Dragons can choose to teach any of the spells they know.

Once a day, a Night Dragon can point at a single victim in the "stunt" phase of combat, and that victim must make a PAS WIS check vs. DC20 or die instantly.

Night Dragons can summon 2D6 shadow creatures once a day.

They can see in the dark, and can communicate by telepathy with any being within 100'.

Any other undead within 20' of a Night Dragon gain +2 to all checks!

Anyone who sees a Night Dragon must immediately make a PAS WIS check against DC20 as an intimidation check.

They only appear at night and will disappear at dawn.

Number appearing: 1 or 1D6; a solitary Night Dragon will sometimes have a Wraith King rider.

Nymph

HD 6

HP: 35

Speed: 3

Combat: 3d6+10

PAS +5

ACT +7

Special: base move 30'. Nymphs are immune to non-magical weapons. Nymphs are a type of fairy creature found in forests, that look like women of incredible beauty. They are chaotic, but not necessarily hostile. Anyone who first glances at a Nymph must make a PAS WIS check vs DC 20 or be paralyzed by her beauty.

Nymphs can automatically control all normal animals. Nymphs are unearthly and any attack against them that would do damage has a chance of being deflected (roll a D6, on a 1-3 it does no damage).

Nymphs will never engage in combat. If they cannot paralyze all of their foes, they will teleport away (they can teleport away at will). If there is any male in the party that has +3 Charisma or higher, they will romance this character (including pursuing the party and capturing this person alone at a later date, if things are too difficult at first). After romancing him, the Nymph will automatically cure any and all injuries that character has, including all HP damage, and any "permanent" severe injuries, or even restore permanent attribute losses.

However, she will steal a single item from the "victim" (either the most powerful magic item that character carries, or another valuable item, though never coins).

If a Nymph is slain, among her items will be found a small potion vial. This vial contains the Nymph's soul. Anyone who drinks this potion immediately gains 1 level.

Number appearing: 1

Ogre

HD 8

HP 55

Speed: -1

Combat 4d6+12

PAS +5

ACT +6

Special: Base move 30'. Ogres are the largest goblinoid race. They have a natural DR5 and wear animal hides (total DR6). They fight with huge clubs (+13 damage, reaching 10'), or throw spears (+8 damage, range 30').

Ogres can see in the dark. They have an excellent sense of smell and are never taken by surprise.

Number Appearing: 1 or 1D3+1 or 1D3+4

Orc

HD 1

HP 11

Speed 0

Combat: 3d6+5

PAS +3

ACT +2

Special: move 30'. Orcs are the most common goblinoid race next to goblins. They usually wear studded armour and iron helms (DR3), and wield swords or scimitars (damage +3). Orcs can see in the dark.

Number appearing: 1D3+1 or tribe 2d6x10 plus 5 HD6 heroes, plus 3 HD 8 chiefs

Osobuho

Osobuho

HD5

HP 45

Speed 1

Combat 4d6+9

PAS +5

ACT +5

Special: move 30. These creatures look like huge bears that walk upright and

have the head of an owl. They have a natural DR5. They attack with claws and bites for +12 damage (reaching 10'). Osobuhos only have treasure on a roll of 6.

Number appearing: 1-2 or 1D6+2

Pixie

HD1

HP 3

Speed 4

Combat 1d6+5

PAS +3

ACT +4

Special: move flying 60'. Pixies are fairy creatures, very tiny. They have a natural DR1. Their damage with tiny weapons is a -2; if they do damage the victim must make a PAS CON check vs DC15 or fall asleep (as the 1st level telepathic spell list spell, sleep). They are immune to non-magical attacks. They can turn invisible at will. They can cast ESP at will (DC 15 to resist), and can cast phantasmal force (3rd level illusion list spell). They can see in the dark. They have a +5 to all PAS checks against magic. They are creatures of balance, and usually stay well hidden of intruders to their forest, though at times they like to play practical jokes. They will only fight seriously if their lives or the forest itself is in danger.

Number appearing: 1D3+1, 1D6+5, or 1d6x10

Ratman

HD 2

HP 15

Speed 3

Combat 2d6+5

PAS +3

ACT +4

Special: base move 30'. Rat men are short ratlike humanoids, servants of chaos. They wear leather armour and helms and have natural DR1 (total DR3), and fight with longswords (+3 damage), or crossbows (damage +3, 120' range)

Number appearing: 1 or 2, or 1D6+4 or 1D6 plus 1d6+2 giant rats.

Roc: (animal spirit)

HD: 18

HP: 120

Speed 2

Combat 5d6+22

PAS +11

ACT +12

Special: move 20', fly 80'. Rocs are gigantic eagles. They are beings of balance, and tend to attack only people with strong chaotic or lawful tendencies, or fight in self-defence. They have a natural DR9. They attack with their claws and bite (+30 damage, reaching 20'); and will usually swoop down to attack one foe at a time; they are able to make half their movement, attack, and then make their other half-movement to fly away. They will often stunt to take someone away in their claws (victim must make an ACT DEX against the Roc's ACT roll).

Rocs only have treasure on a 6.

Number appearing: 1 or 2.

Rust-Eater

HD: 5

HP 30

Speed 3

Combat n/a (3d6 for antennae touch)

PAS +4

ACT +5

Special: move 40'. Rust-Eaters are creatures that look like giant anteaters with long antennae. Rust-Eaters have a natural DR5. They do not attack, instead these creatures always stunt to touch one character's metal non-magical armour or weapon (the bigger ones will be chosen first) with its antennae. They make a Combat +Active check versus the wielder/wearer's ACT DEX. If the creature wins the stunt, that piece of armour or weapon instantly turns to rust.

Rust-Eaters are shy creatures and will usually try to make a surprise attack (PCs must make a perception check vs. the creature's ACT check or be taken by surprise, granting the Rust-Eater a free attack). After that, if they face serious opposition, they will usually flee.

Rust-Eaters never have treasure.

Number appearing: 1 or 2.

SandWorm

HD: 16

HP: 110

Speed -2

Combat 6d6+20

PAS +12

ACT +3

Special: move 20' Sandworms are giant worms that live beneath the desert sands. They usually attack by surprise as they spring out of the ground without warning when someone walks within 60' of their buried location. Sandworms have a natural DR15. Sandworms attack with their bite +18. If someone takes damage from a sandworm's bite they must make a PAS CON check (DC25) or be poisoned for 1D3 STR damage per round for 3 rounds. They must also make an ACT DEX check versus the Worms' ACT check or be swallowed, in which case they are helpless and take 3D6+20 damage per round in acid damage until they die or the worm is slain, in which case they can be rescued if they have not been dissolved.

Number appearing: 1

Satyr

HD 5

HP: 30

Speed 1

Combat 3d6+9

PAS +4

ACT +5

Special: move 40'. These fairy creatures look like short humanoids with the top half of a man (but with with pointy ears and small horns) and the bottom half of a goat. They have a natural DR4, and are immune to non-magical weapons. If they fight they do damage +0; but satyrs usually prefer to use their magical pipes to play Lullabye Song, Song of Control or Terror song (as per the Bard list spells). They can play any of these at will. The DC to save against any of these is 15. If the Satyr can, he will then run away. But if there is a female party member with CHA +3 or greater he will try to kidnap her to romance her either willingly or with his song of control.

Number appearing: 1 or 1D3+2 or 2d6

Shadow Creature

HD: 9

HP 50

Speed 2

Combat 4d6+13

PAS +6

ACT +7

Special: move flying 40'. Shadows are dangerous incorporeal undead. They have a natural DR2, and are immune to non-magical weapons. They attack with a stunt attack rolling their combat + ACT bonus, versus their victim's ACT DEX. If they hit, the victim loses 1 point of permanent STR. Anyone who is reduced to -6 STR by a Shadow dies and will become a Shadow in 1D3 rounds. Shadow Creatures can see in the dark, and are immune to sleep, charm, holding effects, stunning effects, or fear/intimidation effects.

Shadow Creatures only have treasure on a 6.

Number appearing: 1

Skeleton:

HD1

HP10

Speed 1

Combat 3d6+5

PAS +3

ACT +3

Special: move 30' Skeletons are the most basic of undead. They are resistant to edged weapons (do not add the damage bonus of edged weapons in combat with them, and only add the magical bonus of magical edged weapons). They have natural DR2 (and often use large shields for a total DR4). They are immune to cold. They attack with claws (+2 damage), or with weapons. They can see in the dark, and are immune to sleep, charm, or fear/intimidation effects. Skeletons only have treasure on a 6.

Number appearing: 1D6, 2D6 or 3D6

Skeletal Dragon

HD 19

HP 100

Speed 1

Combat 6d6+23

PAS +9

ACT +12

Special: move 40', flying 40'. Skeletal Dragons are powerful undead Dragons. They have a natural DR3, and are immune to cold and fire. They are also resistant to edged weapons; normal edged weapons do not add damage value to attacks against them, and magical edged weapons only add their magic bonus. They are immune to sleep, charm, or stunning effects.

They can see in the dark. They attack with bites and claws doing +45 damage, reaching 15'.

Number appearing: usually 1

Snake, venomous

HD 1

HP 10

Speed 3

Combat 2d6+5

PAS +3

ACT +3

Special: move 20'. Venomous snakes have a natural DR3. Snakes attack by biting (-2 damage). Anyone damaged by a snake must make a DC10 PAS CON check for 2 rounds or be poisoned taking -2 CON per round.

Number appearing: 1

Sugasangue

Sugasangue

HD1

HP10

Speed 4

Combat 2d6+5

PAS +3

ACT +3

Special: move10', fly 40'. Sugasangues are dangerous dog-sized birds with long mosquito-like beaks. They have no armour. They attack at +0. If they do damage, they are stuck to the person they hit, and begin drinking blood. That round and every round thereafter they (temporarily) reduce -1 CON from their victim. The victim can take no action except try to escape, by doing an ACT DEX check vs. the Sugasangue's ACT. Anyone stuck by a Sugasangue will not be attacked by any others in the area, as each Sugasangue is very territorial about its food. The remaining Sugasangues will try to stick onto other targets or simply do nothing. Sugasangues only have treasure on a 6.

Number appearing: 1D3+1, or 1D6+2 or 2D6+2

Treemen

HD 7

HP 55

Speed -1

Combat 5d6+11

PAS +5

ACT +6

Special: base move 30'. Treemens are great tree-men, minor nature spirits. They have a natural DR13. They are resistant to blunt weapons (blunt weapons don't add their damage value to attacks; magical blunt weapons only add their magic bonus). They take double damage from fire. They can see in anything short of total darkness. They attack with their mighty tree-limbs and trampling with their root-legs (total damage +31, reaching 15'). Treemens communicate naturally with plants at will, and can control any plant that has less HD then they do.

Number appearing: 1 or 1D6+1

Troll

HD 12

HP 85

Speed 1

Combat 4d6+16

PAS +9

ACT +9

Special: move 30'. Trolls are hideous extremely stupid green giants (a cross between giants and ogres). They have a natural DR6. They attack with their claws and teeth (damage total +27, reaching 10'). They can see in the dark. They regenerate 3 HP every turn if they've been damaged; even if they are in negative HP. The only kind of damage that they don't regenerate is fire or acid damage, and that is the only way to destroy them.

