

*Adventures
in the*

EAST 20 MARK



BASIC RULE SET



EXTRA-
DIMENSIONAL
PUBLISHING

The Old Fores

East Mark



Sea of the Draco



GREAT SWAMP

Augelmir

Regia Loch

Black Gate

Taurus

LIAFDAG
GINGOLOZ

Woody End

Thunder Hills

Creekhollow

Black Towers

SIRINSAT

EAST FARTHING

Barrow

ABANDONED FORT

Barrow

White Rock

Tower

Black Forest

PALISADED FORT

Liafdag Loch

Swiftpass

Robleda

PASTURE MOOR

Poplar Grove

Gnolltower

OSMAN

Nidaros

Raven Forest

Ur Gamla

VISIRTAN

The Sacred Valley

Ruins of Ibnath

Blue Hills

GNOLL BEEZ

Calvera

Sinister Glen

Meadow of Tolbleed Woods

Mountgoblin Manor

Mountgoblin

illy

Asylum

PIRATES SAND DUNES

Shoret Le

GON

UtMose

Neferu

Semerkheth





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Thank you Gary Gygax, Dave Arneson, Eric Holmes and Tom Moldvay for showing us the way. And an extra special thank you for another innovator who bestowed upon us his blessing and kindly spread the word, Mr. Frank Mentzer. You are truly a living legend of the RPG community.

Thank you to Pedro Gil and all his contributors for their vision and love they have put into this product. We're just carrying the torch that you lit.

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And, most of all, a sincere appreciation to all of our wonderful backers, most of which are listed in the back of this book. We hope you enjoy the end result and stick with us on the journey to complete this fantastic line.

PROLOGUE

More than 30 years ago, I was lucky to be handed an important job. Working directly with my friend Gary Gygax, I got to rewrite the original fantasy roleplaying game, the progenitor of the entire industry. Others had done this before me: J. Eric Holmes (1976) and Tom Moldvay (1980). I learned from them, and from Gary, and developed the rules to include everything that hadn't been done before.

The very first version, the original game itself, was infamous for being unplayable until you saw someone else playing it. It was written in an arcane language, that of "miniatures wargamers" (a subset of Battle Simulations fans, a major part of Hobby Gaming at that time). The game was so radically new and different that you had to see it in action to realize how it all worked. That epiphany was great, and the knowledge took us all to many fantastic places... for a while. Eventually it wore thin; the 'dungeons' all started to look the same, variations on a theme.

The solution lay in the roots of the game, the first "campaigns" by Gygax & Arneson. The players ruled kingdoms, interacted (by post or telephone), and met occasionally to resolve conflicts. The creators had different approaches; Gary favored the wargame approach (as above), while Dave focused more on individual characters. The blend of the two gave us all we have today, inspiring thousands to create and publish their own campaigns, settings, and adventures. It can be argued that the original game eventually led to the modern fantasy & science fiction entertainment business, including computer & console games, theatre films, and more.

When I wrote the "Red Box", I had a setting in mind, a fantasy world that millions of imaginary characters would call Home. But I didn't have enough time to write it. It took me four years to create the five boxed rule sets (and other things), and someone else had to create the setting. Luckily, the publisher found a good coordinator, Bruce Heard, and the result was called *Mystara*, the "Known World." Bruce assembled or contracted works by a dozen different top authors, creating guides to specific areas or races (Gazetteers) and lots more. The result was legendary, and was even transplanted into the Advanced version of the game after the original game was no longer published.

Translations of my boxed rule sets fueled the international popularity of the game, and the Known World spread throughout the globe. Many accepted it gladly, embracing this common ground upon which we share our games and stories. Yet the first settings to appear outside America predated that diaspora. One of the first appeared in Germany: "Aventuria," part of *The Dark Eye* roleplaying game (1984). "The Empire", the dark-European setting of the *Warhammer Fantasy Roleplaying* game, appeared in Britain in 1986. Although Sweden's *Drakar och Demoner* RPG first appeared in 1982, its campaign setting "Ereb Altor" was developed in the late 1980s.

All that history brings us to the present, and Spain, and this book you are now reading. Once upon a time, I was sitting outside my hotel during the GenCon game convention at Indianapolis, Indiana, drinking my morning coffee and inhaling tobacco fumes. Two men walked by, recognized me, and said hello... and

one of them was carrying this odd Red Box, *Aventuras en la Marca Del Este*. I demanded to see it. This encounter ended with me volunteering to endorse it, and to write this brief introduction for the English language translation.

I think it's sad that many Americans believe their country to be the center of the world. Many folks never leave their home areas, but some do travel overseas, and benefit greatly by the broadened perspective. My writings of the 1980s have afforded me many opportunities to travel. Whatever continent I'm on, I always seek out local versions of my roleplaying hobby, and I read their translations to gain new global perspectives on fantasy gaming, especially the settings.

In Spain, just a few years ago, Pedro Gil faced a decision. He wanted to produce this delightful Euro-style setting, rules included. But should he use the older, simpler rules, easy to learn and understand but necessarily incomplete? Or should he base his work on the later versions, the more complex but very popular rules that currently dominate the industry?

In recent versions of fantasy games, rules have been written to cover almost everything. The 1974 version contained some few guidelines, but generally left decisions to the users, and good judgment was required. This proved troublesome in the long run; lacking rigid rules, many game masters did things 'their way,' and every human foible appeared... unfairness, inconsistency, whim, and worse. Thus, over four decades, rules were added to prevent these abuses, gradually expanding fantasy games to their current detailed state. As a result, they're easier than ever; the rules are explicit in specifying what you can and cannot do.

Pedro stared long and hard at that buffet of modern rules, doubtless tempted by their plenitude. But he decided to go the other way, returning to the game's roots, its open-ended style, the freedom to do whatever you want. Just as the canary prefers its cage, so do modern gamers oft dwell within their modern rules, perhaps not realizing the limits they provide and imply. To Pedro, the constraints of the rules-heavy systems outweighed the benefits of their detail.

And here we have the results. Hot tip: If you're already familiar with the classic rules, check out the new magic items (p.76) and then turn to page 118 and visit the East Mark itself. This is *exciting*, I hope you plan on playing tonight.

My personal thanks to those of you who gambled on this Kickstarter at my urging. You'll be pleased... but *only if you use it*. Don't let it sit on a shelf or become an "art book" seen only by non-gamer visitors. Wear this thing out!

Frank Mentzer

The trade marks *Mystara*, *Aventuria*, *The Dark Eye*, *Warhammer*, *Drakar och Demoner*, *Ereb Altor*, and *GenCon* belong to their respective owners. Their historical use in this work is not a challenge to such ownership.

ORIGINAL PROLOGUE

*P*lay. The pleasure to play. To be locked inside your house or a friend's. It's raining outside. Or it's night. Either way you don't want to know anything about the outside world which looks harsh and uncomfortable. You are sitting with your friends in front of a table. You feel the excitement of the red box, this marvelous red box, filled with secrets and mysteries, adventurers and incredible deeds. All the games you ever played made you happy and let you enjoy for a few hours in a stimulating atmosphere. You have handled fake money, bought houses and hotels, eaten chips, and rolled dice. You have commanded armies, deduced who the murder was and unmasked Miss Scarlett.

But as God is my witness there's no game like the red box.

You've never seen anything like it. The dice have four, eight, twenty sides. You don't play to win or lose; you play to live a different life in another place. You play to transport yourself without hesitation to an imaginary world infinitely more attractive than our own. You design your own adventurer who is not you but a much more powerful Other. You are the one brandishing your sword and making your decisions. Yes, you will fight dragons but more importantly, you will walk through dark and lugubrious dungeons. Oh, dungeon! Such a delightful word that evokes hours and hours of fun! Behind every door a mystery, a monster, an enigma is waiting for us. And no one has to lose. You can die, yes, because the game is like life itself: you have fun, you suffer and you may die. But if you survive the session, the game survives. The imaginary world stops being imaginary and becomes permanent, something that is waiting for you any weekend you want to join, even every day if you want to.

Your adventurer gains Strength, Charisma and experience, you learn spells and the enjoyment of the game increases because everyday you feel more involved and encouraged to surpass yourself. The world keeps growing until it becomes a universe. You meet new friends, players or not. You can even fall in love and I'm not exaggerating, I saw it happen in a game. Your ability to imagine develops in awesome ways. The people that don't play The Game look like boring beings that don't know real fun. There will be times when you confuse your life with that of your adventurer. You will recall events that took place in the game as

if they happened in real life. You will remember sequences like they were seen by your own eyes. That is the red box: the ultimate chance to escape, sheltered at home, armed with dice and surrounded by friends.

Enjoy this wonderful edition that brings back the classic as the first generation of players knew it. In this box everything fits. A thousand rules or eight hundred books aren't needed to play. Neither are miniatures or complicated boards nor anything like that. Only your imagination, pencil and paper. In one afternoon, you can understand the mechanics of the game. The next one you'll be already playing. I would give anything to experience the dizziness of the first time again! Do it for me, blissful owner of this magic box. Become omnipotent creators of labyrinthic dungeons. Play God and so your players will be demigods. Enjoy the danger of adventure while comfortably seated around the table holding drinks and eating chips. Laugh out loud of your problems, your classes, commitments and responsibilities. Laugh as everything vanishes, becomes diluted, in front the almighty Narrator.

The world has changed though, it's different now. There were no video games when I used to play this. Perhaps now is the perfect timing for the red box to come back, when the saturation of fast images does not allow us to enjoy what is going on, only the process. Here you impose your rhythm and write your own dialogues. Either you make friends or you lose them. After a dude caused my death while fighting a dragon two hundred meters underground I completely cut him off. I stopped talking to him because he let me down at the feet of the monster, and if someone does that to you in game, there is a great chance he will do the same in real life.

That dragon existed and will remain living on inside this box. The supernatural, fantastic, and colossal box.

Alex de la Iglesia





CHAPTER 1:

INTRODUCTION

When I was just a lad many years ago I played my first adventure on a fall afternoon. Back then, I was studying in Ireland, living with a native family and going to school everyday with my partners, also Spanish kids. Believe it or not, it was a relief, because while it is true that no child in his right mind has much fun in the daily drudgery of class, one would meet friends and forget for a few hours his foster family, another drudgery.

I had good friends there, I've always made good friends wherever I've gone, but those were special. Particularly one that told me once:

"Pedro, do you know what a Role Playing Game is?"

"Well, no," I answered curiously.

"I'll show you," he said, drawing a striking red box from his backpack, the illustration of a gigantic red dragon pouncing threateningly on a Warrior armed with sword and shield staring at me.

It's been quite a few years after that moment, many things have changed, others not so much. I'm still that enthusiastic boy with a red box in my hands. I've never been able to forget how much fun those first game sessions were. I got to memorize the illustrations, whole paragraphs, reading its pages all over again and wishing the recess would come to throw ourselves again into the exploration of the gloomy dungeon under the hill.

Today, reached a point in life where I begin to look back, not without some nostalgia for that past, a time impregnated with youth that has escaped me almost without realizing, I want to recover some of that primary innocence of my childhood, recreating that red box, with the slightly aged warrior facing a fearsome dragon. A dragon that may have always represented, even though I didn't know it then, the relentless and inexorable passage of time.

So then, let Adventures of the East Mark and its content become a tribute to all those children who were once so happy with a red box in their hands. Maybe they can be again... they might become the ones to defeat the dragon at least for a few hours.

Pedro Gil



All the game has been written in the most gender neutral language it has been possible to achieve. In the cases that the traditional use of masculine nouns and pronouns when referring to both genders cannot be avoided, remember we are certainly very aware of this matter and want women to find representation among the different characters introduced by this book.

The box you hold in your hands is a powerful tool that with the help of imagination, will allow you to have endless adventures while remaining within your living room.

Adventures in the East Mark is a storytelling game in which each participant takes the role of a fearless adventurer. Think of it as a movie where players are the protagonists and can change the course of events. Imagination is the only limit. During the game, your party will fight monsters, discover lost cities, solve mysteries and explore remote places where fortresses, dungeons and priceless treasures await. Over time, the characters' fame and reputation will grow along with their wealth, as they gain levels based on the experience they are rewarded with.

There are two kinds of participants in **Adventures in the East Mark**: the characters and the Narrator. Strictly speaking, both are players and both will have fun, but they will play a different role in each case. The Narrator is in charge of creating and mediating the adventure. In some way, he or she is like the director of the movie, since she

is the one who has the script and knows when and where every major event will occur.

Hence the importance of the task: the Narrator should know the rules better than anyone else and spend time designing an entertaining and challenging adventure.

On the other side, the players are involved in the development of the story by choosing the most appropriate course of action.

Role playing games are not a competitive activity. The Narrator is not the antagonist of the players. The key is working together, solving puzzles posed and weaving a story. Altogether it will all make part of a big adventure that will prove joyful and memorable!

The role of the Narrator is that of a moderator and a judge, and has the final decision regarding rules and other conflicts. It is his or her task to guide and plot the adventure, controlling monsters and non-player characters. A non-player character (NPC), is a character who may make an appearance throughout the story and whose actions and behavior are controlled by the Narrator.

WHAT DO YOU NEED TO PLAY?

Adventures in the East Mark requires nothing more than the contents of this box. In any case, it would be advisable for each player to possess a set of dice, which can be purchased from your local game store or online. It is also necessary to have some paper on hand to sketch maps, as well as some pencils and erasers. As we will see, each player, with the exception of the Narrator, must possess a character sheet containing all the features and information of their adventurers. Feel free to make copies of the character sheet at the end of this book.

THE DICE

In **Adventures in the East Mark** the following dice are used to resolve actions: four (d4), six (d6), eight (d8), ten (d10), twelve (d12) and twenty (d20) sided dice. For simplicity's sake, when we want to establish the number and type that are necessary to resolve an action we use the following nomenclature: first we establish the number of dice to roll, followed by the letter "d" and the digit that indicates the number of faces on the die. *For example, we write 3d6 to say that to solve the action we need to roll three six sided dice. Another example: 3d4+5 indicate a roll of 3 four sided dice with after which 5 points are added to the result.*

Sometimes it will be necessary to roll percentage dice, identified as d100. To perform this type of roll, which will yield results of 1 to 100, we will use two ten sided dice (2d10). One is designated as the tens and the other as the ones, prior to both being rolled. When the two d10s each yield 0s, the roll is interpreted as 100.

COMMON ABBREVIATIONS

Throughout this manual we will use a number of abbreviations to refer to terms in common use in order to facilitate reading. We encourage readers to become familiarized with them.

STR	Strength
DEX	Dexterity
CON	Constitution
INT	Intelligence
WIS	Wisdom
CHA	Charisma
PC	Player Character
NPC	Non-Player Character
AC	Armor Class
HD	Hit Die
HP	Hit Points
SHP	Structural Hit Points
XP	Experience Points
ST	Saving Throw
gp	Gold Pieces
sp	Silver Pieces
cp	Copper Pieces
pp	Platinum Pieces
ep	Electrum Pieces
d4, d6 ...	Four sided die, six sided die...



CHARACTER CREATION

Before our adventurers sets out in search of fame and glory, we must endow them with the attributes that will make them unique. To do this, we represent their physical and mental qualities with a rich numbering system to better assess their skills and abilities.

Although it may seem complicated, do not be discouraged; this process is simple and fast. The first thing you do is get your hands on an empty character sheet. Use the one in the back of this book or create your own. We are going to assume you are using the one in the book from now on.

The next step is to roll three six sided dice (3d6) and write down the result in each of the boxes next to the terms that identify the adventurer's main characteristics, in descending order: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS) and Charisma (CHA). This is the standard method for establishing the adventurer's six main features, although at the discretion of the Narrator, a player can use other methods, such as rolling 4d6 for each ability and discarding the lowest result.

For example, our friend Matt, with the permission of the Narrator, decided to use this alternative method to specify his results. Matt begins by rolling four six sided dice to establish his character's Strength score (STR). The four rolls yield 6, 5, 3 and 2. He ignores the lowest result, (the 2) and instead adds 6 to 5 and 3. The result is 14, which will be the character's Strength score (STR). He repeats the process for the other abilities.

Regardless of the method chosen to determine these attributes, if the sum of the rolls is 5 or less, re-roll the dice. A value of 5 or less is unlikely to be enough to overcome the challenges encountered during the course of the quest.

Once abilities are written on the character sheet, attention should be placed on the table corresponding each ability (provided below). Each of the six characteristics defines an important aspect of the adventurer, including modifiers that have to be considered and jotted down on the character sheet.



THE SIX PRIMARY CHARACTERISTICS

STRENGTH (STR)

Strength affects muscle mass and attack prowess: it is the physical power of our adventurer. This attribute is especially important for Warriors, Paladins and Dwarves. It helps them prevail during melee fights by allowing them to strike their opponents dramatically and definitively with bonuses to melee attack rolls and their subsequent damage rolls.

TABLE: STRENGTH

Score	Bonus to attack, damage, and tear down doors*
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19**	+3

* All successful hits cause at least 1 point of damage.

** Every two points past 19 provide an additional +1 bonus.

DEXTERITY (DEX)

Dexterity indicates the agility, reflexes, and speed of our adventurer, as well as their balance and stability on any ground and situation. This characteristic is essential for Thieves and Halflings. Dexterity also provides bonuses to ranged attack rolls and the armor class of your character.

TABLE: DEXTERITY

Score	Modifiers to Armor Class	Modifiers to ranged attacks */****	(Optional) Bonuses to initiative**
3	+3	-3	-2
4-5	+2	-2	-1
6-8	+1	-1	-1
9-12	0	0	0
13-15	-1	+1	+1
16-17	-2	+2	+1
18-19***	-3	+3	+2

* Bonuses are only applicable to hit rolls, not to damage rolls.