Number appearing: 1 or 1d3+1

Unicorn (animal spirit)

HD 16

HP 100

Speed 4

Combat 3d6+20

PAS +8

ACT +11

Special: Move 60'. Unicorns are magical nature spirits of balance, that look like white or black horses with horns on their forehead. They have natural DR6. They are immune to non-magical weapons, and are immune to poison and charm effects. They have +10DR vs. cold, acid or electricity, and +10 to PAS checks against spells. They can automatically control normal animals. They attack with their horn and hooves (total damage +16). They automatically radiate a protection 10' circle around them (as the 5th level defence school spell), that protects all Balance-aligned creatures, and penalizes all chaotic and lawful creatures. They can cast teleport at will, and cure light wounds or cure serious wounds 3 times/day by touching the tip of their horn to their chosen recipient; they can also automatically.
Unicorns only have treasure on a 6.

Number appearing: 1

Vampire

HD 8

HP 45

Speed 2

Combat 3d6+12

PAS +5

ACT +7

Special: move 30'. Vampires have natural DR6, have +10DR versus cold or electricity and are immune to normal weapons. Vampires can attack with a punch at +3 damage, if they do damage the victim loses 1 level of experience. Additionally, if the vampire does damage, the victim must make an ACT DEX check against the Vampire's ACT check. If they fail they are held fast by the vampire and the vampire drains 1 CON (temporary) in blood drain. The victim can do nothing except continue making ACT DEX checks to try to break free. Vampires can choose not to drink from their victim, and will usually not do so while there are other opponents present do get rid of first. A vampire can make a hypnotic attack in the magic declaration phase of combat; a single victim must make a PAS WIS check vs the Vampires ACT check or be charmed.

A vampire can summon up 1D6+1 giant rats, 1D6 giant bats, or 1D3 dire wolves once a day.

Anyone killed by a vampire rises up as a vampire in 1D6 days.
Vampires can shapechange to look like a bat, rat, or wolf at will. They can also turn into an intangible gas at will; while a gas they cannot attack and cannot be attacked.

Vampires regenerate 3 HP per round as long as they are still in positive HP. If they fall to negative HP, they do not die, rather they immediately turn into gas and flee to their coffins; there they recover 1HP per hour until they are back in positive HP.
Vampire suffer 10HP damage per round in direct sunlight. They can only be truly destroyed if they are burnt to negative HP by the sunlight, or if their coffin is found, a stake put through

their heart, their head cut off, and the coffin burnt.

Vampires are immune to sleep, charm, or stunning effects.

Number appearing: 1 or 1D3+1

Werewolf

HD: 3

HP: 25

Speed: 2

Combat: 3d6+7

PAS +4

ACT +4

Special: move 30'. Werewolves have a natural DR4. They attack with claws and bite (total damage +5). Werewolves are humanoids affected by the curse of lycanthropy. If their attack causes damage to a victim, the victim must make a PAS CON check (DC15) or will also become a lycanthrope, becoming a werewolf every night of the full moon. During that time the victim is out of the player's control, and the GM determines what horrendous and bestial acts he's committed.

A werewolf gets a +2 to any stunt check involving knocking over an opponent.

A werewolf can mentally communicate with and control wolves and dire wolves.

Werewolves can see in the dark

Werewolves are immune to normal weapons, but silver weapons will harm them as though they were magic.

Number appearing: 1

Wolf

HD 2

HP 15

Speed 2

Combat 3d6+6

PAS +3

ACT +4

Special: move 50'. Wolves can see in all but total darkness. They have a natural DR2, and attack with bites (damage +1).

Number appearing: 1 or 2, or 3D6

Wraith:

HD 5

HP 30

Speed 3

Combat 3d6+9

PAS +4

ACT +5

Special: move 60' flying. Wraiths are dangerous incorporeal undead. They have a natural DR2. They cannot be hit by normal weapons, and are immune to sleep, charm, hold, or stunning effects. They attack by touch with +0 damage value. Anyone damaged by a Wraith loses 1 level. Anyone reduced to Lv.0 by a wraith dies and comes back to life as a wraith in 1D3 rounds. Any non-intelligent normal animal within 30' of a wraith will automatically begin to panic as if it had lost an intimidation check. Wraiths can see in the dark. Wraiths only appear at night time, at sunrise they disappear. Wraiths only have treasure on a 6

Number appearing: 1 or 1D3+2 or 1D6+5

Wraith King

HD 16

HP 85

Speed 9

Combat 4d6+20

PAS +12

ACT +14

Special: move 60' flying. Wraith kings are very powerful wraiths, servants of chaos. They have a natural DR7. Wraith Kings attack with a +0 damage value. Anyone damaged by a Wraith loses 2 levels! Anyone reduced to lv. 0 by a Wraith King comes back to life as a wraith in 1 round.
Wraith Kings can see in the dark. They can also sense all living things within 60' of them, so hiding or making a surprise attack is not possible. Any non-intelligent normal animal within 30' of a wraith king will automatically begin to panic as if it had lost an intimidation check. Wraith Kings are only encountered at night; in the daytime they disappear.

Wraith Kings are immune to sleep, charm, hold, or stunning effects.

Wraith Kings only have treasure on a 6.

Number appearing: 1, sometimes riding a Night Dragon.

Wyvern

HD 7

HP 40

Speed 1

Combat 5d6+11

PAS +5

ACT +6

Special: move 20' flying 60'. Wyverns are two-legged winged greyish-black dragons with a stinger at the end of their tail. Wyverns are not intelligent. They have a natural DR8. They are immune to sleep or paralysis. They can see in the dark. They attack with claws and stinger (total damage +20). Anyone who takes damage from a wyvern is affected by its especially deadly poison, and must make a PAS CON check vs DC20 every round for 4 rounds taking 1D6 CON damage each round they fail.

They can fly half their move, attack, and immediately after the attack fly the other half of their move. They often like to stunt by swooping in and taking someone away in their claws (ACT DEX check vs the Wyvern's ACT check to avoid being caught). If a wyvern swoops someone away like that he typically attacks him in melee that round as he flies; then drops him from a great height.

Number appearing: 1, 2 or 1D6

Zombie

HD 2

HP 20

Speed -1

Combat 3d6+6

PAS +3

ACT +4

Special: move 30'. Zombies are a very common kind of undead creature.

Zombies have a natural DR2. They fight by punching (damage +1). They can see in the dark, and are immune to sleep, charm, stunning effects, or fear/intimidation effects.

They only have treasure on a 6.

Number appearing: 1D6, or 2D6, or 3D6

Manticore

Treasure

Appendix III: Treasure

A great part of why adventurers go out and risk death is for the promise of material gain. Many of the monsters they will face or the dungeons they will delve are filled with rare and wondrous treasures. Not only gold, but jewels or gems, and items of ancient magical power.

Any time the players defeat a monster or group of monsters you should check on a D6 to determine if these monsters have any treasure of value.

> *If the monster is Humanoid, they will have treasure on a result of 2-6.*
>
> *If the monster is a fantasy monster but not humanoid, it will have treasure on a 3-6.*
>
> *If the monster is an undead being, it will have treasure on a 4-6.*
>
> *If the monster is a normal non-fantastical non-humanoid creature (i.e. An animal), it will have treasure on a 5-6.*

The GM can determine that any monster may have absolutely no treasure, or that it definitely has treasure without rolling. For example, most non-humanoid creatures found outside their lair will carry no treasure. Dragons are famous for having lairs filled with treasure.

To determine what treasure tables should be rolled on if a monster is found to have treasure, simply reference its hit dice to the following; if a number is marked, that means you should roll that many times on that numbered treasure table.

Table 1: Treasure Table #1

HD	#1	#2	#3	#4	#5
1-2	1	-	-	-	-
3-5	2	-	-	-	-
6-7	1	2	-	-	-
8-10	2	2	-	-	-
11-12	1	1	1	-	-
13-15	2	2	2	-	-
16-17	3	2	1	1	-
18-20	4	3	2	1	1

Treasure Tables are rolled once each, with 3D6.

Table 2: Treasure Tables 1, 2, & 3

Roll	Treasure Table #1	Roll	Treasure Table #2	Roll	Treasure Table #3
3-4	Nothing	3-4	3D6 gp	3-4	3D6 x10 gp
5-6	1D6 cp	5-6	4D6 gp	5-6	6D6 x 10 gp
7-8	2D6 cp	7-8	5D6 gp	7-8	1D6 x100 gp
9-10	3D6 cp	9-10	gem (worth 4D6+10 gp)	9-10	2D6 x 100gp
11	1D6 sp	11	gem (worth 4D6+20 gp)	11	3D6 x 100 gp
12	2D6 sp	12	1D6 x 10 gp	12	gems (worth 1D6x100 gp)
13	3D6 sp	13	2D6 x 10 gp	13	gems (worth 2D6x100 gp)
14	1D6 gp	14	3D6 x 10 gp	14	8D6 x 100 gp
15	2D6 gp	15	gem (worth 1D6x10 gp)	15	gems (worth 6D6x100 gp)
16	3D6 gp	16	gem (worth 2D6x10 gp)	16	roll on magic table
17	gem worth 2D6 gp	17	roll on Magic table	17	roll twice on magic table
18	roll on #2	18	roll on #3	18	roll on #4

Table 3: Treasure Tables 4 & 5

Treasure Table #4		Treasure Table #5	
3-4	3D6 x 100 gp	3-4	3D6x1000 gp
5-6	6D6 x 100 gp	5-6	6D6x1000 gp
7-8	2D6 x 1000 gp	7-8	2D6x10000 gp
9-10	4D6 x 1000 gp	9-10	6D6x10000 gp
11	6D6 x 1000 gp	11	gems (worth 6D6x10000 gp)
12	gems (worth 6D6x1000 gp)	12	gems (worth 8D6x10000 gp)
13	gems (worth 8D6x1000 gp)	13	8D6x10000 gp
14	8D6 x 1000 gp	14	roll on magic table
15	roll on magic table	15	roll twice on magic table
16	roll twice on magic table	16	roll thrice on magic table
17	roll twice on table #4	17	roll four times on magic table
18	roll once on table #5	18	roll twice on table #5

Note: feel free to divide total monetary treasures into various types of coins (i.e. If you roll a total of 1000 gp, you could divide that into 500 gp and 1000 ep, or 400 gp and 6000 sp). Also, the term "gems" refers to uncut gems, cut jewels, fancy jewellery (crowns, pendants, rings, etc.), or valuable works of art.

Magic Tables

Table 4: Magic Tables 1 & 2

	Magic Table #1		Magic table #2
3-4	magic weapon	3-4	1D6 scrolls
5-6	magic amulet	5-6	magic boots
7-8	magic scroll	7-8	magic armor
9-10	magic potion	9-10	magic weapon
11	1D6 magic arrows	11	Wand
12	magic sword	12	Robe/Cloak
13	magic bow	13	ring
14	1D6 potions	14	1D6 potions
15-18	Roll again plus roll once on magic table #2	15-18	Roll again plus roll once on magic table #3

Note: in the case of getting the "roll again" result, if you roll again and get a 15-18 result a second time, do not roll again on the same table, instead roll twice on the subsequent table (e.g. The GM rolls on table #1 and gets a 15. He rolls again on table #1 first, and gets a 16. Now instead of rolling again, he simply rolls twice on table #2).