** These bonuses only apply if individual initiative is used.

*** And so on, every 2 points past 19 add +1.

**** Apply Modifiers to ranged attacks, to Saving throw modifiers for Rod, Staff or Wand, and Spells and Breath Weapon.

CONSTITUTION (CON)

Constitution is a reflection of the health and general endurance of the adventurer. A Constitution bonus translates into more hit points, so this ability is paramount to all adventurers.

TABLE: CONSTITUTION

Score	Modifiers to hit points*	Modifier to Poison or Death and Petrification or Paralysis Saving Throws
3	-3	-3
4-5	-2	-2
6-8	-1	-1
9-12	0	0
13-15	+1	+1
16-17	+2	+2
18-19**	+3	+3

* A character will receive at least one hit point per level achieved.
 ** And so on, every two additional points past 19 provide a +1 bonus.

INTELLIGENCE (INT)

Thanks to their Intelligence, your adventurers possess reasoning, discernment and memory and are capable of planning and learning. This is a fundamental characteristic for Elves and Mages.

TABLE: INTELLIGENCE

Score	Additional languages	Communication capabilities
3	0	Unable to write, read and speak
4-5	0	Unable to write and read
6-8	0	Unable to write
9-12	0	Able to read and write
13-15	+1	Able to read and write
16-17	+2	Able to read and write
18-19*	+3	Able to read and write

* And so on, every two additional points past 19 provide a +1 modifier.

WISDOM (WIS)

Wisdom relates to experience, general knowledge, common sense, intuition and willpower. It is important for Clerics and Explorers.

TABLE: WISDOM

Score	Modifier to Spell and Magic Weapons Saving Throws
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19*	+3

* And so on, every two additional points past 19 provide a +1 modifier.

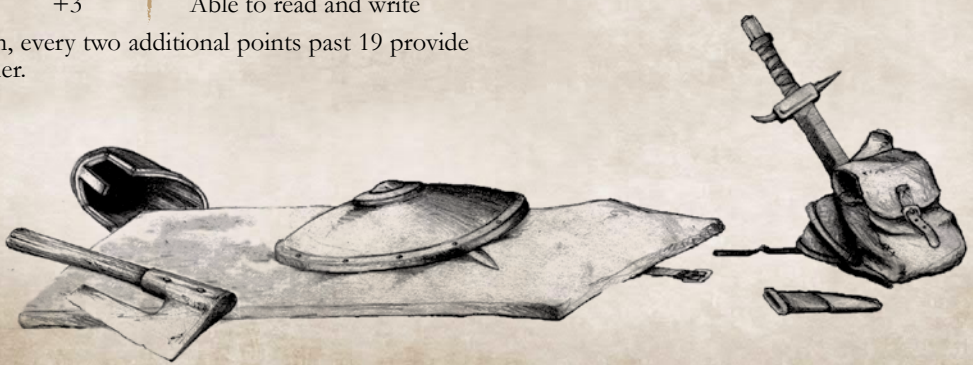
CHARISMA (CHA)

The adventurer's Charisma gives us an idea of their looks, personality, magnetism, and ability to persuade and lead. Charisma is a key score for Paladins.

TABLE: CHARISMA

Score	Adjustments to reaction rolls	Hirelings	Hireling morale
3	+2	1	4
4-5	+1	2	5
6-8	+1	3	6
9-12	0	4	7
13-15	-1	5	8
16-17	-1	6	9
18-19*	-2	7	10

* And so on, every two additional points past 19 provide a +1 modifier.



Once rolls to determine basic characteristics are made, it will be necessary to choose an adventurer class, taking into consideration the limitations and requirements of each of the classes available. Simply put, adventurer classes determine the trade or fundamental feature that characterizes our adventurer. This can range from a fearsome Warrior to a wise Mage. Check the available classes in **Chapter 2: Classes**.

After selecting a class we feel comfortable with, it is time to calculate our hero's hit points. Again, roll the die indicated as hit die at the beginning of each class description, to set our adventurer's hit points. Write down the result in the character sheet. With this data, you will know the amount of damage your hero can receive before keeling over or dying.

Then write down all the skills corresponding to the selected class on the character sheet, as well as any relevant information you deem necessary. In this regard, it is important to give the adventurers the name by which they will be known, as well as writing a brief history of their personal background and a short description of their physiognomy (skin color, hair, eyes, height, age, etc...).

The moment your character's abilities and personalities are defined, it is the time to equip your characters according to their needs. You can view a list that includes all the basic equipment available to choose from in **Chapter 3: Equipment**. Each adventurer begins the game with 3d8 x 10 gold pieces. The money can be used to buy equipment, armor and weapons. Once acquired, you should jot down the purchased weapons and equipment on the character sheet.

ARMOR CLASS (AC)

The **Armor Class**, or **AC**, indicates how difficult it is for your character to be hit by a fellow adventurer, NPC, or monster. We calculate AC by adding the negative Dexterity adjustment to the AC value of whatever armor is worn. In addition there are magical shields and armor with a modifier ranging from 1 to 5, which also has to be subtracted to the armor class value. Some creatures possess natural armor that is, for all purposes, equivalent to conventional AC. For example, dragon scaly skin is as hard as steel, so it is treated just like AC. The lower the AC, the harder it is to land a successful blow on the creature.

Here is a simple example to learn how to establish your adventurer's AC. Miranda's Warrior has a Dexterity score (DEX) of 16, which provides a modifier of -2 to AC.

Miranda decided to outfit her adventurer with a +2 chainmail armor. A regular chainmail armor has a base AC of 5. Therefore, we get the Warrior's final AC by applying the -2 Dexterity modifier and subtracting the armor's +2 magical condition from the initial value of 5. $5 + (-2) - (+2) = 1$. The total AC ends up being 1.

HIT POINTS & HIT DICE

Hit Points (HP) indicate the maximum amount of damage that can be received by adventurers and monsters before falling unconscious and dying. When its hit points are reduced to 0, the creature in question will lose consciousness, and if its HP reach -3 or less it will die. The number of hit points each adventurer class withstands is predetermined. To obtain the number of hit points your hero possesses at first level, you roll the number of dice indicated as **Hit Dice (HD)** under the heading matching your adventurer's class. Then you add the appropriate modifier provided by Constitution (CON), if any.

Afterwards, at each successive level, this process will be repeated and the cumulative results added to total hit points.

For example, Joe's warrior has to roll 1d10 Hit Die at first level. He throws the ten sided die. The result is 6. Since the adventurer has a Constitution of 13, a +1 is added to the result of the die roll, yielding a total of 7 hit points. Whenever he gains a new level, Joe adds the result of the new 1d10 roll and the +1 bonus to his existing 7 Hit Points.

Like adventurers, the monsters of **Adventures in the East Mark** also have hit points and hit dice at their disposal, though they work in a slightly different way. To learn more about it, check out **Chapter 8: Monsters**, which explains the issue in detail.

SAVING THROWS (ST)

Sometimes, your adventurers will suffer various adverse effects or will have to overcome some difficulties along their way that can be a serious threat to their integrity even not being strictly physical attacks. Imagine that during combat a conjurer tries to petrify you with his magic, do you have enough willpower to repel the attack? Other perilous instances such as dragon attacks, poisonings, and various magical effects require saving throws in order to avoid harm and other negative consequences.

Saving Throws involves rolling 1d20 and adding bonuses or penalties as explained in **Chapter 4: Combat**.

ALIGNMENT

In addition to selecting an adventurer class, you will be required to choose an Alignment. In the game, every adventurer created by the player, as well as monsters and non-player characters, have a particular alignment. These are a tool that will serve to define the attitude of your adventurer when faced with moral dilemmas that arise in the course of his life. That is, it is a way to help point

out what the ethics, behavior and awareness of your adventurer towards the society are.

There are three basic alignments: **Lawful**, **Neutral** and **Chaotic**.

LAWFUL

Adventurers who choose this alignment believe strongly in law and order, truth and justice. They fight so that good triumphs over evil and falsehood. A Paladin who fights and risks his or her own life, defending others without expecting anything in return, is the perfect example of a lawful adventurer.

NEUTRAL

Characters who decide to be neutral believe in the need for balance between good and evil. Therefore, as the case may be, they may commit kind or wicked acts. In order to understand it properly we can say these adventurers are usually faithful to the popular maxim that the end justifies the means. A good example may be the party's Thief who can steal an object from a burgomeister only to later die saving a companion from a trap.

CHAOTIC

Chaotic adventurers are diametrically opposed to lawful characters: Their hearts are evil and selfish. They put their own interests and benefit above everything else. These individuals will stop at nothing to carry out their plans. They are not trustworthy. For them, it is necessary to take advantage of opportunities as they arise, since they are of the opinion that everything that happens responds to chaos, with no set order for things. A necromancer obsessed with killing all living creatures is the perfect example of this alignment.

EXPERIENCE POINTS

Experience Points (XP) are very important in the game. They allow you to increase your level, empowering your adventurer, as indicated in the corresponding table. As you level up, having achieved the required experience points for it, Mages gain more spells, and Warriors learn to fight more fiercely. In general, every character will gain some benefit upon reaching a new level. It is a way to represent the way the adventurer's skills progress as they conclude missions and gain experience. At the end of their adventures, experience is awarded by the Narrator.

There are two ways to acquire experience points:

- 1- Defeating monsters and NPCs.
- 2- The acquisition of treasures.

The adventurers will gain 1 experience point for each gold coin found. When it comes to other valuables, you should convert the item's known appraisal value in gold pieces to experience points. The recovered treasure's value in experience points will be divided equally amongst all the adventurers who actively participated in the adventure. Adventurers do not get experience points for gold coins found in places that are not adventure locations. The money raised by rewards, paid services, taxes, fees or commercial gain is not converted to experience points. Nor are gold coins obtained by selling magical or mundane objects that belonged to deceased player characters, NPC and mercenaries.

Also, if the adventuring party was helped by NPCs during an encounter, the characters controlled by the Narrator



will receive an equal amount of experience points as adventurers controlled by the players.

All the monsters or NPCs, that you overcome during the adventure (not necessarily kill, sometimes it might be enough to make them run away or get them out of the way) will provide you with experience points based on the creature's hit dice (HD), including modifiers due to any special ability. (For example, fire breath and petrifying gaze). The table below will help you when it is time to hand out experience points.

The first step in calculating experience points is to record the base number reported on the table. For example, if a monster has 4 HD, write 80 XP, as can be seen in the table. Afterwards you multiply the number of special abilities the monster has by the value mentioned on the table. Suppose that the monster with 4 HD has three special abilities. You then multiply 3 and 55 for a total of 165 experience points.

Finally, add the two numbers to get the total experience points granted. The monster in question would give you 245 points of experience (80 + 165). The total number of experience points earned by defeating monsters will be added to the total number of XP obtained for collecting treasure. The resulting amount will be divided equally among the adventurers. These steps are already calculated for the creatures outlined in the monster section of this manual. However, the Narrator is free to increase or decrease their level if needed.

TABLE: MONSTER XP

Monster HD	Base XP	Additional XP/ Abilities
Less than 1	5	1
1	10	3
2	20	9
3	50	15
4	80	55
5	200	150
6	320	250
7	440	350
8	560	500
9-10	1,000	700
11-12	1,200	800
13-16	1,500	900
17-20	2,250	1,000
21*	3,000	2,000

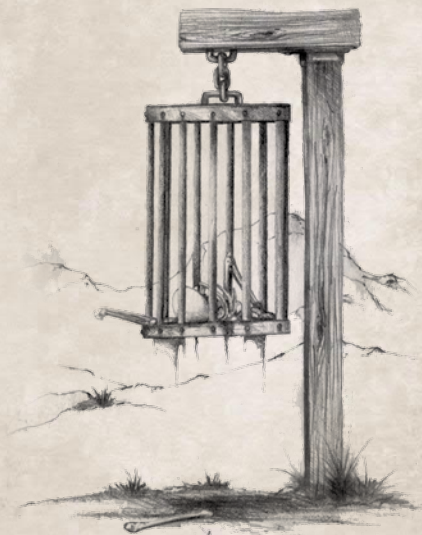
* For monsters with 22 HD or above, add 250 XP per HD added.

The Narrator may also decide to grant additional experience points to all those adventurers who have played particularly well. Similarly, negative actions may be penalized.

Adventurers cannot receive a number of experience points that allow them to advance two levels or more in a single session. Be sparing in delivering experience points, so as not to overdo the amount of treasure and magic items available. That way, unrealistic or out of balance situations can be avoided.

MEASUREMENTS

As you can see, in **Adventures in the East Mark** we use the traditional metric system, as well as distances and weights are referred to in meters, kilometers, kilograms, et cetera, except for rivers or seas where distances are expressed in miles.







CHAPTER 2:

ADVENTURER CLASSES

There are nine character classes in **Adventures in the East Mark**: Cleric, Dwarf, Elf, Explorer, Halfling, Mage, Paladin, Thief and Warrior, each with its own peculiarities.

Before we discuss the classes, it is necessary to look at the specific requirements that precede each class.

REQUIREMENTS

Requirements are conditions you need to meet to be able to choose a particular class. They usually refer to the minimum values an adventurer's attributes must score.

With the permission of the Narrator, you can subtract points from other stats scores and add them to a required ability that is not high enough (though never more than two points at once).

For example: Sophia wants to play a Dwarf, but she rolled a Constitution of 8, so she decides to take a point from Intelligence and increase her insufficient Constitution in order to reach the minimum required to play a Dwarf.

PRIMARY ABILITY

This is the most important attribute for a specific class and therefore it should be the highest stat for that certain class, since key attributes such as martial skills to a Warrior and spell casting to a Mage depend on it.

HIT DICE

As we saw in the previous chapter, Hit Dice dictate the number of hit points possessed by your adventurer.

MAXIMUM LEVEL

Your characters will be gaining experience levels as they progress through their quests. This value reflects the maximum level a character can reach, not being able to develop any farther. The entry "None" means that the adventurer can keep progressing without limit during the course of their life cycle.

CLERIC

Requirement: WIS 10

Primary Characteristic: Wisdom (WIS)

Hit Dice: 1d6

Maximum Level: None

Clerics are humans who have devoted their lives to the servitude of a deity, following the path of faith and defending their doctrine, always fighting to make the word and will of their god prevail.

Clerics can use spells granted by their patron gods, as well as the force of martial weapons. The number and power of the spells available to the Clerics will depend on their level, shown in the table below. If a Cleric were ever to contravene their doctrine, they would lose their god's favor, not being able to cast spells until proper atonement for the committed sins. There is a variety of gods belonging to the three alignments; Clerics can choose to devote their lives to a single god or to all deities from the same alignment. The option of gods available to choose in each campaign is up to the Narrator.

Clerics can use all kinds of weapons and armor, except those with a cutting edge (like swords, axes, spears, arrows). On the other hand, they are free to use blunt weapons, such as warhammers, maces, slings and their bullets, and other round projectiles.

NOTE: The prohibition of using cutting edge weapons has been respected in this game to maintain the spirit of the original rule system that inspired **Adventures in the East Mark**. Optionally, a Narrator can choose to allow a cleric to use any kind of weapon.

TURN UNDEAD

The Clerics of Adventures in the East Mark have the power to expel or rebuke the undead. The effectiveness of this skill is determined by the Cleric's level. Turned undead creatures will flee in terror; repulsed by the power of the Cleric's presence.

The Turn Undead table contains all the information necessary to resolve these situations.

***Infernal:** This category includes the more powerful undead, as well as demons and fiends.

A "T" in the table means that the attempt is successful and results into an automatic expulsion. The "D" would indicate that the creature is completely destroyed.

A dash "-" means that the Cleric does not have the power to expel the creature, so no attempt will succeed.

TABLE: TURN UNDEAD

Cleric Level	HD of Undead									
	1	2	3	4	5	6	7	8	9	Infernal*
1	7	9	11	-	-	-	-	-	-	-
2	5	7	9	11	-	-	-	-	-	-
3	3	5	7	9	11	-	-	-	-	-
4	T	3	5	7	9	11	-	-	-	-
5	T	T	3	5	7	9	11	-	-	-
6	D	T	T	3	5	7	9	11	-	-
7	D	D	T	T	3	5	7	9	11	-
8	D	D	D	T	T	3	5	7	9	11
9	D	D	D	D	T	T	3	5	7	9
10	D	D	D	D	D	T	T	3	5	7
11	D	D	D	D	D	D	T	T	3	5
12	D	D	D	D	D	D	D	T	T	3
13	D	D	D	D	D	D	D	D	T	T
14+	D	D	D	D	D	D	D	D	D	T



TABLE: PROGRESSION FOR CLERICS

XP	Level	Hit Dice (1d6)
0	1	1
1,500	2	2
3,500	3	3
6,500	4	4
12,500	5	5
25,000	6	6
50,000	7	7
100,000	8	8
200,000	9	9
300,000	10	+1 HP *
400,000	11	+2 HP *
500,000	12	+3 HP *
600,000	13	+4 HP *
700,000	14	+5 HP *
800,000	15	+6 HP *
900,000	16	+7 HP *
1,000,000	17	+8 HP *
1,100,000	18	+9 HP *
1,200,000	19	+10 HP *
1,300,000	20	+11 HP *

* Constitution Modifiers to Hit Points are ignored

SPELLS PROGRESSION FOR CLERICS

Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	2	1	-	-	-	-
6	3	3	2	-	-	-	-
7	4	3	2	1	-	-	-
8	4	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	5	5	4	3	3	2	-
13	6	5	4	4	3	2	-
14	6	5	5	4	3	3	-
15	7	6	5	4	4	3	1
16	7	6	6	5	4	3	2
17	8	7	6	5	4	4	2
18	8	7	7	5	5	4	3
19	9	8	7	6	5	4	3
20	9	8	8	6	5	5	3

The number in the table indicates the figure we have to equal or beat on a 2d6 roll in order for the attempt to succeed. If the roll is successful, or the table gives the "T" result, the player must throw 2d6 again and the new result would indicate the total HD of undead the Cleric may expel or destroy during this attempt.