Table 5: Magic Tables 3 & 4

	Magic Table #3		Magic Table #4
3-4	magic staff	3-4	book with two spell lists
5-6	magic weapon	5-6	rare artifact
7-8	bow +1D6 magic arrows	7-8	Ring
9-10	book with one spell list	9-10	Staff
11	gloves	11	magic armor
12	magic armor	12	sword
13	wand	13	magic bow + 2D6 magic arrows
14	Ring	14	magic boots, or robe/cloak, or gloves
15-18	roll again plus roll on each magic table	15-18	roll once once on magic table #4

Magic Item Descriptions

Note: most magic items will not be labelled or include instructions. For this, one must cast the appropriate lore spell, or make an occult lore skill check if the GM judges that it is theoretically possible to differentiate the item's purpose just on sight. An occult lore skill check will only give you a vague idea of the item's usefulness. Besides these, the most common other way of identifying an item is by attempting to use it.

Magic weapons

Magical weapons are nearly unbreakable, can harm creatures that are immune to normal weapons, and grant you a bonus to the weapon's Damage Value (so a one-handed melee weapon in the hands of someone untrained (normally a Damage value of 2), with a +2 bonus will do a total damage value of 4). Some weapons will also have special powers or attacks.

When a magic weapon is found, first roll to determine its type:

Table 6: Magic Weapon Type

1D6	Type
1-2	light
3-5	one-handed melee
6	Two-handed melee

The GM should then choose a melee weapon from that type of his choice, or at random. Next, roll 1D6 to determine if it's a lesser or greater weapon. On a 1-4 it's a lesser weapon, on a 5-6 it's a greater weapon.

Then roll on the appropriate table to determine its bonus to damage value.

Note: there is a chance that a weapon may be cursed. After rolling the weapon type, roll a D6; on a 1, the weapon is curse and instead of giving you a bonus on the table, it will give you the same number as a penalty; and the person who wields it will be unable to stop using it without a Dispel Magic spell), if the cursed item has a special Power, it will still have that power.

Table 7: Greater & Lesser Magic Weapons

D6	Lesser Weapon	Greater Weapon
1	+1	+7
2	+2	+8
3	+3	+9
4	+4	+10
5	+5	+1D6 and one Power
6	+6	+1D6+4 and two Powers

Weapon Special Powers.

Table 8: Special Powers

1D6	Power
1	Warning: will glow with a soft light (torch-like) whenever danger is near
2	Flametongue/Frostbrand/Thunderer: a flametongue will burn for 1D6 extra damage to whichever enemy is in the wielder's melee space in melee combat; a Frostbrand will deal an extra 1D6 cold damage; a thunderer does 1D6 extra lightning damage. This damage is dealt each round regardless of which side wins the melee combat round. Extra damage does not apply if enemy in question is immune to fire, electricity, or cold damage
3	Slayer: GM selects a particular type of monster (dragons, giants, undead, orcs/ogres/trolls, humans/demi-humans, Elementals or Demonic Entities); this weapon will do an extra 2d6+2 damage to an enemy of that type if he is in the wielder's melee space in melee combat
4	Returning: weapon can be thrown in missile combat; has a base range of 30', and returns to the wielder's hand after being thrown.
5	Vorpal: only applies for bladed weapons. On a critical strike, one enemy in the wielder's melee space is automatically dropped to -1 HP and takes a severe wound, and is bleeding to death as per normal. The wielder's melee roll (and the victim's, if he was fighting) is still counted for totalling melee combat values.
6	Intelligent weapon: This is an intelligent weapon, an artefact of the gods. It has an alignment (roll randomly) and will only accept a wielder of its own alignment. Anyone who touches it of a different alignment takes 1D6 damage per round until dropping it. An intelligent weapon will try to control its wielder in the service of the deity that created it. The wielder must make a PAS WIS check vs. 3D6+the weapon's damage bonus; if it fails it means that the wielder cannot give up the weapon willingly and must obey any commands the weapon issues it. The check is only done when first wielded, and again if the wielder is ever holding the weapon when dropped to negative HP. In addition to its bonus, the intelligent weapon can sense danger (as per "warning" power), can understand any language, see the invisible and the true forms of beings, can sense magic, and automatically recognizes the falsehood of illusions (all these powers apply within 30' radius). The weapon can communicate telepathically with its wielder while being held.

Magic Swords

When a result on the magic table calls for a "magic sword", you should roll a D6 to determine the size of the sword (1-2 is a dagger or shortsword; 3-5 a longsword, 6 is a Two-handed sword or Tulwar). After that you should roll its bonuses or the chance of being cursed just like you would with any other magic weapon. Swords are considerably more common than any other kind of magic weapon.

Magic Bows & Arrows

Magical ranged weapons are most usually bows. When you get a result of this kind, roll 1D6. On a 1-2 the weapon is a shortbow, on a 3-4 it's a longbow, on a 5 it's a crossbow, and on a 6 its another kind of missile weapon (dart, sling, shuriken, or javelin).

Likewise if the treasure includes "magic arrows", roll 1D6 to determine if its arrows for the shortbow (1-2), arrows for the longbow (3-4), quarrels for the crossbow (5), or bullets for a sling (6).

If the treasure result was "bow and 1D6 arrows", then the arrows should match the missile weapon type you roll; so if you get a longbow it should be longbow arrows accompanying it, etc. If the missile weapon type is one that doesn't use ammunition (i.e. A javelin, shuriken, or darts), then you should consider that instead of there being a bow and 1D6 arrows, there are 1D6 of that missile type (so a result of "darts" in that category would mean that there are 1D6 darts).

Every missile device will have a magical bonus to damage value of +1-6. Likewise all ammunitions will have a bonus of +1-6. The bonuses from magic are always cumulative, so if you are using a +2 bow with +2 arrows,

your total bonus would be +4; just like if you were fighting with two magical melee weapons.

Unlike normal weapons, magic arrows or quarrels that hit their target will not break, unless the target was a magical creature immune to normal weapons.

Whenever you get a result for magical missile weapons, roll a D6. On a "1", the item is cursed if it is a missile weapon (arrows and quarrels are not cursed). If you get a 5 or 6, roll again. On a second result of 5 or 6, the weapon has special qualities. Roll them on the table below:

Table 9: Magical Ranged Weapons

1D6	Quality
1	range increase: base range increases by 10'
2	speedy: only applies to bows, slings or crossbows; for any other weapon this result counts as a "1". A speedy weapon lets you take TWO missile shots in one round.
3	Lightning weapon: only applies to shuriken, javelins, or darts. For any other weapon this result only counts as a 1. This missile device, once thrown, actually transforms into a bolt of lightning or ball of electricity, that deals an extra 3D6 electrical damage if it hits. After it hits, the weapon is destroyed.

Table 9: Magical Ranged Weapons

1D6	Quality
4	Screamer: this only applies to arrows, quarrels, or bullets. Any other weapon should count this result as a "1". A screamer will make a loud screaming noise as it flies through the air; at the end of that round all enemies must make an intimidation check against a DC of 15 + the arrow's bonus. This is in addition to any other intimidation checks made.
5	Longreaching: base range is doubled.
6	Slaying: if you get this result with a bow, sling or crossbow, treat it as an "intelligent weapon" result from the melee weapon's "weapon powers" table. Otherwise, a slaying missile is a missile created to kill one particular type of creature, chosen by the GM (e.g. Undead, elementals/demonic entities, goblinoids, humans/demihumans, giants, or dragons). If you are attacking this type of creature with this weapon, and you hit and do damage, the creature must make a PAS CON check against a DC of 20+the weapon's bonus, or die instantly. Anytime these weapons hit their creature type, they are destroyed automatically.

Magic Amulets

Magical amulets are powerful items that you wear on a chain around the neck. You can only ever wear one amulet at a time. When the magic table indicates an amulet, roll 1D6 below to determine its type:

Table 10: Magic Amulets

1D6	Type
1	Arcane Amulet: grants a +1 to +3 bonus to all casting checks.
2	Amulet of Protection: grants a +1 bonus to armor DR and to PAS checks vs. magic.
3	Amulet of power: grants a +1 bonus to one attribute (determine attribute randomly)
4	Amulet of Resistance: grants a +1 bonus to all PAS checks (except casting checks)
5	Spell Amulet: amulet has a single spell of lv. 1-6 from a random list, it can cast it automatically once per day, at the wielder's level of effectiveness.

Table 10: Magic Amulets

1D6	Type
6	Amulet of Wendor: a rare artefact, these are lesser copies of the original, lost Amulet of Wendor. They have the power to teleport the wielder once a day, to any location the wielder knows as per the spell. When you get this item, roll again; on a 6, it is the one True Amulet of Wendor: this allows you to teleport yourself and anyone within 10' of you, plus you can teleport to other planes (you must know the plane's name, but there are no other requirements). Note that it doesn't guarantee survival in those planes. The true Amulet will be sought after by the servants of various gods.

Cursed amulets: whenever you get an amulet, roll 1D6; on a 1, the amulet is actually cursed and will give a penalty rather than a bonus. If you get a cursed amulet and you had rolled number 5 (spell amulet), the amulet is an amulet of choking instead: it will try to strangle whoever puts it around his neck, doing 1D6 damage per round; and can only be torn off on an ACT STR check with a DC of 30. If you had rolled a false Amulet of Wendor, then anytime it is used the amulet will teleport you to a random location instead of your desired destination.

Magic Scrolls and Books of Lore

A magic scroll will contain a single spell, determined randomly. The spell will be of level 1-6, also randomly determined. The scroll's writing will be in common (1-3 on a D6), or another random language (4-5) or in magical script (6 on 1D6). You must be able to read the language its in, or use magic in the case of magical script, to use the scroll.

A scroll can be used in two ways: you can read the scroll out loud, which releases the spell contained in the scroll. Doing so will mean the scroll is destroyed, and the spell immediately activates as if the reader had cast it (using his level for any relevant effects).

Otherwise, you can study the scroll to memorize and master the spell permanently: this can only be done by classes who have this special ability, and it costs skill points as explained in the "Classes" chapter.

A book of lore contains a single entire spell list. Roll to see what language its written in, just like it was a scroll. You cannot cast spells from a lore book the way you can with a scroll; it can only be used to learn the spell list by those classes which have that special ability.

When you get a book of lore, roll 1D6. On a 6, the book will also have a secondary purpose besides the spell list(s). If you get this result, roll another D6: on a 1-3 the book also contains lore teachings that will grant anyone who has studied the book for a month a bonus of +1 on any lore skill checks related to that specific subject. On a 4-5, it will have instructions on some other skill of the GM's choice (most often a craft, or disguising skill, or wilderness survival; but it could be

any skill). Just like with the lore teachings, studying the tome for 1 month will grant a +1 bonus to skill checks with that skill. On a 6, the book is actually a Book of Forbidden Power. It will be of a particular alignment (law, balance or chaos, selected randomly) and reading it will reveal powerful secrets related to the gods of that particular alignment. Anyone who spends a month studying this book gains 2D6 points in the alignment the book represents; and will gain a permanent +1 to STR if the book is Lawful; +1 to CON if the book is Balanced, or +1 to INT if the book is Chaotic. However, reading the book requires a PAS WIS check vs a DC of 30, and if the reader fails he permanently loses 1 point of WIS, as the book contains knowledge mortal man was not meant to know. Any of these special books can only be read once to gain their effects. Reading them again will have no effect.

Random Spell Lists: Roll 1D6: 1-2 table 1, 3-4 table 2, 5-6 table 3.

Table 11: Magic Scrolls

D6:	Table 1	Table 2	Table 3
1	Air Shaping	Bard School	Cold/water Shaping
2	Curing school	Defence school	Druid school
3	Earth Shaping	Energy Shaping	Fire Shaping

Table 11: Magic Scrolls

D6:	Table 1	Table 2	Table 3
4	Illusion School	Knowledge School	Physical Mastery School
5	Rune Magic	Sensing School	Telekinetic School
6	Telepathic School	Traveling School	Other or roll again

Magic Potions

A magic potion must be drunk fully to take effect. When you find a magic potion(s), roll for it on the following table:

Table 12: Potions

1D6	Potion Type
1	Poison: whoever drinks it must make a DC 25 PAS CON check each round or lose 1D6 CON. Poison lasts for 3 rounds.
2-3	Potion of Cure light wounds: drinking the potion immediately heals 1D6+1 HP
4	Potion of Cure moderate wounds: drinking the potion immediately heals 3D6 + 3 HP
5	Potion of full curing: will heal all HP damage when drunk.
6	Potion of Enhancement: will temporarily raise one (random) attribute by +1D6 for 1D6 hours.

There are some very rare special potions that can have other effects, such as make you larger or smaller, turn you into a newt, take years off your life, or make you move twice as fast. The GM should decide if he wants a potion to have any of these unusual effects.

Magic Boots

Magical pairs of boots or shoes are a relatively common item; manufactured by the ancient elves and dwarves. When you find a pair of magic boots determine if they are elven/human sized (1-3 on 1D6) or dwarf/halfling sized (4-6). Then roll 1D6 to determine type:

Table 13: Boots

1D6	Type
1-2	Elven Boots: These boots silence your every step, giving you a +5 to any skill check that involves moving quietly. Note that not all elven boots are "elven sized" because the elves made many pairs of these for smaller woodland races (ie. Halflings) that they were allied with.
3	Swift Boots: these magical boots increase your base speed by 10'.
4	Wilderness Boots: the wearer of these boots leaves no tracks to follow as he walks through natural terrain. He is not slowed down by rough terrain, moving as if unobstructed; and he gains an immunity to natural cold and heat (though not to fire).

Table 13: Boots

1D6	Type
5	Winged Boots: these boots with a pair of wings on them allow the wearer to activate a "Flying" spell (just like the 5th level spell of the Travel school) once a day, by clicking your heels together.
6	On this result, roll again. On a 1, the boots are Boots of Idiotic Dancing. These cursed boots have the effect that anytime one tries to run (do a double movement) or dance, he starts to uncontrollably move his feet in a silly dance, making him incapable of movement for that round. These boots cannot be taken off except with a dispel magic or other similar magics. On a 2-6, the boots found are Boots of Haste, which allows you to activate a "Haste" spell (as per the 7th level spell from the Travel spell list) by clicking your heels. This can be done up to three times a day.

Magical Armours and Shields

When the result indicates "magic armour", the first thing that must be determined is the size of the armour. Roll 1D6; on a 1-4 the armour is human/elf sized; on a 5 or 6 it is Dwarf/Halfling sized.

Second, you must determine what type of armour it is. Again, roll 1D6. On a 1-2 its body armour; on a 3-4 it's a Helm, on a 5-6 it's a shield.

Body armour: If your result is "body armour", roll another D6 to determine

the type of Body Armour: on a 1-2 its light armour, on a 3-5 its medium, on a 6 heavy (the GM chooses which specific style of armour it is within that type). Next its necessary to determine its magical bonus. Again roll a D6: on a 1-3 it's a +1 armour, on a 4 it's a +2 armour, on a 5 its +3 armour, and on a 6 it's a +1-3 armour with a special power. The bonus of magic armour acts as extra DR, and reduces the penalty to DEX checks (though it will never make the penalty into a bonus, the best possible result is 0 penalty).

Roll 1D6 and consult the following table to determine special powers:

Table 14: Body Armor

1D6	Body Armour special powers:
1	Resistant: the armour in question will have 10 points of extra DR against one particular type of attack (the GM should select the type, possibilities include fire, cold, acid, electricity/energy, sonic attacks, dragon breath)
2	Gaze Reflection: the armour in question will bounce back the effects of gazing attacks from creatures with this kind of attack (ie. Creature's whose stare can turn you to stone or charm you or put you to sleep)
3	Spell Resistant: this armour grants a bonus equivalent to its magic bonus value to all PAS checks against magical spells

Table 14: Body Armor

1D6	Body Armour special powers:
4	survival: this armour, while worn, makes one able to survive in airless environments (underwater, in a vacuum, etc). It makes him immune to all toxic gasses.
5	Phasing: once per day, the wielder of this armour can become intangible; he cannot touch anything but nothing solid can touch him. In this state, normally intangible creatures (like ghosts or wraiths) can touch him and he can touch them, and does not require a magical weapon to hit them. While in this state the wielder can move at a base move of 60', and can pass through any solid object. The phasing lasts until cancelled or for a maximum of 30 minutes. Warning: if that time runs out and the wielder is in a solid object at the time, he will die instantly!
6	Spell Turning: Once a day, this armour can bounce any single spell cast at the wielder back to the caster. The wielder decides if he wants to turn the spell back after the caster makes his casting check, but before any damage or effect dice are rolled. The caster will automatically suffer the effects of his own spell.

Body armour may be cursed. After rolling its effects, roll 1D6, if you get a 1, the armour is cursed and its bonus is actually a penalty subtracted from the

DR (to a minimum of DR0) and added to the Dex penalty. If the armour has special abilities those special abilities still apply and function normally. The armour cannot be taken off, except with a Dispel Magic or similar spell.

Helms: if your result is a helm, roll a D6 to determine the type of helm. On a 1 it's leather, on a 2-5 it's iron, on a 6 it's a full plate helm. Then roll another D6: on a 1-4 it's a +1 helm, on a 5 it's a +2 helm. The magical bonus is added to the Helm's DR. If you roll a 6 the helm is a special magical helm, roll another D6 and consult the table below for the special power (unless otherwise indicated, special helms do not gain any bonus to DR; though they have the regular DR any helm of its type would provide):

Table 15: Helms

1D6	Helm Special Power
1	Helm of Intelligence/Wisdom/Charisma: this type of helm will raise either intelligence, charisma or wisdom (determine randomly) by +1 while worn.
2	Helm of Illusion: wearing this helm allows you to change your appearance as per the "advanced illusion" spell (6th level, from the Illusion School list), up to 3 times a day.
3	Helm of Speak Languages: this helm, while worn, allows the wielder to understand and speak all languages, as per the 3rd level knowledge school list spell, up to 3 times a day.

Table 15: Helms

1D6	Helm Special Power
4	Helm of Decode Writing: while worn, you can understand normal and magical writings as per the 4th level knowledge school list spell, up to 3 times a day.
5	Helm of Telepathy: while worn, this helm lets you read the thoughts of another creature, as per the 4th Telepathy school spell ESP, up to 3 times a day.
6	Helm of Keen Sense: this helm, while worn, grants a +10 to all perception based skill checks.

Helms can be cursed. After determining the powers of a magic helm, roll 1D6; on a 1, the helm is cursed. Helms that bring bonuses will instead grant the same number as a penalty to your DR (to a minimum DR of 0), and helms with special powers will have opposite effects: a helm of intelligence, for example, will reduce your intelligence by 1. A helm of illusion will leave you stuck permanently with the illusory form you first create; a helm of speak languages, when first activated, will make you unable to communicate in any language; a helm of decode writing will make you illiterate. A helm of telepathy will transmit your thoughts/emotions/intentions to anyone within 10' of you, and a helm of keen sense will give you a -10 penalty to all perception checks. These helms cannot be removed, except with dispel magic or similar magic.

Shields:If your result is a shield, roll 1D6 to determine what kind of Shield it is. On a 1-4 it's a small shield, on a 5-6 it's a large shield. Next roll another D6 to determine its bonus: on a 1-4 it's a +1 shield, on a 5 it's a +2 shield, and on a 6 it's a special shield. All special shields have a +1 bonus unless otherwise determined by the DM. The bonus of a magical shield adds to DR, and takes away from the DEX penalty (to a minimum penalty of 0). If you get a result of a special shield, roll 1D6 and consult the following table to determine its power:

Table 16: Shields

1D6	Shield Special Power:
1	Gaze Reflection: the shield in question will bounce back the effects of gazing attacks from creatures with this kind of attack (ie. Creature's whose stare can turn you to stone or charm you or put you to sleep)
2	Energy Absorption: This shield will absorb any electrical or energy based damage, granting 20 points of extra DR against electrical attacks.
3	Throwing and Returning Shield: This shield can be thrown as a missile weapon. It will do a base weapon damage equal to its DR (including its magical bonus), and after being thrown it will return to the wielder's hand.
4	Spell Resistant: this shield grants a bonus equal to its magical bonus (usually +1) to all PAS checks against magical spells.

Table 16: Shields

1D6	Shield Special Power:
5	Spell Reflecting: once per day, this shield can bounce any single spell cast at the wielder back to the caster. The wielder decides if he wants to turn the spell back after the caster makes his casting check, but before any damage or effect dice are rolled. The caster will automatically suffer the effects of his own spell.
6	Holy/Unholy Shield: This shield is a creation of either a god of Law or of Chaos. Roll randomly to determine which type it is. If it is a Holy shield (made by a god of Law), it gives off an aura of Lawful power that forces all Chaos entities and champions to make a DC 25 intimidation check to be able to approach within 5' of the wielder. If it is an unholy shield it will have the same effect but to Lawful entities and champions. A Holy shield will do 1D6 damage per round to any Chaos aligned being who attempts to hold it, and an Unholy shield will do the same to any Law aligned creature.

Shields can be cursed. After determining the powers of a magic shield, roll 1D6. On a 1, the shield is cursed and will give the same bonus as a negative to DR (to a minimum of DR0), and will add to the DEX penalty. Special powers are unaffected. The user of a cursed shield will not be able to stop using it except with the aid of a dispel magic spell or similar magic.

Wands

Magical wands are very important and powerful magic items for spellcasters. A magical wand acts as a focus for spellcasting. When you acquire a wand, roll 1D6. On a 1-2 it's a +1 wand, on a 3-5 it's a +2 wand, and on a 6 it's a +3 wand. The bonus number indicated is the bonus to all casting checks and quick casting checks while you wield the wand in your hand.

You can only wield one wand at a time.

Robes/Cloaks

Usually made by the ancient elves, sometimes by Dwarves, these cloaks of power grant special abilities to whoever wears them. They can be worn over any armour other than heavy body armour, and you can only wear one cloak at a time.

When you find a cloak, roll 1D6 to determine its size. On a 1-4 its human/elf sized, on a 5-6 its Dwarf/Halfling sized.

After that, roll 1D6 to determine the type of cloak found. On a 1-3 it is an elven cloak. These cloaks grant a +5 bonus to any skill checks involving hiding in a natural forest environment, and grant one resistance to normal heat or cold (not magical heat or cold, or fire).

On a 4-5 it's a Dwarven runecloak. These cloaks grant a +1 bonus to DR and to all PAS checks against spells.

On a 6, it's a special cloak. Roll 1D6 and consult the following table to determine what kind of special cloak

has been found:

Table 17: Cloaks & Robes

1D6	Type of Special Cloak:
1	Cloak of Phasing: Phasing: once per day, the wielder of this cloak can become intangible; he cannot touch anything but nothing solid can touch him. In this state, normally intangible creatures (like ghosts or wraiths) can touch him and he can touch them, and does not require a magical weapon to hit them. While in this state the wielder can move at a base move of 60', and can pass through any solid object. The phasing lasts until cancelled or for a maximum of 30 minutes. Warning: if that time runs out and the wielder is in a solid object at the time, he will die instantly!
2	Robe of Spell resistance: grants a +3 bonus to all PAS checks against spells.
3	Luck Cloak: this cloak will allow you to re-roll any single roll once per game session.
4	Cape of Flying: this cape, when worn, allows you to fly as per the travel list spell, up to 3 times a day.
5	Robe of Protection: this robe grants a +2 bonus to all PAS checks.