For example: Zareth, a level 1 Cleric, faces a group of four skeletons (1 HD each) in the catacombs. Looking at the Turn Undead table, we see a level 1 Cleric needs to roll a 7 on 2d6 in order to turn 1 HD creatures. Zareth gets an 8 on the roll. This result indicates that the Cleric is able to expel some of the undead. To calculate how many he can rebuke, the player rolls 2d6 again, and gets a 3, meaning he can rebuke 3 HD worth of skeletons. Since each skeleton has 1 HD, Zareth expels 3 of them. He may try to expel or destroy the remaining skeleton on the next round.

DWARF

Requisite: CON 9

Primary Characteristic: Strength (STR)

Hit Dice: 1d8

Maximum Level: 12

Dwarves are vigorous and strong individuals, with a resilient constitution and stocky bodies. They are characterized by their vehement, occasionally abrasive, nature and their strong sense of honor. Dwarves are generally good adventure companions, but are suspicious of elves due to old quarrels from a distant past. These beings dwell in complex and intricate cavernous galleries under mountains and hills. Perhaps this is why their skin has adopted the earthy tones that is proper to them, as well as the bushy beards on their rough faces. Because of their short stature (approximately 1.40 meters), Dwarves cannot use large two-handed weapons or longbows.



However, they are able to skillfully handle any weapon appropriate for their size.

Due to their habit of living in caves, Dwarves have developed the ability to see in the dark (infravision) effectively up to a range of 20 meters. Thanks to their underground experience, Dwarves can detect traps, false walls, hidden constructions and slopes by rolling a 1-2 on 1d6. Dwarves have an iron will, particularly against magic, as reflected in their saving throws. Due to the frequent interaction with other underground races like goblins, kobolds, gnomes or orcs, dwarves have learned how to communicate with these creatures on a basic level.

Elf

Requirement: INT 12, DEX 13

Primary Characteristic: Dexterity and Intelligence (DEX and INT)

Hit Dice: 1d6

Maximum Level: 10

Elves are beings bond to nature, gifted with inquisitive intelligence and undeniable beauty. Their physical appearance is that of slender creatures quite similar in height (around 1,65 meters) to humans, although they are lighter in terms of weight (around 60 kg). Their apparent fragility is misleading, since they are tough as oaks and nimble as the wind. The elven are very long-lived beings. Their natural inclination for magic allows them to cast spells with ease. Elves are elusive when dealing with other species, and they act specially wary of dwarves. They usually detest any evil creature that damages nature or breaks its natural balance.

There are five distinct elven races: high elves, gray elves, wood elves, dark elves (who are evil themselves) and aquatic elves. High elves are the most common, although the player can choose any other with the Narrator's agreement.

Elves can use any weapon or armor, but they shift towards light arms and armor, particularly longbows, leather breastplates and small shields. Additionally, Elves are skilled in the use of magic. They are able to cast spells, though they lack the power and mastery of a trained Mage.

Elves have the ability to see up to 20 meters in the dark (infravision). Their accurate perception, sagacity and intelligence allow them to detect secret doors and hidden compartments provided they get 1-2 rolling 1d6 die while searching for them. Due to their Strength and connection with nature, Elves are immune to paralysis.

LEVEL PROGRESSION FOR DWARVES

XP	Level	Hit Dice (1d8)
0	1	1
2,000	2	2
4,000	3	3
8,000	4	4
17,500	5	5
35,000	6	6
70,000	7	7
140,000	8	8
280,000	9	9
400,000	10	+3 HP *
550,000	11	+6 HP *
650,000	12	+9 HP *

* Constitution Modifiers to Hit Points are ignored

SPILLS PROGRESSION FOR ELVES

Level	Spell Level				
	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	2	-	-
7	3	2	2	1	-
8	3	3	2	2	-
9	3	3	3	2	1
10	3	3	3	3	2

LEVEL PROGRESSION FOR ELVES

XP	Level	Hit Dice (1d6)
0	1	1
4,000	2	2
8,000	3	3
16,000	4	4
32,000	5	5
65,000	6	6
130,000	7	7
200,000	8	8
400,000	9	9
600,000	10	+2 HP *

* Constitution Modifiers to Hit Points are ignored

SPILLS PROGRESSION FOR ELVES

The elves use the same Spell Progression table as Mages, except that they can only reach the 10th level of the table.



EXPLORER

Requirements: STR 12, DEX 9, WIS 12
Primary Characteristic: Strength and Wisdom (STR and WIS)
Hit Dice: 1d8
Maximun Level: None

These adventurers become specialized in wilderness survival and are expert trackers. They are also skilled fighters, cunning and agile hunters who spend the majority of their

LEVEL PROGRESSION FOR EXPLORERS

XP	Level	Hit Dice (1d8)
0	1	1
2,000	2	2
4,000	3	3
8,000	4	4
16,000	5	5
32,500	6	6
65,000	7	7
120,000	8	8
240,000	9	9
360,000	10	+2 HP *
480,000	11	+4 HP *
600,000	12	+6 HP *
720,000	13	+8 HP *
840,000	14	+10 HP *
950,000	15	+12 HP *
1.100,000	16	+14 HP *
1.200,000	17	+16 HP *
1.300,000	18	+18 HP *
1.400,000	19	+20 HP *
1.500,000	20	+22 HP *

* Constitution Modifiers to Hit Points are ignored



time traveling from one place to another. Explorers, also known as rangers, feel a special connection with nature and the creatures that live upon her. They always strive to not break their inner balance. Explorers can use any type of armor, but no shields. They are inclined to light armors such as studded leather armors. Explorers can use any weapon, but they prefer long bows and short swords.

EXPLORER SKILLS

They receive a +1 bonus per level when attacking goblinoid races and giants (bugbears, orcs, kobolds, goblins, hobgoblins, ogres, ettins, giants, and trolls).

Explorers may only be surprised with a 1 result on 1d6 roll. They can surprise their prey rolling a 1-3 on 1d6. They are expert trackers able to identify and follow the trail of a creature both outdoors (1-5 on 1d6) as well as in caverns (1-4 on 1d6).

Upon reaching the 8th level, Explorers can attract an animal companion (bird of prey, dog, wolf, feline or similar animal described by the Narrator). Explorers

will have a special bond with their animal and vice versa, with the ability to train them to attack, defend and engage in simple tasks. If the animal companion dies, the Explorer will not be able to attract a replacement for at least a month.

HALFLING

Requirement: DEX 9, CON 9

Primary Characteristic: Strength and Dexterity (STR and DEX)

Hit Dice: 1d6

Maximum Level: 8

Halflings, also known as half-folk, are robust little creatures, weighing about 30 kg and standing 1 meter high, almost half the size of an average human. Their physiognomy closely resembles that of humans, bearing similar complexions and appearances. Halflings are gentle and homely creatures

but they are also very perceptive observers, endowed with an inherent curiosity and natural courage that makes them extremely valuable companions. Usually Halflings are honest, hardworking, unselfish, simple and peaceful, although in times of danger they are more valuable than their stature lets on. A Halfling can live between 150 and 200 years, even though Halflings older than that are not unheard of.

There are three major Halfling races: the sagacious, the sturdy and the big ones. The sagacious are the most numerous of the three, but the player can choose the breed he likes best. Like the Dwarves, Halflings cannot use large weapons, but they have no problem wielding smaller weapons, preferring short swords, daggers, axes and slings. They must employ both their hands to use medium-sized weapons. They can wear any armor they please, but tend to wear light armors, such as studded leather.

LEVEL PROGRESSION FOR HALFLINGS

XP	Level	Hit Dice (1d6)
0	1	1
2,000	2	2
4,000	3	3
8,000	4	4
16,000	5	5
32,500	6	6
65,000	7	7
130,000	8	8

In the shadows and when surrounded by nature, Halflings are unusually skilled at camouflaging, provided they get 1-4 on 1d6 roll. They bear ability and natural skill that also makes them fearsome adversaries when wielding ranged weapons, granting them a +1 bonus on any ranged attack roll they make. Finally, due to their size, Halflings receive a -2 modifier to their AC when attacked by creatures larger than a human (giants, trolls, ogres, etc.). Additionally, Halflings get +1 on all initiative rolls due to their size.



LEVEL PROGRESSION FOR MAGES

XP	Level	Hit Dice (1d4)
0	1	1
2,500	2	2
5,000	3	3
10,000	4	4
20,000	5	5
40,000	6	6
80,000	7	7
160,000	8	8
300,000	9	9
450,000	10	+1 HP *
600,000	11	+2 HP *
750,000	12	+3 HP *
900,000	13	+4 HP *
1,100,000	14	+5 HP *
1,200,000	15	+6 HP *
1,350,000	16	+7 HP *
1,500,000	17	+8 HP *
1,650,000	18	+9 HP *
1,800,000	19	+10 HP *
1,950,000	20	+11 HP *

* Constitution Modifiers to Hit Points are ignored

SPELLS PROGRESSION FOR MAGES

Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	2	2	-	-	-	-	-	-	-
5	2	2	1	-	-	-	-	-	-
6	2	2	2	-	-	-	-	-	-
7	3	2	2	1	-	-	-	-	-
8	3	3	2	2	-	-	-	-	-
9	3	3	3	2	1	-	-	-	-
10	3	3	3	3	2	-	-	-	-
11	4	3	3	3	2	1	-	-	-
12	4	4	3	3	3	2	-	-	-
13	4	4	4	3	3	2	1	-	-
14	4	4	4	4	3	3	2	-	-
15	5	4	4	4	4	3	2	1	-
16	5	5	4	4	4	4	3	2	-
17	5	5	5	4	4	4	4	3	1
18	5	5	5	5	4	4	4	4	2
19	6	5	5	5	5	4	4	4	3
20	6	6	5	5	5	5	4	4	4

MAGE

Requirement: INT 12

Primary Characteristic: Intelligence (INT)

Hit Dice: 1d4

Maximum Level: None

Those skilled in the use of arcane forces and the manipulation of the magical energy that permeates the world of the East Mark are known as conjurers, sorcerers, warlocks, or more commonly, Mages. Mages are capable of casting powerful spells as they gain levels and experience. Mages spend much of their life studying and memorizing complicated arcane formulas they transcribe on their inseparable grimoires. These obscure books are the fundamental tool of a Mage and an essential piece on the practice of their arts. Due to the mobility and dexterity required to perform the complicated gestures of spell casting, conjurers cannot wear any type of armor or use

shields. They are only allowed to use small arms, such as daggers, knives, staves, light crossbows and short bows.

As already mentioned, magicians require spell books to write down all the spells they know. They may transcribe spells into these grimoires, but on an everyday basis they can only cast the spells they can memorize in accordance with their level.

PALADIN

Requirement: STR 12, WIS 12, CHA 12

Primary Characteristic: Strength and Charisma (STR and CHA)

Hit Dice: 1d8

Maximum Level: None

Paladins are warriors imbued with a faith that can move mountains. As servitors of their god, they devote all their



Spells Progression for Paladins

Level	Spell Level			
	1	2	3	4
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	2	2	1	-
15	3	2	1	1
16	3	3	1	1
17	3	3	2	1
18	3	3	3	1
19	3	3	3	2
20	3	3	3	3

Level Progression for Paladins

XP	Level	Hit Dice (1d8)
0	1	1
2,500	2	2
5,000	3	3
10,000	4	4
20,000	5	5
45,000	6	6
90,000	7	7
170,000	8	8
350,000	9	9
550,000	10	+3 HP *
800,000	11	+6 HP *
1,000,000	12	+9 HP *
1,200,000	13	+12 HP *
1,400,000	14	+15 HP *
1,650,000	15	+18 HP *
1,800,000	16	+21 HP *
2,000,000	17	+24 HP *
2,200,000	18	+27 HP *
2,500,000	19	+30 HP *
3,000,000	20	+33 HP *

* Constitution Modifiers to Hit Points are ignored



energies to ensure and safeguard the guiding principles of their deities and the churches supporting them.

Subject to a strict moral and ethical code, Paladins cannot commit evil, morally questionable or impure acts or they would lose the favor of their god and their status as champions. A disgraced Paladin becomes a Warrior of an equivalent level. To restore status, the paladin-turned-warrior must seek the forgiveness of their patron deity, subject to Narrator discretion. Paladins have no restrictions on their choice of weapons or armor.

PALADIN SKILLS

By laying on hands upon another creature, Paladins can heal 2 hit points per level per day. Every five levels of experience, they can heal a disease once per day.

Paladins are immune to conventional and magical diseases. They can *Detect Evil*, with the same effect as the spell of the same name, within a 20 meter radius.

They radiate an aura of permanent protection against evil, with the same effects as the spell *Protection against Evil*, within a 3 meter radius.

Upon reaching the third level, paladins can *Turn Undead* as a Cleric two levels lower. At the ninth level, Paladins gain the ability to cast Cleric spells, although they cannot use scrolls.

Additional notes

Paladins receive a +2 bonus to all saving throws. Paladins are forced to donate to charity 20% of all the treasure they achieve throughout their adventures.

THIEF

Requirement: DEX 10

Primary Characteristic: Dexterity (DEX)

Hit Dice: 1d4

Maximum Level: None

Thieves are skillful and cunning hustlers. Accustomed to living on the rough streets of the city, they wheel and deal, deceive and steal, gather information and survive as best they can. Generally, thieves belong to their local Thieves' Guild, and therefore cede a portion of their earnings as a tithe (10% of the total amount earned is the usual). However, they can work independently.

Since they rely on their aptitudes, stealth and speed, Thieves cannot use armor heavier than leather and can never use a shield. However, they are skilled with all weapons. A Thief has the ability to backstab an adversary. To backstab, they must surprise the victim using their capacity to move silently to hide in the shadows. If successful, the Thief will receive a +4 bonus to attack and multiply the damage by 2.

Thieves use their skills by rolling Percentile Dice (2d10, with one die designated for tens, the other as ones).

THIEF SKILLS

Open Locks

Thieves are skilled in the art of picking locks, although they require a set of picks to perform their actions (the picks are included in thieves' tools). If it fails the first time, they are able to try it once again. Were the Thief to fail a second time, they cannot try again a particular lock until gaining a new level.

TABLE OF THIEF SKILLS (%)

Level	Open Locks (%)	Find and Disarm Traps (%)	Steal (%)	Move Silently (%)	Climb Walls (%)	Hiding in the Shadows (%)	Hear Noises (1d6)
1	17	14	23	23	87	13	1-2
2	23	17	27	27	88	17	1-2
3	27	20	30	30	89	20	1-3
4	31	23	37	37	90	27	1-3
5	35	33	40	40	91	30	1-3
6	45	43	43	43	92	37	1-4
7	55	53	53	53	93	47	1-4
8	65	63	63	63	94	57	1-4
9	75	73	73	73	95	67	1-4
10	85	83	83	83	96	77	1-5
11	95	93	93	93	97	87	1-5
12	97	95	105	95	98	90	1-5
13	99	97	115	97	99	97	1-5
14	99	99	125	99	99	99	1-5

LEVEL PROGRESSION FOR THIEVES

XP	Level	Hit Dice (1d4)
0	1	1
1,200	2	2
2,500	3	3
5,000	4	4
10,000	5	5
20,000	6	6
40,000	7	7
80,000	8	8
160,000	9	9
280,000	10	+2 HP *
400,000	11	+4 HP *
520,000	12	+6 HP *
640,000	13	+8 HP *
760,000	14	+10 HP *
880,000	15	+12 HP *
1,000,000	16	+14 HP *
1,100,000	17	+16 HP *
1,250,000	18	+18 HP *
1,350,000	19	+20 HP *
1,500,000	20	+22 HP *

* Constitution Modifiers to Hit Points are ignored

Find and Disarm Traps

Thieves only have one chance to find and disable a trap. To find the trap, they must roll dice, and make a second roll to try and disable it.

NOTE: At the discretion of the Narrator, some traps may be too specialized for most characters' *Detect traps and pits* abilities, requiring a Thief's talents to find and remove them.

Note that an additional factor may be the level of technology present in the game. An advanced or elaborate mechanism could be disabled only by a Thief, and with a penalty to the attempt (-10% to -50%). In such cases, failure at the *Disarm* attempt should indicate that the character realizes that the task is too advanced (and thus does not cause the trap to activate).

Steal

Thieves, using this ability, can try to steal an item from a particular victim, whether it is a bag of coins, a sack of grain, even the dagger

off someone's belt. If the roll exceeds the number on the table by twice the number (or higher) than necessary, the filching is noticed by the victim.

Move Silently

Thieves can move stealthily, producing hardly any noise, provided the roll is successful.

Climb Walls

Thieves are expert climbers. They can climb almost any surface given the necessary conditions and the use of suitable climbing gear. Every 30 meters climbed requires a new skill roll. Should they fail a roll, the unfortunate climber will suffer 1d6 damage for every 3 meters they fall.

Hiding in the Shadows

To hide in the shadows effectively, Thieves must remain still and silent.

Hear Noises

If conditions permit, Thieves may try to detect noises. Unlike other skills, hearing sounds requires 1d6 roll.



ADDITIONAL THIEF SKILLS

In addition to the skills listed above, Thieves benefit from other skills as they progress in level.

Comprehend languages

At 4th level, Thieves will be able to understand almost any language, encrypted or not, at an 80% effectiveness. This skill does not include arcane languages or the written language of magic. If the roll is unsuccessful, Thieves will not be able to try again until gaining a level.

Use Scrolls

At 10th level, Thieves can read and use scrolls with 90% proficiency. A failed roll means that the spell does not work as it should, with unpredictable consequences left to the discretion of the Narrator. Furthermore, the Narrator can decree that the scroll bearing the magical formula did not stand the botched attempt and therefore was destroyed.

PROGRESSION TABLE WARRIOR LEVELS

XP	Level	Hit Dice (1d10)
0	1	1
2,000	2	2
4,000	3	3
8,000	4	4
16,000	5	5
32,500	6	6
65,000	7	7
120,000	8	8
240,000	9	9
360,000	10	+2 HP *
480,000	11	+4 HP *
600,000	12	+6 HP *
720,000	13	+8 HP *
840,000	14	+10 HP *
950,000	15	+12 HP *
1.100,000	16	+14 HP *
1.200,000	17	+16 HP *
1.300,000	18	+18 HP *
1.400,000	19	+20 HP *
1.500,000	20	+22 HP *

* Constitution Modifiers to Hit Points are ignored



WARRIOR

Requirement: None

Primary Characteristic: Strength (STR)

Hit Dice: 1d10

Maximum Level: None

Warriors are experienced fighters. They devote their lives to the art of war and combat. They are specialists in the use of arms and armor of all kinds. Their fortitude and natural inclination for combat make them an essential part of any self-respecting adventuring party, whose partners will be happy to count on their strong muscles and resistance. Because of their martial training, any available weapon and armor is allowed to their class.

Additional Attack

Upon reaching 15th level, Warriors are entitled to an additional attack each combat round. They continue to earn an extra attack every five levels above 15 to a maximum of four attacks per round.



CHARACTER CREATION EXAMPLE

Allan wants to create a Thief called Marvesh. He starts rolling 3d6 six times and with the GM's consent he decides to ignore the fixed allocation rule for stats and arranges the results the following way:

STR 12
DEX 17 (quick hands)
CON 10
INT 10
WIS 7 (not very wise, impulsive)
CHA 12

He writes down these values and their correspondent modifiers (**STR** 0, **DEX** -2/+2, **CON** 0, **INT** 0, **WIS** -1, **CHA** 0).

Next, Allan jots down the saving throw values for a first level Thief (see page 46) and applies the appropriate stat modifiers to get the target scores to save against **Poison or Death** 16 (+0), **Rod, Staff or Wand** 15 (+2), **Petrification or Paralysis** 13 (+0), **Breath Weapon** 16 (+2) and **Spells and Magic Weapons** 14 (-1).

Next, Allan copies the abilities for a first level Thief (see page 27) and writes them down.

Open Locks 17%, **Find and Disarm traps** 14%, **Steal** 23%, **Move silently** 23%, **Climb Walls** 87% and **Hiding in the shadows** 13%.

For the general abilities, Marvesh gets the regular values for **Surprise** (1-2), **Tear down doors** (1-2), and **Detect traps and pits** (1) but is rewarded with **Hear noises** 1-2.

The rest of them remain far from reach (Sp). Allan will have to wait to get to 4th level to add the special ability **Comprehend languages** under that same section.

Since Marvesh is a human, Allan copies down the range of movement and speed associated to humans.

Allan rolls 1d6 for his hit points and gets 1 **HP**, a very unlucky result!

Next, Allan rolls 3d8x10 to know how many gold pieces Marvesh will start with and gets a total of 100 gold pieces.

With that amount, Marvesh buys leather armor, a short sword, a dagger and a short bow as well as some basic adventurer equipment. To calculate Marvesh's **Armor Class (AC)** we take the basic AC for leather armor 7 and apply his dexterity modifier (-2), for a final 5, since Marvesh uses no shield and his leather armor does not have any other modifiers to **AC**.

To have a quick reference for the value to hit for the entire range of **AC**, Allan goes to page 41 and copies the **AC** row for a first level "Cleric and Thief" next to Weapons and Combat.

Next, Allan visits page 33 and copies down the reference values for Marvesh's weapons under Weapons and Combat. The Strength modifier is 0 but the Dexterity modifier is +2 (applicable for ranged attack rolls like the short bow).

The initiative modifier for Marvesh is simple to obtain, +2 thanks to his Dexterity modifier.

Finally, Allan fills in all the general information about Marvesh tendency to run out of luck.

He will be a Neutral male thief, 20 years old, 165 cm tall, weighing 45kg, brown hair and eyes and no marks.



CHARACTER CREATION EXAMPLE

When James began to create his character, his Narrator came to him with a request.

“You always play a spellcaster of some sort. I would like you to try something else for a change. If you do, I’ll let you choose your class, and then roll its requisites until you meet them.”

James accepted the challenge, and decided to make an explorer which he named Jaem the Warder.

James rolls 3d6 for each ability and with the Narrator’s permission, he is able to re-roll Strength, Dexterity and Wisdom until they met the minimum for Explorer.

STR 14
DEX 15
CON 8
INT 14
WIS 12
CHA 10

He writes down these values and their correspondent modifiers (**STR** +1, **DEX** -1/+1, **CON** -1, **INT** +1, **WIS** 0, **CHA** 0).

James is very happy with his rolls. With the exception of Constitution, everything is at or above average. Now it is time to roll for hit points. He picks up an eight sided die and throws it.

“1” (which would become 0 after applying the -1 CON modifier).

“Don’t worry”, the Narrator said with a grin. “You get to start with 1 hit point, not zero.”

With so few hit points, James realizes that Jaem will probably be a bit more of a coward than he had realized. Jaem will have a lawful alignment, which fits the sort of characters that James likes to play, but he will not be seeking out the front line in battle. James decides that Jaem grew up in a city, and took to the woods to escape the local Thieves’ guild who wanted him to join them.

James quickly re-thinks his equipment choices as he rolls a 12 on 3d8, getting 120 gold pieces. He chooses a heavy crossbow and bolts as his main weapon, and a heavy whip for melee (though it will still allow him to keep his distance from enemies, he hopes). He can also afford a

studded leather armor, and rounds out his purchases with traditional adventuring gear (such as a backpack, blanket, torches, waterskin, and food rations).

To calculate Jaem’s **Armor Class (AC)**, James takes the basic AC for the studded leather armor (6) and applies his Dexterity modifier for AC (-1) for a final 5. Jaem’s AC when surprised (no shield and Dexterity modifier applied) is 6 and he notes that down too.

For his heavy crossbow, he has his DEX modifier for attack roll (+1) and copies the reference value for damage knowing that STR modifier does not apply to ranged weapons so it is just 1d8. For his heavy whip, he uses his STR modifier for attack roll (+1) and the reference value for damage with the STR modifier available for melee weapons for a total of 1d8+1.

Next, James copies the saving throws for a first level Explorer (see page 46) and applied the appropriate stat modifiers to get the scores for saving against

Poison or Death 12 (-1), **Rod, Staff or Wand** 13 (+1), **Petrification or Paralysis** 14 (-1), **Breath Weapon** 15 (+1) and **Spells and Magic Weapons** 16 (+0).

For the general abilities, Jaem has average values for **Tear down doors** (1-2), **Detect Traps and Pits** (1) and **Hear Noises** (1). However, he gets 1-3 instead of 1-2 for **Surprise** rolls on 1d6, reflecting his ability to use subterfuge techniques to attack enemies. Jaem, being an Explorer, can successfully detect **Tracks in Wilderness** (1-5 on a 1d6 roll) and **Tracks in Interiors** (1-4 on a 1d6 roll). The rest of SP abilities are left blank.

The Explorer class gives Jaem several advantages. As a first level adventurer, he received a **+1 to attack rolls against goblinoid creatures and giants**. James also writes down that Jaem **can only be surprised if the attacker gets a result of 1 on his attacker’s surprised roll**, ignoring any other successful result.

The initiative modifier for Jaem is obtained using his +1 Dexterity modifier.

Finally, James fills in all the general information about Jaem The Warder.

He will be a Lawful male explorer, 21 years old, 170 cm tall, weighing 53kg, black hair, brown eyes and no marks.

CHAPTER 3:

EQUIPMENT

The weapons, armors and basic materials contained in this section will equip the characters before they set out for their quests. The following tables list a number of items that can be acquired when generating the adventurer or during the course of the campaign.

The equipment tables contain each article's cost in gold pieces and its weight. In the case of weapons, the damage and the corresponding dice for damage rolls also appear. The armor table provides the AC values of all available armor, but keep in mind that merely buying the armor is not enough: the armor must be properly worn in order to provide adequate protection.

The most common currency in **Adventures in the East Mark** is the **gold pieces (gp)**. As we shall see in the monetary equivalence table, a gold piece is equivalent to 2 **electrum pieces (ep)** and 10 **silver (sp)**. Each silver coin is worth 10 **copper (cp)**. Occasionally, adventurers may discover very rare **platinum pieces (pp)**, each of which is equivalent to 10 gold.

TABLE OF MONETARY EXCHANGE

Coins	Copper	Silver	Electrum	Gold	Platinum
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1



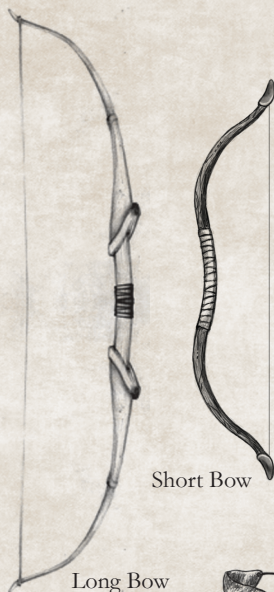
WEAPONS

Weapon	Cost	Damage	Weight
Axe, Battle	6 gp	1d8	3 kg
Axe, Hand	1 gp	1d6	2 kg
Blackjack	2 gp	1d6	2 kg
Bow, Long	25 gp	1d8	3 kg
Bow, Short	16 gp	1d6	1.5 kg
Arrows (10)	3 gp	-	1/2 kg
Club	3 gp	1d4	1 kg
Crossbow, Heavy	40 gp	1d8	2 kg
Crossbow, Light	25 gp	1d6	1 kg
Bolts (20)	5 gp	-	1 kg
Dagger	3 gp	1d4	1/2 kg
Dart	5 sp	1d4	1/2 kg
Hammer	1 gp	1d4	1 kg
Javelin	1 gp	1d6	1 kg
Lance	7 gp	1d6	5 kg
Mace	5 gp	1d6	2 kg
Morning Star	5 gp	1d6	3 kg
Pike, Heavy	8 gp	1d8	3 kg
Pike, Short	5 gp	1d6	2 kg
Scimitar	15 gp	1d8	2 kg
Silver Dagger	30 gp	1d4	1/2 kg
Sling	2 gp	1d4	0 kg
Staff	7 gp	1d8	8 kg
Sword, Bastard	20 gp	2d4	3 kg
Sword, Long	10 gp	1d8	2 kg
Sword, Short	7 gp	1d6	1 kg
Sword, Two-handed	15 gp	1d10	8 kg
Trident	4 gp	1d6	2 kg
Warhammer	7 gp	1d6	3 kg
Whip, Heavy	8 gp	1d8	5 kg
Whip	3 gp	1d6	2 kg



Arrows

Bolts

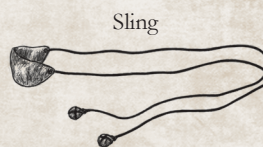


Long Bow

Short Bow

Light Crossbow

Heavy Crossbow



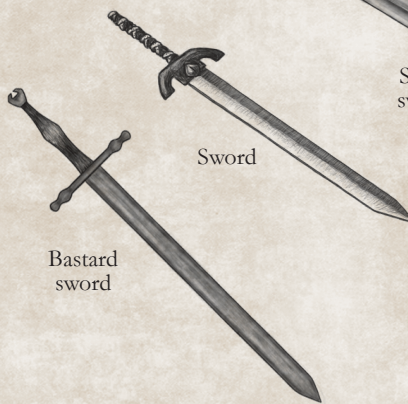
Sling



Darts



Staff



Sword

Bastard sword

Short sword



Sword, two handed



Battle axe



Hand axe



Dagger



Blackjack

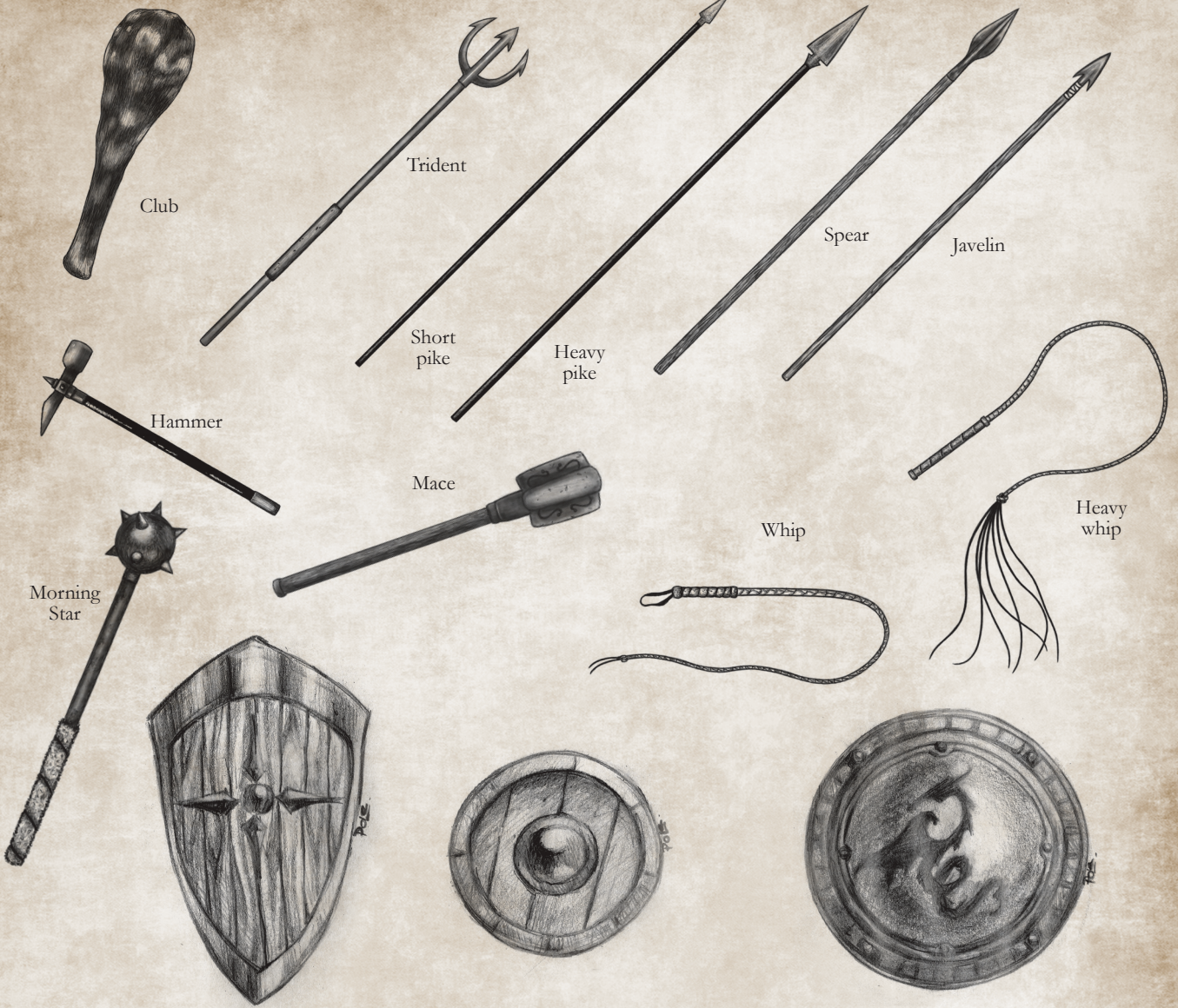


Silver dagger



Scimitar





ARMORS

Armor	Cost	AC	Weight
Banded Mail	250 gp	4	17 kg
Leather	20 gp	7	8 kg
Scalemail	65 gp	6	20 kg
Platemail	600 gp	3	25 kg
Ringmail	200 gp	4	20 kg
Barding	150 gp	5	30 kg
Chainmail	150 gp	5	15 kg
Studded Leather	30 gp	6	10 kg
Shield	10 gp	-1*	5 kg
No armor	--	9	--

* When using a shield, reduce your armor class by 1



Banded Mail



Leather



Chainmail



Platemail



Ringmail



Studded leather



Scalemail



Barding for a Mount

EQUIPMENT DESCRIPTION

Most of the equipment and items that an adventurer may need are listed in this section. However, some players may desire items that are not listed here, so the Narrator is free to create, ban or alter any item he or she chooses. Use the tables as reference, but remember that the Narrator has the last word.

Arnica

A flower that can heal 1d6 points of damage.

Backpack

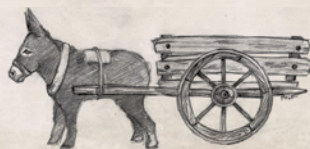
This item is a must for any adventurer who wants to comfortably transport any amount of objects. Backpacks can carry up to 20 kilograms of material.

Barding

Armor designed for combat mounts (usually horses). It is made of leather embedded with small silvery plates. It weighs about 30 kilogram and gives the horse an AC of 5.

Beasts of burden

Most horses and mules can carry up to 100 kilograms of weight and travel at a speed of approximately 40 meters per turn. A greater load than this reduces the movement of the animals by half.