Table 17: Cloaks & Robes

1D6	Type of Special Cloak:
6	Robe of Wizardry: these powerful robes provide 2 points of DR and grant a +2 bonus to all casting checks; this bonus stacks with any bonuses from wielding a wand or staff. Unlike other robes, the robe of wizardry cannot be worn over body armour.

Magic Rings

These are the most varied of magic items, though all are rare. Any magic ring will adapt to fit perfectly in the finger of any wearer. You can use a maximum of two rings at a time.

When you find a Ring, roll 1D6 to determine which Ring Table to check on. On a 1-3 roll on table 1. On a 4-5 on table 2, and on a 6 roll on table 3.

Table 18: Ring Table !

1D6	Ring Table 1
1	Ring of Protection +1: grants you +1 to your DR and to PAS checks versus spells.
2	Ring of Protection +2: grants you +2 to your DR and to PAS checks versus spells.
3	Ring of Dexterity/Strength/Constitution: determine which type it is randomly. Each will give a +1 bonus to that particular attribute while worn.

Table 18: Ring Table !

1D6	Ring Table 1
4	Ring of Invisibility: when worn, you become invisible as per the 5th level Illusion list spell, lasting as long as the ring is on your finger, or until you attack someone or cast a spell. When you do either of the latter, you become visible again and would have to take the ring off again and slip it back on to become invisible (taking a full movement action).
5	Ring of Animal Friendship: while worn, this ring lets you cast the Animal Control spell (druid list, 6th level) up to three times a day.
6	Ring of Resistance: this ring grants a +1 bonus to all PAS checks.

Table 19: Ring Table 2

1D6	Ring Table 2
1	Cursed Ring: this ring cannot be removed except by magic, and will give ONE of the following curses: a -1 or -2 penalty to your DR(to a minimum of DR0), a -1 or -2 penalty to all PAS checks, a -1 to any one attribute (determine randomly), or it will function as a random other ring (roll again to see type) but cannot be taken off.
2	Ring of Spell Absorbing: while worn, this ring will absorb the effect of a single spell thrown directly at you (will work against any combat spell where you are the only target, for example, but not against an area effect spell like a fireball). It can only absorb one spell per day, and will always absorb the very first spell cast at you, regardless of whether it is good or bad.
3	Ring of Psychic Protection: This ring grants the wearer a +3 to all PAS checks against telepathic spells, charms, and sleep spells.
4	Ring of X-ray Vision: this ring will let the wielder see through any solid object within 30' around him. It cannot see past lead, or more than 1' of stone. It can be used up to three times a day.

Table 19: Ring Table 2

1D6	Ring Table 2
5	Wizard's Ring: this ring grants the wielder +3 to all casting checks.
6	Ring of Longevity: the wielder of this ring stops aging as long as he keeps it on. Should he take it off, he will quickly (over the span of 1D6 days) age all the time he had missed.

Table 20: Ring Table 3

1D6	Ring Table 3
1	Ring of Protection +3: grants +3 to your DR and to all PAS checks versus spells.
2	Ring of Regeneration: the wielder of this ring regenerates (automatically heals) 1 hit point per round.
3	Ring of Greater Regeneration: the wielder of this ring regenerates 3 HP per round.

Table 20: Ring Table 3

1D6	Ring Table 3
4	Ring of Commanding Elementals: the wielder of this ring can control elementals, and nature and plant spirits. If the being is under the control of a caster who summoned it, the wielder of the ring must make an ACT WIS check against the caster's check to wrest control from him. Control of an elemental lasts 1hr/level of the caster from when control is established, and after control passes the elemental may choose to attack the wielder. The wielder can control up to three elementals per day, but only one at a time.
5	Ring of Summoning Djinns: this ring will summon a major chaos entity (a Djinn) and fully control it. The Djinn can be summoned only three times, after which the ring is no longer useable. The Djinn is a 20 HD entity able to cast any common spell, to fly, and obviously to fight. The Djinn when called must be given a single task, that must not be impossible. The Djinn will fulfil the task as quickly as he can, and then will return to the ring, or, if the ring's three uses has been expended he will return to his home plane.

1D6	Ring Table 3
6	Ring of Wishing: This ring has three wishes. With it you can wish for you or someone else to be raised 1 level, or to gain +1 to any 2 attributes, or to gain a new spell list (if you are a magic using class) or to gain any single other item magical or nonmagical. You can also ask for yourself or one person to be fully healed, or for one person to be raised from the dead (regardless of how long he was dead). You can also wish for yourself and up to 20 other people to be teleported to any place you wish on any plane; or to receive the answer to any one question. Finally you can wish for any one spell to be cast immediately, the spell will be cast as if it was being cast by a 20th level wizard. When all three wishes have been used up, the ring disappears.

Magic staffs

Magical staffs are of a similar function to magic wands, but more powerful. They cannot be wielded at the same time as a wand, you must wield one or the other.

When you get a staff, roll 1D6: on a 1-2 it's a Wizard's staff, on a 3-5 its an Arch-wizard's Staff, and on a 6 it's a greater Runestaff.

All three types of staffs will act as a magic quarterstaff +2 for combat purposes.

A Wizard's staff will additionally be

able to give you a +2 bonus to all casting checks, and will cast Light (first level energy school spell) 3 times per day.

An Arch-Wizard's staff will grant a +4 bonus to all casting checks, and will cast Light 3 times a day, and will have three more randomly determined spells of levels 1-6 from three different lists, that can be cast up to 3 times a day.

A greater Runestaff will grant a +6 bonus to all casting checks **and** to all PAS checks against spells, can cast Light 3 times a day, will automatically generate an intimidation check on sight to any extraplanar entities that gaze upon it, and will contain one entire spell list, chosen at random, from which any spell you want can be cast. You cannot cast more than 10 spells per day from the staff. A greater Runestaff is virtually indestructible. Only a Deity could destroy it. Greater Runestaffs all have alignments. Roll randomly for the Staff's alignment. If anyone who is not of the Staff's alignment touches it, they take 1D6 damage for every round they wield it.

Any spells cast from a Staff of any kind will have effects based on the wielder's level. So a staff with fireball, activated by a 10th level wielder, will do 10D6 of damage. Staffs can only be used by magic-using classes (wizard, rogue-wizard, or warrior-wizard).

Magic Gloves and Gauntlets
Gloves or gauntlets can be work alongside armour. You can only wear one pair of magical gloves at a time. For the power of any pair of gloves to take effect, both gloves must be worn. When this result comes up, roll 1D6.

On a 1 to 3, the gloves are gauntlets of

protection. Gauntlets of protection will grant a +2 bonus to your DR and to PAS checks versus spells.

On a 4-6, the gloves are special gloves, roll on the following table to determine their type:

Table 21: Magic Gloves

1D6	Special Glove Type
1	Spider gloves: these gloves will allow the wielder to climb walls or any kind of vertical surface, no matter how smooth, with automatic success. In order to climb in such a way, at least one gloved hand must be touching the vertical surface at all times.
2	Gloves of arrow blocking: these hard gloves will grant the wielder a +6 to his defence against all missile attacks.
3	Gauntlets of the Giants: these gauntlets will add +2 to your STR while worn.
4	Gloves of acid: these gloves will not harm you, but they will do 2D6 acid damage to anyone you touch with them. If used in combat, trying to touch someone with acid gloves is counted as a stunt, and not part of melee combat.

Table 21: Magic Gloves

1D6	Special Glove Type
5	The Claw of Chaos: this powerful gauntlet is different from other gloves in that it does not come in a pair. The Claw of Chaos can be used in combat as a weapon, acting as a Cestus +5, but it additionally can burst into flame at the wielder's command (the command phrase is "blood and fire!"). When in flames it will do an extra D6 of fire damage to any opponent in the melee space of the wielder, regardless of which side wins in melee combat that turn. Finally, it grants the wielder a +1 bonus to DEX, CON, and STR. However, if you go into combat wielding this weapon, you will not stop fighting on your own accord. You will have to make a PAS WIS check against a DC of 25 in order to actually stop fighting. If you fail, you will continue fighting that round, and even if all your enemies are dead you will move on to senselessly slaughtering any innocent bystanders or allies that are in your area (you will have to attack the nearest one to you), or destroying property at random. Each round that you wish to stop fighting you may attempt another PAS WIS check; and must continue doing so until you succeed, you pass out or die, or you have destroyed every person, place or thing in the area.

Table 21: Magic Gloves

1D6	Special Glove Type
6	Cursed Glove or Gauntlet: roll again to determine which type of glove or gauntlet it is (ignore a result of 6). Gauntlets of protection will give their bonus as a negative (to a minimum DR of 0), Gloves of Arrow Blocking or Gloves of the Giant will give their bonuses as penalties instead, all other gloves/gauntlets will continue acting as normal but be cursed. A cursed glove or gauntlet cannot be taken off, except by dispel magic or similar sorcery.

Rare Artefacts

These are exceedingly rare items, unless otherwise listed, there should be only one of its kind in any game.

When you get a result of an Artefact, roll 1D6 to determine what kind of artefact it is: On a 1-2 it is a minor artefact, on a 3-4 it's a medium artefact, and on a 5-6 it's a major artefact. Then roll 1D6 on the appropriate table to determine which specific item has been found.

1

Table 22: Minor Artefacts

D6	Minor Artefact Table
1	Bag of holding: There are actually many bags of holding, it is possible to have more than one. A bag of holding creates an extra-dimensional space, and you can put anything that fits through the hole of the bag (2' diameter) into the bag. The bag has infinite amounts of room. Nothing living can enter the bag, if it does, it dies instantly. You can recover whatever you put in just by reaching your hand in and thinking it.
2	Powerstone: There are many powerstones, though increasingly few as time goes by. A powerstone is a crystal of great usefulness to magicians. If are holding a powerstone on your person (in your hand or in contact with your skin in some way), and you fail a casting check, the damage that you would normally take goes to the powerstone instead. A powerstone can take up to 100 points of damage before going black and becoming useless. It is possible that when found a powerstone will already have taken some damage, that is up to the GM to determine. If you have a powerstone on your person when you fail a casting check critically, you are not affected by the critical failure, but the powerstone immediately explodes, dealing you 6D6 points of electrical damage.
3	Pipe of meditation: this fine looking smoking pipe will make any tobacco smoke especially finely, and if smoked in its entirety (taking 1 hour) will cure half your current hit point damage, and remove any penalties from exhaustion. It will also grant you a +2 bonus to any single Lore-based skill check, that must be made while you are smoking the pipe.
4	Dust of revealing: This magical dust, sprinkled into the air, will make any invisible thing or being visible for the next ten minutes. A bag of dust has enough dust in it to use 6 times. There are more than one of this kind of artefact.
5	Horn of plenty: this large curving horn, when turned over, will gush out fresh fruits and vegetables, enough to feed 5 people for one day. The horn can be used once a day.