EQUIPMENT

Equipment	Cost	Weight
Arnica	10 gp	0 kg
Backpack (Empty)	2 gp	1 kg
Big Sack	2 sp	½ kg
Blanket	5 sp	1 kg
Candles (10)	10 cp	0 kg
Chain (10 m)	30 gp	2 kg
Feather	1 sp	0 kg
Food Ration	4 sp	½ kg
Garlic (3 bulbs)	5 cp	0 kg
Grimoire (Spell Book)	15 gp	1 kg
Hammer	5 sp	1 kg
Holy symbol, silver	25 gp	½ kg
Holy Symbol, wood	1 gp	0 kg
Holy water (vial)	25 gp	½ kg
Ink (vial)	8 gp	0 kg
Jar (Empty)	3 cp	½ kg
Kit (map, parchment)	1 gp	½ kg
Ladder (10 m)	5 cp	10 kg
Lock	20 gp	½ kg
Mirror	10 gp	½ kg
Oil (jar)	1 sp	½ kg
Oil Lamp	9 gp	1 kg
Parchment	4 sp	0 kg
Picks (12)	1 gp	4 kg
Pike (Climbing)	3 gp	5 kg
Pole (10 m)	2 sp	4 kg
Pouch	1 sp	2 kg
Pulley	5 gp	2 kg
Rod	2 gp	2 kg
Rope (50 m)	10 gp	5 kg
Saddle	25 gp	15 kg
Saddlebags	1 sp	½ kg
Shackles	15 gp	1 kg
Shovel	2 gp	4 kg
Skin (water or wine)	1 gp	2 kg
Small Sack	1 sp	½ kg
Spike	1 gp	2 kg
Spy glass	1,000 gp	½ kg
Stakes (3)	5 cp	½ kg
Thieves Kit (Tools)	30 gp	1 kg
Tinder and Flint	2 gp	0 kg
Torches (8)	3 sp	4 kg
Vial (empty)	1 gp	½ kg
Wine (2 liters)	1 gp	½ kg
Wine Bottle (Glass)	2 gp	½ kg



Barge

This is a narrow boat with the capacity for up to 2,000 kilograms of cargo. It is usually 3-8 meters wide and 20-30 meters long. Barges require the strength of 60 rowers to navigate, but sails can be used when the wind is strong. Its crew usually consists of a captain and 75 sailors.

Boat

A small boat can transport up to 1,500 kilograms of weight. It has a length around 3 meters wide and is about 8-10 meters long. Oars and poles are used to move the boat. The price of a boat increases by 1000 gp if adding a ceiling or canopy.

Boat, canoe

The canoe is a small boat that weighs 25 kilograms. It can carry up to 300 kilograms of equipment, and is usually 8 meters long.

Boat, large sailing

This huge vessel can carry up to 15,000 kilograms of cargo and is 30-50 meters long. Large sailing ships need a crew of 80 sailors and a captain. It moves thanks to three large masts and it is usually armed with two catapults.

**Boat, lifeboat**

This boat can transport 750 kilograms of weight. The body of the vessel is 1-2 meters wide by 3 meters long. Lifeboats are equipped with enough food rations for ten humans to survive one week. These boats are often used in emergencies, when bigger ships have to be abandoned.

Boat, small sailing

While similar to large sailing ships, these vessels have a load capacity of 5,000 kilograms and measure 20-30 meters. Small sailing boats employ a single mast to move.

**Boat, transport**

Its features are identical to those of the large sailing version, however, it is specially designed to transport troops, military equipment, and mounts.

Candle

A simple wax cylinder that can illuminate a 2 meter radius. Its duration is limited, lasting for one hour.

Crowbar

An iron bar with a slightly curved tip. It is used to force doors and other closed objects open.

Food Ration

Rations are dried and preserved food that can provide nourishment to adventurers during long trips.

Galley, large

This great vessel has enough strength to carry a load of 2,000 kilograms. The ship usually measures 7-10 meters wide and 50-70 meters long. Large Gallies require 180

oarsmen to move. Besides the captain, the crew usually consists of 70 sailors. This boat is occasionally equipped with two catapults and ballista.

Galley, small

Very similar to the boat described above, but with a slightly lower draft (3-5 meters wide and 20-30 meters long). Besides, only 50 rowers are needed to power the boat, and its crew usually consists of a captain and 40 sailors. Small Gallies can be armed with a single catapult and ballista.

Galley, war

The grandest of all galleys, it is capable of carrying up to 3,000 kilograms of cargo. It measures 7-10 meters in width and 40-50 in length. The rowing power of 300 oarsmen are needed to move it across the water. Its crew consists of a captain and 100 sailors. These boats are equipped with 3 catapults and heavy ballista.

Grimoire (empty)

A Grimoire, is a book composed of 100 white pages. A Mage can inscribe a spell on the number of pages equal to the spell's level. For example, a 1st-level spell occupies a page, while a level 2 spell occupies two pages, and so on. A grimoire can only be used by a magic practitioner.

**Hammer**

This tool is smaller than a war hammer, and can cause 1d4 damage. It is intended to be used as a tool in forging and construction.

**Holy Water**

Regular water that has been blessed by a Cleric. It is used during liturgical rites, and as an effective weapon against the undead. A vial of Holy Water, used as a weapon, deals 1d8 points of damage.

Horse Carriage

Horse Carriages need good roads on which to transit. They are usually pulled by one or two pack animals and move at an average rate of 20 meters per turn. A normal carriage can carry up to 250 kilograms of cargo.

Ink

Usually, it is a viscous black liquid. If one wants to buy it in another color, you must pay an additional sum, which is left to the Narrator's discretion.

Lock

A common iron object that opens and closes by means of a key.

Oil Bottle

In addition to serving as a refill for oil lamps, a bottle of oil can be used as an explosive weapon, dealing 1d8 points of damage.

Oil lamp

A small object with oil inside that when ignited illuminates a radius of 10 meters. The



TRANSPORT

Terrestrial Transport	Cost
Animal Food (daily)	5 cp
Cart	100 gp
Dog	3 sp
Donkey	8 gp
Guard Dog	25 gp
Horse	75 gp
Mule	30 gp
Pony	30 gp
Wagon	200 gp
War Horse	250 gp
Maritime Transport	Cost
Barge	17,000 gp
Boat	3,000 gp
Boat, canoe	55 gp
Boat, large sailing	22,000 gp
Boat, lifeboat	800 gp
Boat, small sailing	7,000 gp
Boat, transport	30,000 gp
Galley, large	32,000 gp
Galley, small	12,000 gp
Galley, war	65,000 gp
Raft	5 gp

light of the lantern usually lasts about four hours before having to be refilled. It can be covered to hide the light, an advantage inside a dangerous dungeon.

Raft

A simple construction made of wooden logs attached to each other that is used to navigate calm waters. Rafts are usually under 5x5 meters, and can carry up to 500 kilograms of cargo and six humanoid beings the size of an average human. A raft can take 1 to 3 days to be built.

Rope

Adventurers should not dispense with this multifaceted item. The price varies in accordance with its length and construction.



Sack, big

Big sacks are simple woven bags that may hold up to 30 kilograms of weight.

Sack, small

As above, but may hold up only to 10 kilograms of weight.

Sacred Symbols

Clerics are obliged to always carry with them a symbol that is representative of their deities. They are worn around the neck, and come in different shapes and materials.



Shackles

These are used to immobilize the hands and feet of a prisoner. Shackles are made of iron and they require a lock to be opened and closed.



Skins (Water/Wine)

This bladder, made of animal skins, holds up to two liters of any liquid.



Spike

A spike is a kind of iron nail with an elongated curved head. They have several applications, from anchoring a rope to serving as a base for makeshift ladders.

Thieves Tools

The Thieves tools consists of a set of basic tools that a Thief requires for his occupation.



Tinder and Flint

With these two simple tools you can light a fire, a torch, or a bonfire. The use of tinder and flint takes a full turn.



Torch

A torch illuminates a radius of 10 meters and burns for up to 1 hour. When used as a weapon, it causes damage 1d4.




Vial

Vials are waterproof containers that hold one-quarter of a liter of a liquid and are generally made of glass, metal, or clay.

Wagon

A transport vehicle with four wheels and an open roof pulled by two or four horses (or other draught animals) directed by a driver. Two mounts can carry up to 750 kilograms of weight, while four can carry 2,500 kilograms. Much like a carriage, a wagon can move at an average rate of 20 meters per turn.





CHAPTER 4:

COMBAT

During their adventures, players will explore dangerous dungeons, haunted crypts, mazes, forts, haunted houses and other mysterious places filled with enemies, monstrous beings and priceless treasures. In these locations it will be inevitable for the adventurers to bump into creatures and monsters that will frequently show a hostile attitude. We shall call these situations Encounters.

When adventurers have an encounter with an enemy, the Narrator will decide the behavior and reaction of the monster or enemy in question, while the players will do the same with their characters. Therefore, the Narrator should always decide in advance which part of the location being explored is occupied by monsters. Monsters can inhabit the unexplored location or be there for some reason.

It will also be the Narrator's task to establish encounters with wandering monsters. These are the monsters the characters can find in the area by chance.

A good way for the Narrator to determine this is to prepare a table of wandering monsters in advance and let a die roll to decide if an encounter is to take place.

DURATION OF ENCOUNTERS

At encounters and during combat, time is fragmented and measured in intervals of 10 seconds we call Assaults. Therefore, we will have 6 assaults per minute. 60 assaults make 10 minutes, which is a full turn. Players and monsters will act within this time interval in the order established by the initiative rolls we will see later. Thus, we have two basic units to establish the duration of any action performed by monsters and characters during encounters and combats: assaults and turns.

The game progresses as the adventurers explore and move around the location in which the Narrator has set the story, be it a building, a dungeon or the outdoors. The adventurers will spend turns looking for traps, listening for noises, investigating, examining objects and confronting enemies.

If an encounter with a monster takes place, the Narrator rolls $2d6 \times 3$ to determine the distance in meters at which the monster is situated in relation to the characters.

For example, the characters walk in single file along a narrow corridor in a dark, cold dungeon. Around the corner, the first

of the adventurers, a Halfling, sees something in the dark that moves swiftly towards them. The group just had an encounter with a wandering creature! At this point the Narrator rolls 2d6 and multiplies the result by 3 to set the distance between the monster and the group. The Narrator rolls the two dice and gets a 2 in one and 4 in the other, 6 in total which multiplied by 3 gives 18. The monster is 18 meters from the Halfling at the vanguard of the group.

The Narrator rolls 1d6 to determine whether the characters or the monsters are caught unaware by the sudden encounter. This roll is known as a Surprise Roll and will be explained in the next section.

Once both contenders become aware of each other's presence, one of the players and the Narrator roll 1d6 each to determine who has the initiative, that is to say, who will be the first to act: the monster or the adventurers. The one rolling the highest number wins the initiative.

Finally, the Narrator will check for the monsters reaction by rolling 2d6 and comparing the results with the numbers on the Monster Reaction table which we will explain soon.

At this point, both the players and the Narrator (who determines the actions of the monsters and the NPCs), will decide their character's actions: fight, escape, surrender, try to communicate with the enemy, etc.

SURPRISE ROLLS

As it has been explained before, this type of roll is done whenever the adventurers meet monsters unexpectedly. When these situations take place, the Narrator rolls 1d6 for the monsters, as the players do the same for the party. A result of 1 or 2 (except when indicated otherwise) on the die means that the surprise attack has been successful and that the enemy will not be able to act during the assault. If both parties get surprised, then both will not be able to act during the first assault, and combat will begin in earnest in the second assault with new initiative rolls. In a similar way, if neither party is surprised, combat takes place normally; and initiative is decided as stated below.

INITIATIVE ROLLS

When an encounter takes place and combat is established, each side must do an Initiative Roll in order to determine who goes first. This roll is conducted with 1d6 where the highest roll wins the initiative. In the event of a tie, all combatants act simultaneously.

The initiative roll is conducted at the beginning of each combat assault. At the discretion of the Narrator, the first initiative score can be maintained through the entire encounter to speed things up.

INDIVIDUAL INITIATIVE (optional rule)

Optionally, it can be decided that all combatants may roll for initiative individually. This way, each adventurer can add their DEX modifier to the roll. On the other hand, the Narrator could also give a DEX bonus to fast creatures.

MONSTER REACTION

Most of the monsters that the adventurers will run into during their expeditions will react in a hostile manner during encounters, attacking immediately. Even then, at the discretion of the Narrator, some creatures may respond to the adventurers in a different way as befitting the circumstances. They can be hostile, friendly, fearful, etc.

It is also possible to establish the reaction of the creature by rolling 2d6 and comparing the result with the following table:

MONSTER REACTION TABLE	
Roll	Result
2	Friendly, serviceable
3-5	Indifferent, disinterested
6-8	Neutral, uncertain
9-11	Untreatable, can attack
12	Hostile, will attack

MORALE ROLLS (optional rule)

It is the Narrator's job to decide the reaction of the creatures and the non-player characters during encounters. On occasion, depending on the circumstances, the monsters can choose to surrender or flee. To resolve these situations in an even simpler manner, each monster in **Adventures in the East Mark** has a morale indicator represented as a value between 2-12. A morale score of 2 indicates that the enemies will never fight the party, while a 12 means they will fight to the death. No roll would be required in either case.

It is recommended that the Narrator rolls for morale at one of the following occurrences:

- 1 - When one member of the enemy's group dies or
- 2 - When half of the enemy's group dies or becomes incapacitated.



When either of the two circumstances comes to pass, the Narrator will roll 2d6. If the result is higher than the monster's morale indicator, the monster will flee or surrender at the Narrator's discretion.

The Narrator can add a +2 bonus or a -2 penalty depending on the circumstances. These modifiers will never be applied to monsters with scores of 2 or 12, since those are the two extremes and, as we have said before, it is not necessary to roll morale in these cases.

MOVEMENT IN ENCOUNTERS AND MOVEMENT RANGE

During encounters, the maximum distance that characters can move in an assault is equal to their movement range divided by 3.

For example, if an adventurer has a range of 30 meters, his movement will be limited to 10 meters per assault. The result, obtained by dividing movement by 3, shows the maximum distance they can cover at normal speed during an assault, although the adventurers can always opt to cover less ground or not to move at all. However, adventurers can decide to run, in which case, they will be able to move a full movement range - although they will only be able to maintain this speed for 30 assaults or half of a turn.

Running is strenuous, thus, an adventurer should rest for at least two complete turns after being engaged in such an activity. If the adventurers do not rest, or are interrupted during their rest, they will suffer a -2 penalty in all attack rolls attempted until having a proper break.

Out of combat situations, when a hero decides to run, their range of movement will be multiplied by 2 and the activity may be performed for a number of turns equal to their Strength (STR) characteristic.

On the other hand, an adventurer that carries too much equipment will be limited by the excess weight and will not be able to make full use of his range of movement. A load greater than 80 kilograms will be considered as heavy and the character's movement will be halved.

RANGE OF MOVEMENT AND SPEED

Race	Movement Range	In combat	Running (not fighting)	Encumbered
Elf	40 m.	13 m.	80 m.	20 m.
Dwarf	20 m.	7 m.	40 m.	10 m.
Halfling	20 m.	7 m.	40 m.	10 m.
Human	30 m.	10 m.	60 m.	15 m.

PURSUIITS

During their explorations, or when facing powerful enemies, adventurers can consider escaping as a good idea. Avoiding an encounter that is beyond their capabilities could be the best thing to do. Any party involved in an encounter will be able to escape if their movement range exceeds that of their enemy and the fighting has not yet begun. If the fight has started and one of the opponents decides that the most sensible thing to do is to flee, his opponent shall be entitled to make an additional attack at the time of the flight, as long as combatants were engaged in a hand to hand confrontation.

Opponents may decide whether to chase a fleeing enemy or not, but they are unable to reach a target that possesses a superior movement range. It is the Narrator's task to decide if the monsters will chase the characters by rolling on the Monster Reaction table. A result of 6-12 on 2d6 roll indicates the monster's will to pursue the adventurers. However, the creature will not continue the pursuit when players exceed the tracker's visual range.

SEQUENCE OF COMBAT

Most of the fighting that will happen during the course of the game will be resolved using the following sequence:

- 1 - The player declares the adventurer's action.
- 2 - An initiative roll is performed for each of the sides involved in the confrontation.
- 3 - The winner of the initiative roll acts first. The Narrator can check for the morale of the monsters.
- 4 - Movement can be performed (never more than the range of movement divided by 3, as established before, unless the adventurers decide to run or flee).
- 5 - Each adventurer's actions takes place. Depending on class and skills, those can be:
 - 5.1 - Range attacks, taking into consideration adjustments due to Dexterity (DEX), cover and weapon range.
 - 5.2 - Spells are casted and saving throws are rolled in reaction.
 - 5.3 - Melee; proceeding to roll for attack and dealing the corresponding damage, always accounting for adjustments due to Strength (STR) and magic.
- 6 - The other side acts, repeating steps 4-5, in the established initiative order.
- 7 - When both parts have acted, an assault will have passed and the sequence starts all over again from the first step, starting a new assault.

ATTACK

Characters and creatures can only attack once per assault, although, occasionally, some will be able to perform multiple attacks. To make a ranged or melee attack, players and the Narrator must roll 1d20 (by adding the STR or DEX bonus, if any, and the weapon's own modifier to attack rolls). The result is compared to the pertinent attack table. A result that is equal to or greater than the value listed in the table for the adventurer's level or the monster's hit dice compared to the opponent's armor class (AC), means that the attack roll has successfully struck the opponent. Afterwards a damage roll based on the weapon is conducted. The roll takes into account any relevant modifier, such as a damage bonus due to Strength (STR).

For example, imagine that Kate is playing a 5th level Warrior and faces a dangerous orc in the darkness of a dungeon. The orc has an armor class (AC) of 6, so looking at the adventurer's attack tables, we find that as a level 5 Warrior, she would need a 10 or higher on 1d20 roll in order to hit a creature with an AC of 6.

As mentioned above, the outcome of the die roll should consider all possible bonuses or penalties derived from STR, weapon used, et cetera. For example, suppose the Warrior has a Strength of 16, which grants a +2 to attack, and a magical sword that adds +1 to attack rolls and +2 to damage rolls. Kate first rolls the die (1d20) to resolve the attack and gets a 9, to which she adds the +2 and +1 bonuses from the Strength and the weapon, which results in a total of 12. As mentioned above, the Warrior required a 10 or more in order to hit the orc with an AC of 6, and embed her sword in the creature's scaly skin. To obtain the damage points inflicted, Kate rolls again for damage. Her sword has 1d8 for damage (see Weapons table in Chapter 3: Equipment) and she obtains a 5, to which she adds the +2 due to STR and +2 weapon bonuses to damage for a total of 9 hit points; the orc drops dead.

To check the score the orc requires to hit the Warrior, we should perform the same operation, only that we consult the Monster Attack table instead and change the Warrior's level for the creature's hit dice. In our case, the orc has 1 HD, so in order to hit the Warrior, who has an AC of 3, the creature must roll 1d20 and get a result of 16 or higher. Should that happen, the orc (wielding a battle axe, for example) could roll 1d8 to see how many hit points receives the Warrior.

ADVENTURER ATTACK TABLE

Classes **Attack: AC is hit when the value is the one listed or better**

Cleric and Thief	Dwarf, Elf, Explorer, Halfling, Paladin and Warrior	Mage	Armor Class (AC)																
			-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	
	0 Humans		20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	
1-3	1-2	1-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	
4-5	3	4-7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	
6-8	4	8-10	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	
9-10	5	11-12	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	
11	6	13	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
12	7-8	14-15	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
13-14	9	16-18	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
15-16	10-11	19-20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
17-18	12	21-23	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
19-20	13	24+	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	
21+	14		15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	
	15		14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	
	16		13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	
	17		12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	
	18		11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	
	19+		10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	2	



MONSTER ATTACK TABLE

Monster's Hit Dice	Attack for Armor Class (AC)															
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1 or less	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ and 2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ and 3	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ and 4	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ and 5	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ and 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ and 7	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ and more	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2

Melee combat can only take place when opponents are separated by a distance of 1 meter or less. Attack and damage rolls for melee combat depend on the Strength (STR) and the modifiers. On the other hand, ranged attacks can only be performed when opponents are separated by a minimum distance of 3 meters. Ranged attacks are dependent upon Dexterity (DEX) and the sum of all Dexterity based modifiers, which are not added to the damage, only to the ranged attack roll.

Vision and illumination are also important elements for combat. Adventurers suffer a -4 penalty to attack roll if they fight in the dark or are temporarily blinded by some spell. Additionally, some monsters such as lycanthropes, demons and other monstrous creatures, are affected only by magical or silver weapons.

Also, the physical effects generated by some spells affect all opponents within the effect area. However, many spells allow for saving throws to cancel or reduce their effects.

CHANGING WEAPONS AND ATTACKING

If the adventurer does not have the appropriate weapon on hand, the player can choose to switch weapons (assuming that the new weapon is in an accessible location). In this case, the adventurer will suffer a -2 penalty to the attack roll during that assault.

ATTACKING WITH TWO WEAPONS

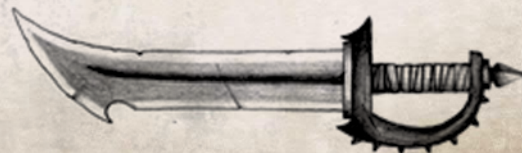
Adventurers that use two weapons to attack will act normally, and can decide which weapon produces damage after they have success hitting.

CRITICAL HITS AND FUMBLES (optional rule)

As an optional rule, whenever a normal attack roll results in a natural 20 on the 1d20, it will be considered a Critical Hit, so the attack will be an automatic success and the result of the damage roll will be multiplied by two. There are some creatures that are immune to critical hits, like all undead, golems and magical beasts lacking vital organs on which to produce critical damage.

For exceptional cases, the Narrator has the final word.

On the other hand, when the result of the attack roll on 1d20 is 1, it will be considered a fumble. In this case, regardless of the situation, the attack will always be considered a failure and will produce a special situation that negatively affects the player, at the discretion of the Narrator. For example, heroes can have their weapons broken or slipped off their hands, they might trip and hit a nearby companion, et cetera.



MELEE COMBAT

Melee combat takes place when two or more contenders face each other at a distance no greater than 1 meter. Conventional hand weapons such as swords, axes, daggers, maces are often used in this type of confrontation. Hitting the opponent is conditioned by STR and may be modified by other bonuses or penalties from magical weapons or equipment.

The adventurers only have one attack per assault, except for advanced-level adventurers, who may gain additional attacks per assault. Also, some monsters have the ability to attack multiple times per assault.

There are also two types of special attacks that can be used by Explorers, Warriors, Paladins, Dwarves, Elves and Clerics:



DEFENSIVE FIGHTING

Fighting defensively grants a better chance to defend from enemy blows at the expense of a -4 penalty to attack rolls, but with a -2 modifier to AC (meaning it becomes harder to be struck).

The Narrator will decide at discretion to establish how many attackers can fight at once against the same opponent in each situation. For example, in a corridor 2 meters wide, only two attackers may be able to challenge a single enemy.

To represent this with greater accuracy, it may be a good idea to make use of miniatures and a gridded map, available online and at specialized shops.

CHARGE

By charging towards enemies in a blind fury, at the expense of their security, adventurers get a +2 bonus to hit at the expense of a +4 penalty to AC (meaning it becomes easier to be struck) while they continue to attack in this violent rampage. This action must be declared to the Narrator before it is performed.

ATTACKS FROM A MOUNT

When the adventurers are in the open and decide to attack from a mount, ideally armed with a long spear or the like, they must be at least 50 meters away from the target when declaring they will initiate a charge move.

As already mentioned, charge is a violent attack that has to be declared as the chosen action before the attack starts. It consists in a try to mow down the enemies with a harsh and fast movement.

In case of a positive result in the attack roll, the damage will be doubled. Similarly, the fighter who fights from a mount receives a +1 bonus to attack rolls (providing small weapons like daggers or knives are not the ones used) and will also have a -1 bonus to AC when fighting against creatures on foot. However, due to the instability of the saddle, riding conjurers will have a 20% chance for their incantations to fail and all ranged attack rolls will have a -2 penalty to attack.

RANGED COMBAT

To attack with projectile weapons, the attacker must be a minimum of 3 meters away from the intended target. A ranged attack is any offensive action involving the use of projectile weapons such as bows, slings, crossbows, darts and throwing weapons like daggers, knives, darts and the like. It is also considered a ranged attack when the adventurers throw regular items with the intention of hitting an opponent, such as a vial of holy water, a rock, a container filled with oil to burn, etc.



The ability to hit with ranged weapons depends on the Dexterity (DEX) of the adventurer and any corresponding adjustments. The magic weapons' bonuses provide additional modifiers to both the attack roll and damage roll. For example, a throwing axe +1 provides a +1 bonus to the attack roll and damage, while a +1 magical bow only offers us a +1 bonus to the attack roll, unless used with magical arrows +1, that grant a +1 bonus to damage.

All ranged weapons have an effective range listed in the table of Missile Weapons Range.

If the opponent is beyond the stated range, it will be effectively impossible to hit. Alternatively, if the opponent is within the range of action listed as Short Distance, attackers will get a +1 bonus to their attack roll.

Similarly, if the target is at Long Distance, attackers will have a -1 penalty to their attack roll. There will be no bonuses or penalties provided that the opponent is at Medium range.

Adventurers can move and perform a ranged attack or can move towards the enemy and engage in melee.

All missile attacks are subject to the standard combat rules, initiative and surprise. It is also important to consider any circumstantial cover beneficial to the target. An attacker cannot hit a target that is fully entrenched behind a solid object. However, at the Narrator's discretion, a -1 to -4 penalty may be set depending on the type of coverage

WEAPON RANGES

Weapon	Adjustment to the attack by range		
	+1	0	-1
	Short distance	Medium distance	Long distance
Crossbow	...25 m	...50 m	...80 m
Dagger (thrown)	...3 m	...7 m	...10 m
Dart	...5 m	...10 m	...15 m
Holy water	...3 m	...10 m	...15 m
Javelin	...7 m	...12 m	...20 m
Long Bow	...25 m	...45 m	...70 m
Oil	...3 m	...10 m	...15 m
Short Bow	...15 m	...30 m	...50 m
Sling	...12 m	...25 m	...50 m
Spear	...7 m	...12 m	...20 m
Throwing Axe	...3 m	...7 m	...10 m

that protects the target. For example, if the target is stationed at a small window, the coverage may be such that the handicapped attacker will receive a -4 penalty to attack. Similarly, an opponent that is located behind a rock that just covers up to the waist will only penalize the shooter with a -2 to the attack roll.

The *vials of holy water* and the *burning oil* can be used as projectile weapons, causing 1d8 damage (holy water causes damage to unholy creatures, demons, devils, undead and the like) upon impact.

AIMED SHOTS

When adventurers use a projectile weapon, they may choose to spend one full assault aiming at the target at the expense of not being able to perform another action and losing any Dexterity modifier to AC. In the next assault they will be able to fire the weapon with the benefit of +4 to attack (+8 if using a crossbow).

UNARMED COMBAT

In some occasions, adventurers will engage in unarmed combat, for example, during an affray in a tavern. In these cases, unarmed combat uses the same sequence as normal combat, except that the damage is only 1 hit point plus any modifiers due to STR and CON.

REAR ATTACKS

If adventurers were to be attacked from behind they would not benefit from any DEX modifier to AC or any shield modifier, if armed with one. Also, the enemy would get a +2 bonus to their attack roll.

UNDERWATER COMBAT

Some circumstances will force adventurers to fight under water. For these instances, it will be necessary to take certain penalties into account. Fighting underwater grants a -4 penalty to hit, a penalty of +2 to AC, and halves the normal movement range.

AERIAL COMBAT

Some monsters capable of flying can attack from the air, plummeting onto their prey. If the attack is successful, it will cause double damage to their victim. It is also possible for flying creatures to drop objects from the air, provided it is at a height greater than 100 meters. The damage depends on the size and weight of the projectile but, for instance, a weight of 50 kilograms dropped from a height of 100 meters would cause 2d6 points of damage on a square area of 3 meters.

It may be the case that the adventurers decide to attack or cast spells from a flying mounts like dragons, drakes, hippogriffs or even magical flying artifacts. For these cases, given the instability of the flight, adventurers will suffer a 30% chance of spell failure when casting and will be able to fight with conventional weapons at the expense of a -2 penalty to attack rolls. For projectile weapons this penalty will rise to -4.

FALLING

Adventurers who fall while they are at some distance from the ground, will suffer 1d6 damage for every 3 meters dropped, to a maximum of 20d6.

ATTRIBUTE LOSS

Losing attribute points results in the character having the pertinent bonuses reduced. For example, if a character with a STR of 13 loses one point of STR from 13 to 12, any bonuses to attack and damage rolls will be lost.

In a similar way, a Constitution (CON) loss will result in a deprivation of any modifiers to hit points, which should be reflected immediately in the character's hit points.

A character who reaches zero in one of the six basic characteristics will die.

DAMAGE AND HEALING

When adventurers or monsters successfully hit their opponents, they cause damage depending on the weapon used. The damage will be modified by the pertinent Strength (STR) bonuses for melee combat added to magical bonuses for both melee and ranged combat. Also, monsters and monstrous creatures have a variety of attacks with different results. In the characteristics of each monster appear the number of attacks that can be performed during an assault and the damage each causes.

The damage that occurs after a successful attack roll is subtracted from the total hit points of the adventurer or creature. When adventurers see their hit points reduced to zero, they will fall unconscious and lose 1 hit point for every consecutive assault. When hit points reach -3, the adventurer or the monster perishes.

All creatures recover hit points with rest. For each day of rest, 1d4 hit points are recovered. If the resting period is interrupted, no hit points are recovered. It is also possible to heal with the use of magical potions, spells and other arcane means. This magical type of healing is instantaneous. Natural healing and magical healing can be combined to heal the wounded.

USE OF AN OBJECT

If an object is in the hands or belt of an adventurer, they may use it freely. However, if the object is found in a backpack or bag, it will take 1-4 assaults to dig it out of the bag and prepare it for use. During this time, the adventurer will suffer a +2 bonus to the enemy roll if attacked, unless they decide to stop searching and defend normally, even at the expense of having to return to the search losing the assault.



SAVING THROWS

All adventurers and monsters are entitled to make Saving Throws (ST) under certain circumstances. To know which saving throws an adventurer possesses, consult the tables below and jot down the value in the character sheet, taking into account any bonuses or penalties as necessary. To make a saving throw, roll 1d20. A result greater than or equal to the corresponding figure means the player will have a good outcome. If the roll yields a result below the required number, the saving throw will not be passed.

Some successful saving throws completely cancel adverse effects, such as the incantations of a sorcerer. Others, equally successful, will only serve to halve the damage that was about to fall upon the adventurer, like in the case of a dragon's fiery breath.

The description of each spell indicates the necessary saving throw. Other attacks, such as snake bites, receive both the damage from the bite as well as the poisoning produced by the venom injected into the blood. The saving throw we would attempt aims to prevent this last effect, not the damage caused by the bite. The appropriate saving throw in each case is listed under the spell description, monster attack tables or the pertinent game manual section.

**SAVING THROWS
CLERIC**

Level	1-4	5-8	9-12	13-16	17+
Poison or Death	11	9	7	3	2
Rod, Staff or Wands	12	10	8	4	4
Petrification or Paralysis	14	12	10	8	6
Breath Weapon	16	14	12	8	6
Spells and Magic Weapons	15	12	9	6	5

**SAVING THROWS
ELF**

Level	1-3	4-6	7-9	10
Poison or Death	12	10	8	6
Rod, Staff or Wands	13	11	9	7
Petrification or Paralysis	13	11	9	7
Breath Weapon	15	13	9	7
Spells and Magic Weapons	15	13	11	9



SAVING THROWS
DWARF

Level	1-3	4-6	7-9	10-12
Poison or Death	8	6	4	2
Rod, Staff or Wands	9	7	5	3
Petrification or Paralysis	10	8	6	4
Breath Weapon	13	10	7	4
Spells and Magic Weapons	12	10	8	6

SAVING THROWS
PALADIN

Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wands	15	13	11	9	7	5	4	3
Petrification or Paralysis	16	14	12	10	8	6	5	4
Breath Weapon	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6

SAVING THROWS
EXPLORER

Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wands	15	13	11	9	7	5	4	3
Petrification or Paralysis	16	14	12	10	8	6	5	4
Breath Weapon	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6

SAVING THROWS
THIEF

Level	1-4	5-8	9-12	13-16	17+
Poison or Death	16	14	12	10	8
Rod, Staff or Wands	15	13	11	9	7
Petrification or Paralysis	13	11	9	7	5
Breath Weapon	16	14	12	10	8
Spells and Magic Weapons	14	12	10	8	6

SAVING THROWS
HALFLING

Level	1-3	4-6	7-9
Poison or Death	8	6	4
Rod, Staff or Wands	9	7	5
Petrification or Paralysis	10	8	6
Breath Weapon	13	10	7
Spells and Magic Weapons	12	10	8

SAVING THROWS
WARRIOR

Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wands	15	13	11	9	7	5	4	3
Petrification or Paralysis	16	14	12	10	8	6	5	4
Breath Weapon	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6

SAVING THROWS
MAGE

Level	1-5	6-10	11-15	16-18	19+
Poison or Death	13	11	9	7	6
Rod, Staff or Wands	13	11	9	5	4
Petrification or Paralysis	13	11	9	6	5
Breath Weapon	16	14	12	8	6
Spells and Magic Weapons	14	12	8	6	4

SAVING THROWS FOR OBJECTS

When the adventurers, or monsters, fail their saving throws and die due to the damaging effects of a massive attack, such as a ball of fire or a dragon's breath, all objects they carry will be considered destroyed. Magic Items however, can survive the attack provided themselves pass a saving throw similar to the one their owners attempted, adding the magical bonuses of the object in question to the roll result.

CHARACTERISTIC ROLLS

Occasionally, at the Narrator's discretion, a characteristic roll may be necessary to solve certain situations.

For example, passing a Strength (STR) roll may be necessary to swim a stretch of river against the stream or to jump over a deep chasm. Similarly, a Dexterity (DEX) roll may be required to succeed climbing a wall or trying to maintain balance on a fragile bridge. For these cases we must roll 1d20 and add or subtract the corresponding modifier, which will represent the action's complication. If the resulting value is greater than your characteristic score after having applied any attribute modifier, the roll will be considered a failure. On the other hand, if the roll is equal to or less than your attribute score after having applied any characteristic modifier, the action will be successful. The Narrator may apply bonuses or penalties to the roll in accordance with the degree of difficulty or special circumstances, although never more than +5 for a complicated situation and less than -5 for a simple action.

For example: Our Elf, Siloscien, a native of the Old Forest and skilled climber, decides to climb a rocky ledge to escape from the hungry wolves that chase him. His DEX score is 16, which grants a +2 bonus to the final characteristic score (a total of 18) but the Narrator decided to penalize the action as recent rains have made the rocks slippery, and add a penalty of +2 to the roll itself. Fran, the player who controls Siloscien rolls the die and gets a 14, to which he adds the +2 penalty imposed by the Narrator for a total of 16. As his DEX final characteristic score is 18, he has rolled lower than the requirement so Siloscien successfully climbs the ledge and escapes the hungry wolves.

MARITIME ADVENTURES

On numerous occasions characters will be forced to venture into the sea during the course of their explorations. The rules in this section also apply to movements along rivers, waterways, and the like.

In their travels by sea or navigable waterways, adventurers will be able to embark on ships of various types. The following chart lists some of the most common boats with all their features, including the crew needed to manage them, structural hit points, speed, load, and all related information.

Structural hit points function essentially as boat hit points, just like those of adventurers or monsters. When a boat runs out of all structural hit points it is considered to be destroyed and will begin to sink in 1d10 assaults.

MARITIME VOYAGES AND METEOROLOGICAL CONDITIONS

When navigating via river boats, the movement rate can be altered according to the strength and direction of the current, since they may hinder the voyage. The distance sailed may be adjusted as much as 1d8+4 miles, subtracting or adding the resulting figure to the movement index listed in the table.