Table 22: Minor Artefacts

D6	Minor Artefact Table
6	The Philosopher's stone: This incredibly powerful artefact will transmute any lead into gold just by touching it. However, it has another possible use. Tiny portions of it can be chipped off and mixed with mercury, salt and sulphur, in order to create the elixir of life. Whoever drinks this elixir will become immortal, no longer aging and being immune to hunger, disease, or poison. However, the recipe to the elixir is lost to mortal men (Lawful deities know it, and some demonic entities at least claim to know it, and it is written in the Book of Sacred Law), and attempting to make the elixir of life without the recipe only results in a deadly poison. Anyone who comes into possession of the stone may not get to keep it long; extremely powerful beings are desperate to have it and will come looking for it if they find out the player has it.

Table 23: Medium Artefact

1D6	Medium Artefact Table
1	Endless Waterskin: This item, of which there are many available, appears like a half-litre waterskin that nevertheless does not run out of water, ever. It provides constant fresh water. If you get this artefact, roll a D6. On a 6, it is actually the less common "endless wineskin", which functions the same way but provides a fruity red wine rather than water.
2	Lyre/flute/harp of charming: this musical instrument (there are three, GM should pick which has been found) will, when played by anyone with at least a +1 in performing with any musical instrument, create a charm effect to anyone within 60' of the performer. The DC is the wielder's performing skill check; otherwise it works identical to the 6th level bard list spell "song of control".
3	Flying carpet/broom: these items, there are more than one of each kind, allow the wielder and one passenger to fly on them identical to the Travel list spell "fly".

Table 23: Medium Artefact

1D6	Medium Artefact Table
4	Book of Sacred Law: this special book, there is only one copy in existence, contains the secrets of the Lawful deities and champions. Within it there is the secret recipe for the elixir of life (though you would need the philosopher's stone to make it), and instructions on how to summon and communicate with angelic beings. Reading the book takes 1D6 weeks, at the end of which the reader gains 4D6 points in the Lawful alignment. After this, the reader knows how to make the elixir of life, and can perform a month-long ceremony to contact an angelic being. The summoning ceremony is like the 9th level knowledge school spell "summon bind lesser entity", except that anyone can perform it, it always succeeds with no risk of spell failure, the entity summoned is always Lawful, and the being is never bound. If the performer of this ceremony is not Lawfully aligned, the angelic being will attack him. Otherwise, he will answer questions and will possibly help the performer in one task (if the being (and GM) judges that it serves the cause of Law), or could put the performer in contact with a deity of Law if the performer meets the qualifications to become a divine champion of Law.
5	Necronomicon: Though there are many imperfect and false "copies" (lesser books with one or two spell lists) that go by this name, there is only one true Necronomicon in existence. This book contains the secrets of the Deities of Chaos. This book contains all of the 17 standard Lists of magic. A magic user who obtained this book would still have to acquire the lists he wanted by the usual expense of skill points. Reading this book takes 1D6 weeks, at the end of which the reader gains 4D6 points in the Chaos alignment. After this, the reader can learn any spell list he can pay for, and can perform a month-long ceremony to contact a demonic being. The summoning ceremony is like the 9th level knowledge school spell "summon/bind lesser entity", except that anyone can perform it, it always succeeds with no risk of spell failure, the entity summoned is always Chaotic, and the being is never bound. If the performer of this ceremony is not Chaotically aligned, the angelic being will attack him. Otherwise, he will answer questions and will possibly help the performer in one task (if the being (and GM) judges that it serves the cause of Chaos), or could put the performer in contact with a deity of Chaos if the performer meets the qualifications to become a divine champion of Chaos. However, this book is also cursed. Whoever reads it must make a PAS WIS check against a DC of 35 or he will have to roll for a permanent affliction as though he had rolled a critical failure on a casting check. This applies whether or not he is a spell-casting character.

Table 23: Medium Artefact

1D6	Medium Artefact Table
6	Palanthar: there are only 12 Palanthar in existence. These large crystals were created by deities of Balance. It takes one week of meditation to attune yourself to a Palanthar, and at the end of that time whoever does so automatically gains 4D6 points in their Balance alignment. Once they are attuned to that crystal, they can use it to magically view any place in the same plane as the one in which the Palanthar is currently located, and see the location of any other Palanthar. They will be able to sense and mentally communicate with anyone else who is attuned to and currently touching a Palanthar.

Table 24: Major Artefact

1D6	Major Artefact Table
1	The Well of Wyrd: This artefact is immobile, and looks like a magical pool. Anyone who touches the pool while thinking of a place will see that place in the pool's reflection. The place need not be on the same plane. Someone can then choose to dive into the well and they will instantly travel to that place, though there is no ready way to get back to the well after that. Someone who spends a year drinking daily from the well can gain the power to teleport once per round at will (as the 8th level travel school spell, but without the limit of having to be on the same plane). One who gained this power from the Well must announce his teleportation in the movement phase of the combat round, if he's in combat. Anyone who has spent a year drinking from the well also stops aging completely. However, he must go back to the well to drink from it at least once every year, or else he will lose the teleportation power and will quickly begin to age at an accelerated rate, aging one year for every day that he has not drunk past the one year limit. If he subsequently drinks from the well again he regains the power of teleportation, and once again stops aging, but he will not lose the years of accelerated aging that he suffered in the meantime.

Table 24: Major Artefact

1D6	Major Artefact Table
2	The Dragon Orb: this crystal ball (roughly the size of a basketball) was created by the Deities of Balance, and grants whoever wields it control over dragons. No Dragon can attack someone who is holding the Orb, and the wielder is immune to dragon breath. At will, the wielder of the dragon orb can attempt to control any dragon that is within 500' of the wielder. The dragon in question will have to make a PAS save against a DC of 25, or he will fall under the wielder's control (exactly as though he was charmed). The Dragon can make a new PAS save every two weeks, and if he makes the save he is immune from any further control attempt for 1 year. The wielder of the dragon orb can control one dragon for every point of intelligence he has above 0. Anyone with an INT of 0 or less cannot control dragons with the orb, but will still gain its other abilities.
3	Sceptre of Elemental control: this large Sceptre (can be used in melee combat as a magical Mace +4)) was created by the Deities of balance, and grants whoever wields it control over elementals. No Elemental can attack someone who is holding the Sceptre. At will, the wielder of the Sceptre can attempt to control any elemental that is within 500' of the wielder. The being in question will have to make a PAS save against a DC of 25, or he will fall under the wielder's control (exactly as though he was charmed). The Elemental can make a new PAS save every two weeks, and if he makes the save he is immune from any further control attempt for 1 year. The wielder of the Sceptre can control one Elemental for every point of Wisdom he has above 0. Anyone with an WIS of 0 or less cannot control elementals with the sceptre, but will still gain its other abilities.

Table 24: Major Artefact

1D6	Major Artefact Table
4	Rod of Entropy: this thick wand with a crystal orb at the end is an item of pure Chaos. Any being who is not of Chaos alignment who touches this artefact is instantly and permanently destroyed. The wielder of the rod of entropy can fire the energy from the rod once per round, during the missile phase of a combat, using the regular missile combat rules. The Weapon Damage Value of the Rod is +10. Its base range is 100'. If the wielder hits, the target is instantly and permanently destroyed if he is of Neutral or Lawful alignment, or takes 20D6 points of damage if he is Chaotic. There is a very similar artefact in existence, the Sword of Chaos; which functions in a similar way. Anyone of non-Chaotic alignment who tries to touch the Sword of Chaos dies instantly. In melee combat, the Sword has a magical bonus of +10. If the wielder's side wins the melee combat that round, the Sword of Chaos will, in addition to damage dealt, destroy any one enemy within the melee space of the wielder. However, the Sword of Chaos is intelligent, and will always be able to control its wielder. When drawn, it can never be sheathed until it has taken at least one life. It acts a cursed artefact, the wielder of this sword cannot use any other melee weapon unless divine intervention frees him of the Sword's control. The Sword will try to convince the wielder to commit chaotic acts and serve the Chaos Lords.
5	Spear of Destiny: this Lawful Longspear acts as a Longspear +10. Anyone who is not of Lawful alignment that tries to touch the spear will instantly die. In addition to this, the wielder of the Spear of Destiny can never be slain while he holds the Spear. As long as he is wielding the Spear, he will never drop below 1 HP, no matter how much damage is dealt to him. This effect is lost the moment the Spear is no longer in his hand, but any previous damage that was ignored does not apply retroactively. There is also a Lawful Longsword named Excalibur that functions in exactly the same way.

Table 24: Major Artefact

1D6	Major Artefact Table
6	Mjolnir: This Balance Warhammer acts as a Warhammer +10. Anyone who is not of the Balance alignment who attempts to touch Mjolnir will die instantly. Once per round, the wielder of Mjolnir can release a Lightning Bolt or Ring Lightning (as the energy school spells of the same name, with the wielder's level acting as the caster level, but no PAS check for half damage is possible); this power is used in the missile phase of the combat round. If the Mjolnir's wielder is in melee space with Giants, he automatically slays one Giant per round at the end of the round, in addition to the regular melee combat round. Mjolnir can also be thrown as a missile weapon, with a base range of 50', and it has the "returning" power (it will automatically return to the wielder's hand after being thrown). If it is thrown and hits a target, it lets out a Sonic boom that will stun anyone within 100' of the point of impact (excepting the wielder) if they do not make a PAS CON check vs a DC of 20. The victims of this effect remain stunned for one round. There is another artefact of balance that is virtually identical to this, a round sharp metal disk with a hole in the center, called Chakram. The Chakram's only differences is that its base damage is as a "ranged weapon" (though it can be used in both melee and missile combat), its magical bonus is only +8, but its throwing range is 150'.

Dungeons & Encounters

APPENDIX IV:
Dangerous Wilderness Encounters

When travelling in the wilderness, there is a chance for each day travelling that you might encounter a dangerous creature or opponent. Each day, roll 1D6 to determine if an encounter occurs:

If you are in a civilized region, you will only have a dangerous encounter on a 1 (note that you will likely have several encounters a day, but they will be non-dangerous: peasants, farmers, merchants, etc.

If you are in an uncivilized region, you will have a dangerous encounter on a 1 or 2.

If you are in a highly dangerous region, the chances could be higher than that.

If an encounter is indicated, roll on the appropriate table for the type of terrain. Number of monsters appearing is 1 or the "number appearing" specified in the Monsters' section for each creature

Table 1: Grasslands

1D6	clear grassland
1	human/demihuman, or undead
2	Sugasangues
3	animal (any normal to the terrain (i.e. Wolves, boar, lion, elephant, horses, snakes)
4	goblinoids (bugbear, gnoll, goblin, hobgoblin, orc, ogres)
5	unusual (werewolf, centaurs, pixies, giant ants, giant spider, giant bat)
6	Unusual (troll, giants, medusa, dragon, wyvern, Treemen)

Table 2: Forest

1D6	Forest
1	human/demihuman or undead
2	forest flyer (cockatrice, gargoyle, griffon, pixies, Sugasangues or giant bats)
3	goblinoids (bugbear, gnoll, goblin, hobgoblin, ogre, orc) or elves
4	unusual (nymph, satyr, centaur, giant ant, giant spiders, ratmen)
5	animals (boar, large cat, venomous snake, wolf, dire wolf, bear)
6	unusual (werewolf, troll, Treemen, dragon, wyvern, unicorn)

Table 3: Jungles

1D6	Jungles/swamps
1	human/demihuman or undead
2	killer plant, hag, Gorilla, lizardmen)
3	Goblinoids (bugbear, gnoll, goblin, hobgoblin, ogre, orc) or lizardmen
4	Lizardmen
5	Undead (ghoul, skeleton, zombie, wraith, mummy, vampire)
6	Unusual (troll, giant ant, giant spider, snake (venomous or python), dinosaur, medusa) or Dragon

Table 4: Hills

1D6	Hills or Mountains
1	Human/Demihuman or gnomes
2	Mountain creatures (manticore, minotaur, Osobuho, roc, griffon, gargoyle)
3	Goblinoids (goblin, kobold, orc)
4	Unusual (Giant, Troll, werewolf)
5	Animal (bear, large cat, venomous snake, wolf, dire wolf, giant bat)
6	Gnomes or undead, or dragon or wyvern.

Table 5: Desert

1D6	Desert
1	Human/demihuman or undead
2	Desert creatures (djinn, sandworm, manticore, roc, griffon, gargoyle)
3	Goblinoids (goblin, hobgoblin, ogre, orc) or Giant or pixie
4	Animal (large cat, snake, giant spider, or camel)
5	Undead or dragon
6	Unusual (ratman, wyvern, Sugasangue, minotaur, medusa, or basilisk)

Note: the GM should choose creatures of the type, but with Hit dice appropriate to the level of his party, in his own judgement.

APPENDIX V: Random Cavern/Ruin/Tunnel/ Dungeon generator

In the wilderness its possible that any encounter could actually be a new cavern or ruin; if that area is not civilized and has not yet been explored thoroughly.

This is a quick system of rolling up these kinds of special complexes on the go. If any result ends up contradicting, seeming unusable, has passageways that run into themselves, etc.; adjust accordingly. These tables are just supposed to be helpful guidelines.

If the GM wants an encounter to be a cavern or ruin complex, roll 1D6 to determine which type it will be:

Table 6: Dungeon Type

1D6	Type
1	Tunnel system
2-3	Ruins
4-5	Caverns
6	Dungeon

All caverns, ruins, tunnels or dungeons are measured in depth, by "levels". The first part of the complex, the floor where you entered, is considered "level 1". When you go down/up stairs to a different depth you are going to the next level. So going down stairs from level 1, you get to level 2, then level 3 etc.All are basically similar, but there are a few differences in each.

Tunnel systems have passageways that go for twice as long, and rooms are only half as big. There is a 1 in 6 chance that any area of the tunnel system will be flooded. When ever the terrain changes (passageway to room, room to passageway, etc), roll to see if this is so. If it is, after that the area will remain flooded until you roll a 1 in 6, in which case the adventurers have found a dry area again. To determine the level of flooding roll 1D6: on a 1-2 it is only up to human heels. On a 3-4 it is up to human knees (obscuring most of the floor and creating potential obstacles), on a 5 it is up to human waists (making things very hard for Halflings and dwarves); and on a 6 it is completely flooded (requiring swimming or magic that allows one to breathe water).

Ruins have normal dimensions, but there is a chance any area will be blocked by rubble. In each new passageway roll a 1 in 6 chance that there will be rubble blocking the way that will require clearing. In each room there is the same chance that the ceiling may have partially caved in, blocking half the contents of the room.

Caverns are not constructed, but natural. They will have no doorways or furnishings (ignore any results that would indicate that sort of thing). In any area there can be drastic drops or drastic rises; rubble, or flooding (in any new area, there is a 1 in 6 chance one of these obstacles will be present).

Dungeons were ancient constructions, apparently made long ago by (mostly) nonhuman wizards to hold their treasures and to hold creatures for experimentation. Passageways are only half as long in dungeons.

Lighting

When entering any type of adventuring zone, roll 1D6 to determine if there is lighting. On a 5 or 6 there are either torches or naturally phosphorescent fungus on the walls that can be lit to provide illumination. Otherwise, the area is dark and the players must provide their own illumination.

Wandering Monsters

Any complex is capable of having wandering monsters moving through it. Anytime you enter a new area, roll 1D6, on a 1 a wandering monster is present. Roll on the table of the "Monsters" section appropriate for the level (depth) of the complex you are in.

Entrances

A tunnel system will always begin with a single shaft leading down 1d6x10 feet to a tunnel passageway. It will have to be scaled down, with climbing and ropes. At the bottom there should be a 4-way passageway going north, south, east and west.

Ruins are usually a ruined building/castle/temple. It will start with a doorway (which may or may not have a door left in it), and following that a central room with exits in the three other directions.

Caverns begin with a cave entrance, sloping slowly down into a central chamber. The chamber has passages leading in the other three directions.

Dungeons begin with a small ruin on the surface and stairs going down. The stairs lead into a room with four exits (that may or may not be doorways).

Passageways:

A standard passageway is 10′ wide.

In each passageway, you should roll on the following table after 1D6 x 10′ to see what is next encountered:

Table 7: Passageways

2D6	Found
2	Encounter right in the passage! Roll again to see what terrain is behind the monster and roll on appropriate table in Monsters section.
3	Trap right in the passage (roll on Table VII)! Roll again to see what terrain is behind the trap.
4	Chamber. Passage leads straight into room. No door. Roll on table IV
5	passage turns. It turns right on 1-3 (on 1D6); on 4-6 it turns left.
6	Door. See the section on "doors" below.
7	passage continues 1D6 x10' then roll again on table 7
8	passage continues 1D6 x10' then roll again on table 7
9	side passage. Roll on table 8
10	10'x10' alcove. Passageway may continue. Roll on table 9
11	Passageway ends in stairs going up (1-3) or down (4-6) in levels, or a steep incline/decline. At the bottom there's a passageway (1-3) or room (4-6)
12	Dead end. The passageway ends

Side passages

A side passage may be narrower or wider than a main passage. Roll for the passage width 1D6: on a 1-2 its only 5' wide, on a 3-4 its 10' wide, on a 5 its 20' wide, and on a 6 its 30' (a hall). For position of side passage roll below:

Table 8: Side Passages

1D6	Position of side passage
1-2	goes left from the main passage
3-4	goes right from the main passage
5	T-intersection. Main passage ends and a side passage goes both left and right.
6	"+" (four-way) intersection. Main passage has side passages to the left and right.

Alcoves

Alcoves are 10' x 10' indentations in the wall, miniature rooms which have various purposes. When one is indicated in a passage, roll 1D6. On a 1 its to the right, on a 6 its to the left; and either way the passageway continues. If the result is a 2-5, however, the alcove is directly ahead and the passageway ends with it. Roll on the table below to determine what the alcove holds:

Table 9: Alcoves

1D6	Alcove Contents
1	empty
2	Shrine/statue ("Shrines/statues" on page 148)
3	fountain ("Fountains/Pools" on page 149)
4	trap (on 1-2 it's a pit trap, 3-4 it's a gas trap, 5-6 is a missile trap; "Traps" on page 150)
5	master quality armour or weapon
6	either food rations or blank scrolls

Doors

When a door is indicated, first roll 1D6 to see if it is a secret door. On a 1 it will be a secret door, requiring a DC15 or 20 perception check to be noticed. It will be at the end of the passage except if a 5-6 is rolled on 1D6. In that case the door will be in one of the following locations: to the left or right (1-4) or a visible trapdoor in the floor leading to a lower hallway (5) or room (6).

Next check to see if the door is locked or stuck. Roll 1D6. On a 1 its stuck, on a 6 its locked. Stuck doors require a DC 20 ACT STR check to break down. Locked doors can be broken down the same way, or unlocked with a DC 15-25 (depending on the lock complexity) disarming traps or craft: locksmith ACT INT check.

Check also to see if the door is trapped. Roll 1D6; on a 1 it has a trap (see trap table IX). If a 6 is rolled the door is not trapped but it is magically locked. It can only be broken down with magic weapons or opened by magic.

Finally, check to see what is beyond the door. On a 1 it is a passageway running left to right of the doorway. On a 2-6 it is a room (see the "rooms/chambers" section).

Rooms/Chambers

A room or chamber will be 1D6x10' wide by 1D6x10' long. Optionally roll 1D6, on a 1, the room is unusually large or unusually shaped (round, triangular, etc). In caverns all rooms are only roughly fitting those dimensions, and are of course naturally irregular in shape. In tunnels rooms are only half as big.

Roll 1D6-2 to determine if there are any other doors/exits in the room/chamber. If the result is a 4, then instead of any other doors or exits, the room contains either a stairway down or up, or a secret door. After that result roll again to see if there are other doors/exits, this time rolling 1D6-3.

Roll on the table below to see what a room contains:

Table 10: Rooms

2D6	room contents
2	Treasure! (see treasure section)
3	fountain ("Fountains/Pools" on page 149)
4-5	trap ("Traps" on page 150)
6-7	monster (see Monsters section)
8-9	empty
10	monster and treasure (see monsters section and treasure section, treasure is in addition to regular treasure for monster if applicable)
11	shrine/statue ("Shrines/statues" on page 148)
12	pool ("Fountains/Pools" on page 149)

Shrines/statues

Roll 1D6 to determine if the shrine is chaotic (1-2), balanced (3-4) or Lawful (5-6). If you offer a sacrifice at the shrine and you are not of the same alignment either nothing will happen (1-4) or you will take 1D6 damage (5-6). If you are of the same alignment and make a sacrifice at the shrine, roll on the following table:

Table 11: Shrines/Statues

2D6	Shrine/Statue effects (Table V)
2	Sacrifice accepted. Statue comes to life as a Golem and fights for individual for 1D6 hours, then disintegrates
3	Sacrifice not accepted! Sacrificer turns to stone!
4	Sacrifice accepted! Sacrificer is completely healed of all damage, including any severe wounds or attribute loss.
5	Sacrifice accepted. Sacrificer gains 1 point in a random attribute!
6-8	nothing happens. Shrine is "dead" and will never have any further results.
9	Sacrifice not accepted. Sacrificer loses 1 point from a random attribute!
10	Sacrifice accepted. If party has the corpse of a party member with them, he comes back to life.
11	Sacrifice not accepted! Statue comes to life as a Golem and attacks party!
12	Sacrifice accepted. The statue will magically manifest a magic item (roll on magic items table).

Note: any shrine will only work once per day. As soon as the "nothing happens" result appears, the shrine will never function again. A "sacrifice" can be food, the corpse of a monster or character, or gold.

Fountains/Pools

Anytime a pool or fountain is rolled, roll 1D6. On a 1-2 the water is completely normal, drinkable, but has no special or magical effect. On a 3-6, the pool or fountain is magical or special, roll below:

Table 12: Fountains

2D6	Fountain/Pool effects (Table VI)
2	Drinking the water heals all HP damage. Water cannot be bottled (becomes normal water if attempted).
3	There is a magical item (any except scroll/book) at the bottom of the pool. Roll on magic table, re-rolling results that would not make sense under the water.
4	Any silver immersed in the water becomes gold.
5	There is a container in the water with a scroll inside (1 random spell)
6	Putting a corpse in the water brings body back to life!
7	Poison: PAS CON (DC 20) or take 1D3 CON damage, for 3 rounds.
8	Deadly poison! PAS CON (DC 20) or die instantly!
9	Any gold immersed in the water becomes silver.
10	Any gold or silver immersed in the water becomes copper.
11	Drinking the water heals 1D6+1 HP. There is enough there to bottle 1D6 bottles of healing potion.
12	First person who drinks it will raise one attribute by 1. After that it becomes a normal pool

Traps

Roll on tables below, depending on type of trap. Most traps are DC15 to detect and DC15 to disarm, with a +1 bonus to the DC for every level below the 1st in depth.