TABLE OF SHIPS

		Barge	Boat	Boat, canoe	Boat, large sailing	Boat, lifeboat	Boat, small sailing	Boat, transport	Galley, Large	Galley, small	Galley, war	Raft
	Crew	75	10	1	80	1	12	12	250	90	400	1
Sailing	Meters/turn	50	-	-	40	-	50	40	40	50	40	-
Rowing	Meters/turn	30	20	20	-	10	-	-	30	30	20	10
Sailing	Miles/day	90	-	-	72	-	90	72	72	90	72	-
Rowing	Miles/day	18	36	18	-	18	-	-	18	18	12	12
	Load (kg)	2,000	1,500	300	15,000	750	5,000	15,000	2,000	1,000	3,000	500
	AC	8	8	9	7	9	8	7	7	8	7	9
	SHP	65-80	20-45	5-10	125-180	12-18	65-90	125-180	95-120	75-100	125-150	3-6



For example, the canoe in which the adventurers travel faces a defect in the river into an abrupt descent that rises the water's strength and speed. The Narrator rolls 1d8+4 to simulate this change in conditions.

Similarly, the Narrator may make other adjustments at discretion, depending on sailing conditions as the presence of waterfalls, rocks, sandbanks, shoals and other different circumstances.

Some ships, such as galleys, sailing small boats, canoes and rafts, cannot navigate in open water and must be kept near the sea coast (i.e. wading) or restrict themselves to rivers, lakes and other waterways.

During the voyage several meteorological and environmental conditions can alter the crossing times listed on the table. It is up to the Narrator to specify the climatic conditions at the start of each day with a 2d6 roll on the wind conditions table. A score of 12 indicates that the wind is howling and the weather is stormy. Conversely, a score of 2 on the roll means that there is no wind at all and the sea is calm.

WIND CONDITIONS AT SEA

Result	Adjustment to Movement	Wind conditions
2-4	None	dead calm
5	without sails, -2/3 rowing	no wind
6	-2/3 to all movement	little wind
7	-1/2 to all movement	breeze
8	-1/3 to all movement	light breeze
9	+1/3 to all movement	light wind
10	+1/2 to all movement	wind
11	x2 to all movement*	blizzard
12	x3 to all movement**	hurricane

* Every boat has a 10% chance of flooding due to strong waves, which will penalize it with a -1/3 to movement. In order to bail water on the ship it will be necessary to anchor the vessel on a pier.

** The ship will sail on in a random direction determined by the Narrator.

ENCOUNTERS AT SEA

Assuming weather conditions are normal, other boats can be spotted from a distance of a nautical mile, while it will be possible to see land within a range of 24 miles. As mentioned, these distances may be altered up to 90%

during adverse meteorological conditions, such as a severe storm or fog.

Also, sea monsters can surprise a boat, although the opposite is not possible since the sea is their natural habitat and it is likely that they can effectively hide their presence from the adventurers.

COMBAT AT SEA

When two boats face off at sea with their respective crew, combat works analogously to normal combat, except that you cause damage to vessels, reducing their structural hit points.

The ships' structural hit points and those of characters and monsters are different, since 1 structural hit point equals 5 character or monster hit points.

Repairing 1 structural hit point requires five crew members to repair it during 1 entire turn. Only half of the total structural hit points may be repaired while sailing, regaining the remaining points can only be done at shipyards.

SHIPBORNE WEAPONRY

Some boats, especially the galleys and warships, can be equipped with heavy combat weapons, such as catapults, ballista and naval rams to puncture the hull of other vessels.

CATAPULT

A devastating projectile weapon that can throw rocks and other heavy objects at great distances, based on a mechanism of pulleys and counterweights.

Rate of fire: variable; 1/5 assaults manned by four members of the crew, 1/8 when manned by three members of the crew, 1/10 when manned by two members of the crew.

Radius of efficacy: 250-400 meters.

Attacks like a Warrior of a level equal to the number of crew operating the machinery.

Area of effect: 3 square meters.

Damage: 3d6 or 1d6 fire damage per turn.

RAM

Range: contact.

Attacks like a 1 HD monster.

Damage: (1d4+4) x 10 structural hit points or 3d8 hit points against small to medium-sized vessels; (1d6+5) x 10 structural hit points or 6d6 hit points against larger vessels.

The damage caused by the ram varies according to the target. The second value can also be applied to large vessels attacking other vessels or sea monsters.





CHAPTER 5:

MAGIC

Magic is a fundamental part of **Adventures in the East Mark**. Only Mages, Elves and Clerics have full access to the arcane arts. To a lesser extent, Paladins also have the power to cast some spells when they reach a certain level.

Spellcasters, Mages and Elves, may memorize a certain number of spells of different levels per day, depending on their experience level, as reflected in their tables. When a spell is cast, it is temporarily erased from the conjurer's memory and must be memorized again to be performed again. However, a character can memorize the same spell more than once, being the number of spells of that level that can be remembered at the same time for that character the limit.

For example, Fistan is a 13th-level Mage who can cast four level 3 spells. Fireball is one of the spells he knows, and aware of its destructive power he decides to memorize it twice. Fistan finally chooses four level 3 spells: Fireball (twice), Fly and Dispel magic.

When they level up, spellcasters can learn new spells in accordance to their spell progression table. The new spells are not learned by infused knowledge; characters must go to a Mages Guild, or a spellcaster of a higher level, to learn or buy new spells to add to their grimoires.

Similarly, the Mage/Elf can find new spells in the course of their adventures, written in old magic books or scrolls. Both can be copied to the adventurer's spell book, after which the original will be destroyed. This will not happen when spells are copied from one grimoire to another, as the copied spell will not disappear from the original.

In the course of an adventure, it could happen that a spell book were to disappear, be destroyed, lost or even worse. If this setback took place, the caster may write a new one, a process that would cost a week of work and 1,000 gold coins per level for each spell that has to be re-written.

For example, if a grimoire containing two first level spells and a level 2 spell were to disappear, it would take the spellcaster four weeks to rewrite them, with a total cost of 4,000 gold coins (1,000 for each 1st level spell and 2,000 for each second level spell.)

There is a fundamental difference between Mage spells and those of the Clerics. Mages and Elves memorize and cast spells recorded on their grimoires. By contrast, Clerics do not have spell books because their magic is empowered directly through the prayers addressed to their patron deity. For this reason, Clerics may choose their spells freely from their spell list in accordance to their level.



To cast spells, conjurers must be able to move their hands without impediment and to speak, so that they can articulate the laborious hand gestures required for the use of spells and pronounce any appropriate command words. A caster will be unable to cast spells if handcuffed or gagged. Also, the casters cannot do any other action during the assault in which they are casting the spell. Adventurers must announce their intention to use magic before determining initiative. If the caster is attacked before the spell is cast, or must perform a saving throw and fails, the spell will fail and be lost, and will need to be memorized again the following day. Finally, the caster should be able to see the target of the spell so it can hit without interferences.

SPELL SAVING THROWS

Some spells allow characters to make saving throws to avoid them, as it is reflected in each spell's description. When saving throws are allowed, a success typically reduces or cancels out the effects of the spell, depending on its description.

REVERSIBLE SPELLS

Some spells have reversible effects. For Mages and Elves, the opposite effect to a spell is considered for all purposes a different one and should be memorized apart from the first. For example, the 9th level Mage spell known as *Release* is considered to be a unique spell while the reverse, *Imprison*, is an independent spell.



Clerics are free to use both sides of reverse spells, but they must be cautious not to misuse the ones that violate their alignment and deity doctrine, for they may lead to divine wrath. Enraged gods will bring unpleasant consequences upon Clerics. (This consequences are left to the Narrator's discretion.)

ACCUMULATING SPELL EFFECTS

Spells that affect different skills can be combined with other spells or magic items and artifacts in the possession of the caster or target of the spell. However, identical spells cannot be cast in order to accumulate their effect on a single skill. For example, Clerics cannot cast on themselves two *Bless* spells, but they could cast a single *Bless* spell and have the effects of a +1 magic mace added without problem.

INITIAL SPELLS

As already mentioned, Clerics have access to any spell they can cast according to their level of experience. However,

Elves and Mages must choose their initial spells and some more they can learn but not use yet. This means two level 1 and one level 2 additional spells. All other spells will be obtained in the course of any adventures.

PALADIN SPELLS

Paladins, like Clerics can cast spells, but their ability to do so is limited until a certain level. Once a Paladin reaches the level necessary to cast spells, they will be subject to the same conditions as Clerics.

RANGE

Many of the spells shown below have a specific range. All effects of a spell beyond that distance will not work, as explained in the description of each spell.

DURATION

Almost all spells have a particular duration. After the time indicated, spell's effects will automatically end.

AREA OF EFFECT

The area of effect refers to the location, often a radius of meters, wherein the beneficial or adverse effects of a spell may be experienced effectively. Only a few spells use this reference.

MAGE & ELF SPELLS

MAGE AND ELF spells level 1

CHARM PERSON
Range: 40 meters
Duration: Read below

This spell only affects intelligent or semi-intelligent humanoid creatures. The victim of the spell shall make a saving throw versus spells. If successful, the spell will not have any effect. Otherwise, the victim remains spellbound,



and will believe the sorcerer to be a friend., and will try to defend him or her against any threat.

This spell has no effect on animals, creatures of magical nature, undead or humanoid monsters bigger than an ogre. The caster must speak a language understood by the opponent. An order to commit suicide will never be followed. The spell can last for months or even years, although the victim is entitled to a spell's saving throw every day, week or month in order to check whether it is still under the effects of the enchantment. This roll depends on the creature's Intelligence, as is reflected in the following table:

Intelligence	Saving Throw
3-8	Monthly
9-12	Weekly
13-18+	Daily

The enchantment will be broken if the caster attacks the enchanted creature in a deliberate manner, either by spell or physical force. Likewise, the victim will defend itself if attacked by the allies of the caster.

CLOSE PORTAL

Range: 3 meters
Duration: 2d6 turns

This incantation will magically block a door, or a similar structure, as a lock would. A *Dispel Magic* or *Opening* spell would cancel the effects of *Close Portal*.

DETECT MAGIC

Range: 20 meter radius
Duration: 2 turns

With this spell, the caster will immediately notice all existing magical objects and creatures within a 20-meter radius. All objects and individuals of magical nature will glow with a faint aura discernible only by the caster. This glow does not penetrate normal physical barriers such as walls, doors or chests. Thus the shine of a magic ring hidden inside a secret drawer will not be seen even if it is within range of the spell, but if the drawer is opened and exposed, the ring would glow should it be within the range of the spell.

FLOATING DISC OF NEBULA

Range: Self
Duration: 6 turns

This spell creates a magical disc that floats in close proximity to the caster in an invisible manner. The disc has the same dimensions and shape as a medium shield. It can carry a load of up to 1,000 kilograms.

The flying shield cannot be created on a space occupied by a creature or structure; it will float at a height of around the waist of the caster, maintaining this position and following the caster wherever they go at a maximum distance of 2 meters. The floating disc cannot be used as a weapon, since it is a nebulous entity. When the duration of the spell ends, the disc will disappear letting any carried weight fall to the ground.

LIGHT

Range: 20 meter radius
Duration: 6 turns + 1 turn per caster level

This spell will light up an area of 20 meters around the caster, as if it were lit by torchlight. The spell can be cast on an object such as the tip of a cane, a scepter, or even a sword. It can also be used to blind a creature, aiming *Light* directly to its eyes. The victim must succeed at a saving throw against spell or be blinded for 12 turns. The *Light* spell does not work in an area in which a spell of *Darkness* is in effect, and vice versa.

The reverse version of the spell is known as *Darkness*, and will cause an area effect of 20 meters radius around the caster with no light at all, or infuse an object with impenetrable darkness. Both spells counteract and dissipate each other.

MAGIC MISSILE

Range: 40 meters
Duration: Instant

When this spell is cast, a projectile like an arrow will emerge from the magician's fingers and hit the victim as long as there is a direct line of sight. The projectile causes 1d6+1 damage that cannot be avoided with a saving throw.

Every five levels of experience, the caster gains two additional missiles. So for example, fifth level casters will have three projectiles at their disposal, five at level 10, and seven at 15 and so on. Each of these missiles may strike different targets.

PROTECTION AGAINST EVIL

Range: Self
Duration: 6 turns

This spell creates an invisible sphere around the body of the caster so that any attack by an evil creature will suffer a penalty of -1, while the caster receives a +1 to all saving throws for as long as the effect of the spell lasts. Additionally, individuals under the influence of the *Charm Person* spell will not be able to attack the spellcaster. This spell does not counteract the damage of a *Magic Missile*.

READ LANGUAGES

Range: Self
Duration: 2 turns

This spell will allow the caster to read any language, but not speak them. Secret codes, ciphers and symbols, including maps, also fall in this category.

READ MAGIC

Range: Self
Duration: 1 turn

This spell will allow the caster to read any arcane writing, as well as runes and magic written on scrolls and the like. However, once the sorcerer reads a scroll or arcane writing, the content may be read again without having to repeat the spell. Spell book owners do not need this spell to read their own magical texts. Spell books belonging to other unknown Mages or Elves can only be read using this means.

SHIELD

Range: Self
Duration: 2 turns

This spell creates an invisible barrier around the recipient's body. The barrier moves with the adventurer, mimicking every movement. While enacted, this magical shield will provide a -2 bonus to AC against missile weapons and a -4 against other attacks. If a magical projectile hits the shield, the shield's bearer is entitled to a spell's saving throw. If the roll succeeds, the missile will cause no damage.

SLEEP

Range: 80 meters
Duration: 4d4 turns

This spell will cause all creatures within its range to fall into a trance-like sleep. The spell will only affect small creatures and humanoids that are no bigger than 4 HD, up to a maximum of 2d8 creatures. The fewer HD they have, the earlier the enemies will be affected, and those under 1 HD will be considered by this spell as 1 HD ones. Affected creatures will fall asleep and remain defenseless. However, an injury or non-fatal attack will awaken the individual. Undead and some other creatures are immune to these effects.

VENTRILOQUIST

Range: 20 meters
Duration: 2 turns

By means of this spell, casters can change the tone and timbre of their voices, or any other subject, as well as cause a particular sound that seems to come from a place chosen by the caster (behind a door, a statue, a well, etc.) the spell caster can use this spell in any mastered language.

MAGE AND ELF SPELLS LEVEL 2**ARCANE LOCK**

Range: 3 meters
Duration: Permanent

This spell is similar to *Close Portal* though it works on any lock, gate, door, window or the like, and its effects are permanent until it is magically dispelled (by *Dispel Magic*). However, the *Open* spell can be used to neutralize the effect of *Arcane Lock*. Once the portal is sealed, only the caster can pass freely through the door without making the spell disappear. Any caster of 3 or more levels higher than the caster that locked the door can dispel it automatically.

DETECT EVIL

Range: 20 meters
Duration: 2 turns

With this spell, the caster may detect any evil creature or object within 20 meters. Objects or individuals of evil nature will shine with a faint aura discernible only by the caster. Poisons or traps are not considered evil objects and, therefore, cannot be detected by this spell.

DETECT THE INVISIBLE

Range: 3 meters per caster level
Duration: 6 turns

The caster will be able to discover those objects or individuals that are invisible within range of the spell.

INVISIBILITY

Range: 80 meters
Duration: Permanent

This spell will turn any individual or object invisible. When the creature or object becomes invisible, all objects carried by or contained in will become invisible as well. The invisible character will remain that way until choosing to attack, casting a new spell or being struck by someone. An invisible object will become visible again if it makes physical contact with another surface or person. Any object grabbed by the invisible subject will turn invisible as well. However, if dropped, any object will become visible. An object that protrudes more than 3 meters from the origin of the invisibility will turn visible.

LEVITATE

Range: Self
Duration: 6 turns + 1 turn per caster level

The use of this spell will create a magical effect which causes the receiver, or target object, to levitate above the ground, up and down at caster's will.



LOCATE OBJECT

Range: 20 meters + 3 meters per caster level
Duration: 2 turns

This spell will allow the conjurer to locate an object, as long as the existence and appearance of the object are known beforehand. This spell will offer the caster the direction in which the desired object is placed, or the location of the item most similar to the one searched according to the given description.

MIRROR IMAGE

Range: Self
Duration: 6 turns

With this spell, conjurers will be able to create 1d4 reflections of their own image that imitates their every move. These images will appear next to the caster and will move at the same time they do. The casters does not need to maintain concentration; the reflected images will remain until the spell runs out. The images are not real and cannot, therefore, perform tasks. Any attack on the caster will strike one of these images first, causing it to disappear until none remain.

OPEN

Range: 20 meters
Duration: Read below

By means of this spell casters will be able to open any type of lock they face. Any door that is closed, either by conventional means or with the help of magic, can be unlocked using this spell. It can also be used to open secret doors or other similar compartments, even if they are blocked by a bar of wood or iron, as long as they have been previously detected.

PERMANENT LIGHT

Range: 40 meters
Duration: Permanent

This spell will create a globe of light that illuminates a 20 meter radius. The light emitted from the orb is brighter than a torch, but less intense than natural daylight. The globe illuminates without interruption, unless magical means are used to extinguish it (*Dispel Magic*). This spell can also be used to blind an opponent, aiming to the eyes, in which case the recipient must roll a successful saving throw against spell to avoid being blinded for 12 turns.

PHANTASMAL FORCE

Range: 80 meters
Duration: Concentration

This spell will create an illusion that changes the appearance of an object or individual. Only illusions of

things that have been previously seen or interacted with can be created. If the caster uses an illusion to attack, the effect will fade after hitting. On the other hand, if the illusion is used for offensive action, recreating, for example, a throwing dagger or an avalanche of rocks, the victim will have the opportunity to make a saving throw against spell to try to realize the deception.

TELEPATHY

Range: 20 meters
Duration: 12 turns

This spell will enable the caster to perceive other creature's thoughts. The Mage/Elf must concentrate for 6 assaults (1 minute) towards one direction to capture the thoughts of a creature in the range. Any thought perceived will be clearly understood, regardless if the creature speaks a different language. Living dead's thoughts will not be heard, as those of many other special creatures (at the Narrator's discretion). This spell can penetrate wood, even stone, to a maximum of half a meter. However, lead blocks the performance of this spell.