Corridor Traps

Table 13: Corridor Traps

2D6	Corridor Traps
2	Ceiling collapses. All characters must make PAS DEX check vs DC20 or suffer 8D6 damage.
3	Passage fills with exploding darts that do 2D6 damage to each character.
4	Thick smoke trap, blocks vision for 20' but has no other effect.
5	Barrier falls either ahead (1-3) or behind (4-6) characters, blocking passage.
6	Trapdoor falls 10' (1D6 damage, ACT DEX check DC15 to avoid) into lower level passageway.
7	Missile trap (see table XIII)
8	Gas trap (see table XII)
9	Teleport trap, affects everyone in 20' x 20' area (roll on table XIV)
10	Magical trap; 6D6 fireball in 30' radius (PAS DEX vs DC20 to halve damage)
11	Magical trap: one magic item belonging to the first player to pass loses its magic (or alternately reduces its bonus by 1)
12	Hidden trapdoor, falls into pit (roll on table XI)

Room Traps

Table 14: Room Traps

2D6	Room Traps
2	Doors seal and room starts to fill with water. Will fill in 1D6 rounds!
3	Illusion of a monster appears! (DC 20 to disbelieve)
4	One magic item of first character to enter room loses its power (or loses 1 bonus)
5	Missile trap ("Missile Traps" on page 155)
6	Gas trap ("Gas Traps" on page 154)
7	Pit trap ("Pit Traps" on page 154)
8	Ceiling trap ("Ceiling Traps" on page 153)
9	All exits seal. Must be forced open.
10	Random monster teleports in and attacks party!
11	Teleport trap ("Teleport Traps" on page 155)
12	No magic will work in this room or the next room encountered!

Door Traps

Table 15: Door Traps

2D6	Door Traps
2	Ceiling trap ("Ceiling Traps" on page 153)
3	Door swings open and projects spikes, crushing opener against wall for 3D6+10 damage (PAS DEX check DC20 avoids)
4	Guillotine! Opener must make PAS DEX check (DC20) or take 4D6 damage!
5	Door lets players enter, but when closed it will fuse to the wall, blocking exit
6	Door sets off loud alarm, alerting all monsters in the area.
7	Poison needle when door opened. PAS CON (DC 20) check each round for 3 rounds, lose 1D3 CON for each failed
8	Door falls on opener, for 2D6 damage (PAS DEX DC15 check to avoid)
9	Door is actually a Mimic!
10	Triggers missile trap ("Missile Traps" on page 155)
11-12	Pit trap ("Pit Traps" on page 154)

Ceiling Traps

Table 16: Ceiling Traps

1D6	Ceiling Trap
1	Rocks fall from ceiling, doing 3D6 damage to characters (PAS DEX check DC15 halves damage)
2	Rocks fall from ceiling, doing 4D6 damage to characters (PAS DEX check DC15 halves damage)
3	Boiling Oil falls from ceiling doing 6D6 damage to characters (PAS DEX check DC15 halves damage)
4	Lava falls from ceiling doing 12D6 damage to characters (PAS DEX check DC20 halves damage)
5	Anti magic ray projects from ceiling. PAS WIS check DC20 or no spells will be castable for 24 hours.
6	Huge ceiling block falls on characters, 20D6 damage to characters (PAS DEX check DC20 to avoid)

Pit Traps

Table 17: Pit Traps

1D6	Pit trap
1-2	No special properties
3-4	Spiked pit, does extra 3D6 damage, no check possible to avoid
5	Pit has gas trap (see table XII)
6	Pit fills with quicksand (roll PAS DEX check each round in the pit DC15 to avoid going under)

Gas Traps   30' area.
Unless otherwise noted, gasses cover a

Table 18: Gas Traps

1D6	Gas Trap
1	Sleeping gas (as spell, affects all in area, DC15 to avoid)
2	Blinding Gas (DC 15 to avoid going blind for 1D6 hours)
3	Poison (DC20 PAS CON check or lose 1 STR or 1 DEX or 1 CON)
4	Poison (DC20 PAS CON for 12 rounds or lose 1 CON per round)
5	Madness gas (DC 20 PAS WIS or will start to attack everyone around them for 1D6 rounds)
6	Paralysis trap (DC 20 PAS CON or paralyzed for 1 hour)

Missile Traps

Table 19: Missile Traps

1D6	Missile Trap
1	Arrow trap; 1D6 characters must make PAS DEX vs DC15 or take 1D6 damage
2	Dagger trap: 1D6 characters must make PAS DEX vs DC15 or take 1D6+1 damage
3	Bolt trap: 1D6 characters must make PAS DEX vs DC20 or take 1D6 damage
4	Lead bullet trap: 1D6 characters must make PAS DEX vs DC20 or take 2D6 damage
5	Javelin trap: 1D6 characters must make PAS DEX vs DC20 or take 2D6+1 damage
6	Poison trap: roll again to determine type (ignore 6s), plus tips are poisoned. Anyone injured must make PAS CON vs DC20 or suffer 1 CON damage for three rounds

Teleport Traps

Table 20: Teleport Traps

1D6	Teleport Trap (table XIV)
1-2	Teleports to nearest room/chamber
3	Teleported down one level (or up one level if on lowest level)
4	Teleported up one level (or down one level if on highest level)
5	Teleported to the entrance
6	Teleported 1D6 x 10 km away in random direction!

Treasure Traps
Treasure will usually be in a bag (1-2) or a locked chest (3-5) or hidden in the

area (6). Roll 1D6; on a 1-2 the treasure is trapped (see table below):

Table 21: Treasure Traps

1D6	Trap type
1-2	Poison gas trap (see Table XII)
3-4	Poison needle trap, PAS DEX DC20 to avoid, PAS CON DC15 for three rounds or lose 1 CON per round.
5	Treasure container coated with poison. PAS CON DC20 for 6 rounds or lose 1 STR per round.
6	container explodes if trap is not detected and disarmed (DC20), doing 6D6 damage to everyone in 30' area (PAS DEX check for half damage).

Treasure Table
Roll on Treasure table to determine

what kind of treasure it is:

Table 22: Trasure

1D6	Treasure
1-3	Roll on Treasure Table #1 from APPENDIX III
4-5	Roll on Treasure Table #2 from APPENDIX III
6	Roll on Treasure Table #3 from APPENDIX III

You may wish to make lower levels have treasure that consists of two or three rolls on the respective treasure table.

Monsters

Check on Monster tables below, by "level" (floor, counting downward) of the complex. Alternately, if you wish, a complex can be entirely populated by a "tribe" of one type of creature, with members of the tribe dispersed throughout the complex. Even in that case, there should occasionally be a different monster, for variety, in the complex, but one that would reasonably be there. Number of monsters appearing is 1 or the "number appearing" specified in the Monsters' section for each creature

Level 1 (1-3 on table A, 4-6 on table B)

Table 23: Level 1

1D6	Table A	Table B
1	Wild dog	Orc
2	Giant rat	Pixie
3	Gnome	Skeleton
4	Goblin	Venemous Snake
5	Hobgoblin	Sugasangue
6	Kobold	Roll on Level 2-3 table

Levels 2-3 (1-3 on table A, 4-6 on table B)

Table 24: Level 2-3

1D6	Table A	Table B
1	Zombie	Ratman
2	Lizardman	Gnoll
3	Giant Ant	Ghoul
4	Bugbear	Deep One (room will automatically be semi-flooded)
5	Giant Ooze	Werewolf
6	Roll on level 1 table	roll on level 4-5 table

Levels 4-5 (1-3 on table A, 4-6 on table B)

Table 25: Level 4-5

1D6	Table A	Table B
1	Wraith	Rust Eater
2	Osobuho	Killer Plant
3	Gorilla	Giant Jelly
4	Giant Bat	Gargoyle
5	Cockatrice	Roll on level 1 table
6	Roll on level 2-3 table	Roll on level 6-7 table

Levels 6-7 (1-3 on table A, 4-6 on table B)

Table 26: Level 6-7

1D6	Table A	Table B
1	Basilisk	Bear
2	Manticore	Medusa
3	Minotaur	Wyvern
4	Mimic	Roll on level 4-5 table
5	Roll level 2-3 table	Roll on level 8-9 table
6	Roll level 4-5 table	Roll on level 1 table

Levels 8-9 (1-3 on table A, 4-6 on table B)

Table 27: Level 8-9

1D6	Table A	Table B
1	chaos creature	Giant Spider
2	Hag	Mummy
3	Ogre	Shadow Creature
4	Vampire	Roll on level 6-7 table
5	roll level 4-5 table	roll on level 2-3 table
6	Roll level 6-7 table	roll on level 10-15 table

Levels 10-15 (1-3 on table A, 4-6 on table B)

Table 28: Level 10-15

1D6	Table A	Table B
1	Troll	Roll on level 8-9 table
2	Giant Python	Roll on level 8-9 table
3	Dragon, young	Roll on level 6-7 table
4	Giant	Roll on level 4-5 table
5	Golem	Roll on level 2-3 table
6	Lich	Roll on level 16+ table

Levels 16+ (1-3 on table A, 4-6 on table B)

Table 29: Level 16+

1D6	Table A	Table B
1	Wraith King	Skeletal Dragon
2	Night Dragon	Elemental
3	Dragon, Adult	Djinn
4	Demon	roll on level 10-15 table
5	Angel	roll on level 8-9 table
6	roll level 6-7 table	roll on level 4-5 table

Character Sheet

PLAYER NAME | **CHARACTER NAME**

| Level | | Adventures Completed | | Adventure Points | | Social Status | |

CLASS | | **RACE** | |

| Age | Present | Old | Ancient | Dies at |
| | | | | |

ALIGNMENT

| Law | | Balance | | Chaos | |

FORWARD to ADVENTURE!!

Character Record Sheet

ABILITY	MODIFIER	Temp. MODIFIER
STR Strength		
DEX Dexterity		
CON Constitution		
INT Intelligence		
WIS Wisdom		
CHA Charisma		

HP		HP Advancement		Damage	

| ACT Active | | ACT Advancement | | CHECK PENALTY | |
| PAS Passive | | PAS Advancement | | SPEED | |

	Total Bonus	Base Bonus	STR Modifier	DEX Modifier	Misc. Modifier	Advancement
MELEE						
MISSILE						

Total Skill Points
Skill Advanc.

Melee Weapon	Total (melee + damage)	Damage Value	Crit	Special Properties

Missile Weapon	Total (missile + damage)	Damage Value	Crit	Special Properties

ARMOUR TYPE	DR	Penalty Checks	Special Properties

cp	sp	gp

pp	jewelry	others

Languages

_____
_____
_____

Skills	ACT + Modif.	Modif.
Acrobatics		
Bluff		
Climb		
Craft		
DD traps		
Diplomacy		
Disguise		
Escape		
Heal		
Intimidate		
Lore		
Architecture		
City		
Etiquette		
Farming		
Games / Gamble		
Geography		
Herbalism		
History		
Law		
Merchant		
Military		
Law		
Nature		
Occult		
Pipes / Tobacco		
Politics		
Religion		
Sailing		
Perception		
Perform		
Research		
Ride		
Sense Motive		
Sleight of hand		
Sneak		
Swim		
Wilderness Survival		

Caster Checks

Check	Quick Casting	Spell Casting	Caster DC	
ACT				
PAS				
WIS			Druidic list	
CHA			Bardic list	
INT			Other list	
Occult Lore				
Misc.				
Total				
Temp. Modifier				

Special Abilities

Other Possessions

Spells	Difficulty 10+ (levelx2)	Specific Action

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