WEB

Range: 30 meters
Duration: 45 turns

This spell will create an intricate net of sticky web. The fabric effectively blocks an area of 3 x 3 x 3 meters. Huge creatures with great force, like giants or dragons, can break the web without difficulty and are not affected by its presence. The web is vulnerable to fire, which will destroy it in two assaults, affecting any tangled creatures with 1d6 points of fire damage.

MAGE AND ELF Spells Level 3

ACCELERATE

Range: 80 meters
Duration: 3 turns

This spell will allow the caster to accelerate other beings' movement up to 20 targets in a radius of 20 meters at once. Someone under the effects of this spell can double the number of attacks per assault, as well as doubling the movement range, including flying, swimming, running, climbing, and the like. However, the spell does not increase the casting speed of a conjurer under its effects. The effects of this spell do not accumulate.



BREATHE UNDERWATER**Range:** 10 meters**Duration:** 1 day

The conjurer, or any other creature targeted by the caster, will be able to breathe normally underwater as if they were on the surface.

CLAIRVOYANCE**Range:** 20 meters**Duration:** 12 turns

This spell creates a magical link between the caster and other creature within the range of the spell. This link will allow the caster to supernaturally see everything that the creature sees. The process for establishing the link takes 1 turn. This spell effect will be interrupted if it is obstructed by rock or lead more than half a meter thick.

DISPEL MAGIC**Range:** 40 meters**Duration:** Permanent

Dispel Magic is perhaps one of the most useful spells for a caster because it cancels the arcane effects produced on objects or creatures by active spells. This powerful spell counters, limits or terminates spells enacted by Mages/Elves of the same level or lower. Magic is dispelled within an area of a 5 meter radius. If the dispelled spell level is greater than the caster level, there is a cumulative chance of 5% per level difference that the dissipation attempt fails. It is important to note that an instant spell, such as a *Fireball*, cannot be dispelled, because the magical effect has concluded before the new spell can take effect.

ELECTRIC RAY**Range:** 60 meters**Duration:** Instant

This spell will cast a powerful electric beam to strike a creature or object within the effective range upon conjurers' choice. This ray deals 1d6 points of damage per caster level and will emerge from the extended hand of the caster. Similarly, the beam will ignite combustible objects and anything in its path. The target of the spell is entitled to a spell's saving throw that, if successful, will reduce the damage by half.

FIREBALL**Range:** 80 meters**Duration:** Instant

When a fireball is cast, the caster's hand will point the target while a glowing ball of fire, the size of a walnut, will start to form on the tip of the index finger. After flying to strike the target of choice (provided it is within sight) it

will explode on impact in a large fireball that will produce 1d6 damage per caster level to all objects and creatures within a 7 meter radius. The victims of the spell are entitled to make a spell saving throw that, if successful, will reduce the damage by half.

FLY**Range:** Self**Duration:** 1d6 turns + 1 turn per caster level

This spell will allow the Mage/Elf to fly freely without limitations at a movement rate of 40 meters per assault.

HOLD PERSON**Range:** 40 meters**Duration:** 1 turn per caster level

This spell can immobilize a creature, locking it into position. The undead and all monsters larger than an ogre or a troll are not affected by this spell. While immobilized, the creatures will continue breathing normally, being aware of what is happening around them, but not being able to speak or perform any other action. The victims of this spell are entitled to make a spell's saving throw to try to avoid paralysis.

This spell can affect a maximum of 1d4 creatures, but if targeted just to one objective, it will suffer a -2 penalty to the pertinent saving throw against spell.

INFRAVISION**Range:** 20 meters**Duration:** 1 day

The conjurer, or any other creature chosen by the caster, will be able to see in the dark with an effective range of 20 meters, as if endowed with the natural ability of infravision.

INVISIBILITY (Group)**Range:** 40 meters**Duration:** Permanent

This spell has the same effect as the spell *Invisibility*, but affects all creatures within a 3 meter radius around the caster. Any person or creature that moves beyond the three meters range will turn immediately visible. If the caster or any of the party members decide to attack or cast any spell, the effect of invisibility will immediately dissipate.

PROTECTION AGAINST EVIL (Group)**Range:** 3 meter radius**Duration:** 12 turns

This spell is similar to *Protection against Evil* except that the effect radius rises to 3 meters around the caster.



PROTECTION FROM PROJECTILES

Range: Receiver
Duration: 12 turns

The subject of this spell will be immune to both regular and magical small projectiles such as darts, arrows, and stones.

MAGE AND ELF SPELLS LEVEL 4**ARCANE EYE**

Range: 80 meters
Duration: 6 turns

The caster creates an invisible floating orb that can observe the surroundings and then transmit this information to the conjurer telepathically. This arcane eye can see in the dark since it is endowed with infravision within a range of 30 meters. The arcane eye can slowly float in any direction, but natural obstacles will block its path.

CHARM MONSTER

Range: 40 meters
Duration: Special

Charm Monster is a spell similar to *Charm Person*, but without the limitation to humanoid creatures smaller or equal in size to an ogre or troll. Only a monstrous creature will be affected if it has 4 HD or fewer. A group of monsters can be affected if they have 3 HD or less, rolling a 3d6 to determine how many will suffer the spell.

CONFUSION

Range: 40 meters
Duration: 12 assaults

This spell will cause a state of confusion in a number of creatures specified by a 3d6 roll, preventing them from performing any action. On rare occasions, at the Narrator's discretion, the confused creature can decide to attack other members of the monsters' or adventurers' group, but never the spell caster.

DIMENSIONAL GATE

Range: 3 meters
Duration: 1 assault

By means of this spell, the caster or another creature of choice will be magically sent to another known location within a range of 120 meters. The transported subjects always materialize in the same position as they vanished.

ILLUSORY TERRAIN

Range: 80 meters
Duration: Read below

The caster will be able to camouflage a particular ground in the guise of another different terrain. For example, illusory grass may cover a rocky hill. The total area that may be masked cannot exceed 80 square meters.

PLANT GROWTH

Range: 40 meters
Duration: Variable

This peculiar spell will cause some plants to grow abnormally. This works for grass, shrubs, vine plants, trees, vineyards, mangroves, etc. The maximum vegetal area affected will never exceed 100 square meters. Plants affected by this spell supernaturally tangle to hinder movement.

POLYMORPH

Range: Receiver
Duration: 6 turns + 1 turn per caster level

Thanks to this powerful spell, the caster will be able to transform into another creature or change another person's shape. If this spell is cast on a creature that does not consent to be transformed, the target will be entitled to make a spell's saving throw. Otherwise, the effect of the spell will be automatic. The adopted form retains the same hit points as before the change and must have the same or fewer HD than the level of the spellcaster.

All the skills of the adopted form will be present: instincts, preferences, alignment, and so on, with the exception of magical abilities, if any. In the adopted form, the conjurer is unable to cast new spells. For example, if a Mage decides to transform into a gargoyle, flying will be possible but not turning into stone.

Similarly, if the target shape is the one of a medusa, all her strength and skill will be obtained, as well as her hideous aspect, but not the arcane skill to petrify her opponents. This spell's possibilities are quite diverse, so the Narrator has the last word on the final effects of this spell and the abilities acquired during the transformation.

REMOVE CURSE

Range: Touch
Duration: Permanent

This spell will allow the caster to remove a curse from a creature or object. All curses except those of a particular nature are affected by the spell, leaving to the Narrator the responsibility to decide when the exception arises. This spell is reversible, and its opposite, *Curse*, can be used to cast curses on creatures or objects. The effect of the curse is determined by rolling a percentile dice and comparing the result with the following table:

50%	Reduces a random characteristic 3 points.
51-75%	The victim suffers a -4 penalty to saving throws and attacks.
76-100%	The victim drops whatever is holding in their hands and flees.

The duration of the curse is one hour per caster's level.

WALL OF ICE

Range: 20 meters
Duration: 12 turns

The sorcerer creates a wall of translucent ice that remains active while the caster stays focused and does not perform any other action. This wall may vary in size and shape depending on the will of the caster, but will never exceed 400 square meters. The ice wall is impenetrable to all creatures with less than 4 HD. Monsters with 4 HD or greater will receive 1d6 points of damage when breaking through the ice. The ice causes double damage to magical creatures related to fire. The wall of ice must be conjured on a solid surface and cannot be invoked in a location occupied by another object or structure.

WALL OF FIRE

Range: 20 meters
Duration: Read below

When invoking this arcane power, the conjurer will create a wall of fire that will remain active as long as the caster

stays still and focused, performing no other action. This wall or curtain of fire may vary in dimension and shape according to the will of the caster (for example, a circle that surrounds the magician) and it will never exceed 400 square meters. The wall of fire proves fatal, and therefore impenetrable, to every creature under 4 HD. Monsters with 4 HD or more, will receive 1d6 points of fire damage per assault while being in contact with flames. This magical fire causes double damage to undead creatures and those related to ice or that have a combustible nature.

MAGE AND ELF SPELLS LEVEL 5

ARCANE PASSAGE

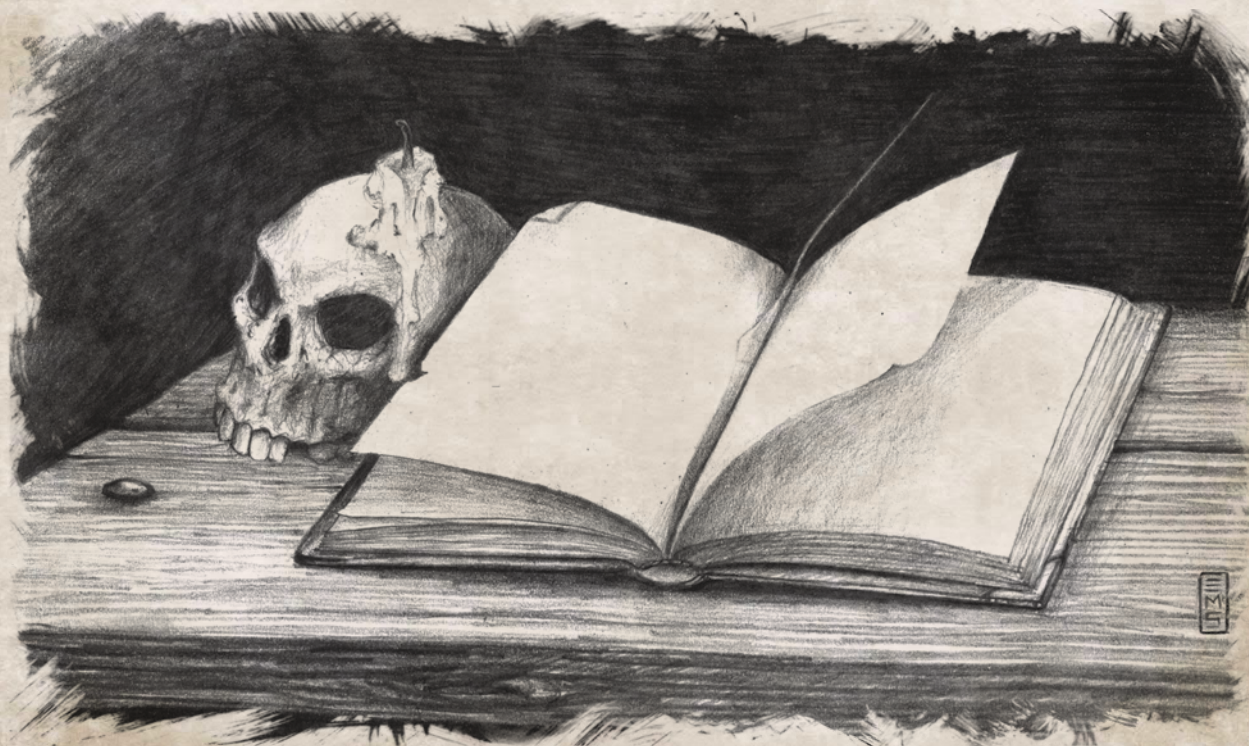
Range: 10 meters
Duration: 3 turns

This spell will create a portal or passageway that will allow to go through wood, clay or stone walls, but not through metal or denser material. This passage is 3 meters long and 1 meter wide.

BESOT

Range: 80 meters
Duration: Indefinite

The victim of this spell will become stunned if the saving throw against this spell is failed. The victim will suffer a -4 penalty to attack, +4 AC and a -4 to saving throws. The affected creature will be unable to speak, cast spells,



understand simple sentences or communicate coherently. The effects of the spell will remain active until dissipated with *Dispel Magic*.

CLOUDKILL

Range: 0

Duration: 6 turns

The caster will create a greenish cloud that will spread over an area of 10 meter radius, poisoning the air. This cloud originates in front of the caster and grows as it moves away at a rate of 3 meters per assault not farther than 20 meters. The poisonous cloud is heavier than air and will float over the ground like a dense fog. The cloud will annihilate any creature with 4 HD or less unless a saving throw against poison is successfully rolled. A creature with 5 HD will suffer 1 point of damage per each assault if it remains within the cloud. The undead and other beings immune to poison will not be affected by this incantation. An adventurer holding their breath will not be spared the effects of this spell.



CONTACT ANOTHER PLANE

Range: Self

Duration: Special

This spell allows the caster to mentally contact another plane of existence to ask for help or advice from creatures or powers existing there. The caster may ask specific questions that will be answered in a simple way (“yes”, “no”, “maybe”, “irrelevant”, “unimportant” or other similar responses, according to the Narrator’s criteria). The caster may ask a total of three questions with the possibility that the response is intentionally false, that the Narrator will determine if getting a 1 when secretly rolling 1d6.

PARALYZE MONSTERS

Range: 40 meters

Duration: 6 turns + 1 per caster level

Once cast, 1d6 monstrous creatures will be immobilized for a time equal to the caster’s level +6 turns. This spell only affects medium-size and smaller creatures, and it will not work on enemies bigger than an ogre. If there are more than six creatures within the spell’s range, it will affect the ones with the lower HD first. In order to avoid the effects of the spell, the creatures must roll a spell’s saving throw. Affected beings will not be able to move or talk, but are cognizant of their surroundings. This spell does not affect the undead.

REVIVE THE DEAD

Range: 30 meters

Duration: Permanent

This spell allows the caster to restore life to humans, elves, dwarves, gnomes and halflings. For the spell to be effective the revived creature must have been dead for 1 day per level of experience of the caster at most. This spell will not cause limbs to regrow; it will restore the body to the same condition it had before dying, which means that any poisoning or illness suffered will neither be cured. Once revived, the creature will only have 1 hit point and will not be able to fight or cast spells for a week. If the spell was cast on an undead, it must make a successful saving throw against spells in order to avoid instant destruction.

The reverse of this spell, *Death Ray*, can kill the living. The victim is entitled to a saving throw against death. If the saving throw is not successful, the creature will automatically die. The use of this spell is of chaotic nature, and may only be used by creatures aligned with Chaos.

SUMMON ELEMENTAL

Range: 80 meters

Duration: Permanent

With this arcane power, a caster may summon a powerful elemental from any of the four elementary planes (fire, earth, water and air). Whenever cast, this incantation will conjure a single elemental, up to a maximum of four a day. The caster must maintain concentration to keep control of the creature. During this time the elemental will respond to every of the caster’s commands, even if it is ordered to return to its home plane. No other actions can be performed during this time.

However, a *Dispel Evil* spell may send back the creature to its plane. Similarly, if the caster is disturbed while in concentration, is directly attacked or decides to initiate another action, control of the elemental will be lost, and the elemental will turn against the one who summoned it and attack.

TELEKINESIS

Range: 40 meters

Duration: 6 assaults

The casters can move objects or creatures with their mind as long as they maintain concentration. No additional actions can be performed during this time. The caster may move an amount of weight equal to ten kilograms per caster level over a distance no greater than 5 meters per assault. Living creatures can also be moved, although they are entitled to a saving throw against spells if the effect is being done against their will.

TELEPORTATION

Range: 3 meters
Duration: Instant

This spell will transport the conjurer, or another creature of choice, to a designated known location at any distance (traveling to another plane is not permitted). The caster can try to teleport someone against their will, although the target will be given the opportunity to make a successful saving throw against spells to avoid it. The conjurer will be able to transport a maximum of 500 kilograms of weight plus 100 kilograms per level.

WALL OF STONE

Range: 20 meters
Duration: Read below

This spell will create a stone wall that can take the shape chosen by the caster, as long as it is cast on a solid surface and does not occupy more than 100 cubic meters. This wall cannot be summoned to a place that is already occupied by an object or structure. The wall will be permanent, until it is destroyed or magically dissipated.

MAGE AND ELF SPELLS LEVEL 6

CONTROL THE ELEMENTS

Range: Self
Duration: Read below

CONTROL THE ELEMENTS

Weather	Effect
Hot	Reduces humidity. Movement speed is halved.
Cold	The mud and water are frozen. The movement speed is halved.
Strong Winds	The movement speed is halved. You cannot use projectile weapons effectively. Visibility is reduced by half.
Tornado	The caster can steer the tornado, which will move at a speed of 140 meters per assault and may even attack with it as if it were an air elemental 12 HD.
Fog	Visibility is reduced to 5 meters. The movement speed is halved.
Rain	-2 penalty projectile attacks. The movement speed is halved.
Snow	Visibility is reduced to 5 meters. The movement speed is halved.

The conjurer will be able to affect the weather as wished: rain, snow, a clear sky, etc. After 1d4 assaults since the spell is cast, changes will start to affect a range up to 300 meters from the caster's location. The control will be limited to reasonable changes, (snow cannot fall in a desert) and must be consistent with the usual climate of the area.

The spell will remain active as long as the caster maintains concentration. The effects of the spell can vary, as shown in the table, according to the caster's will.

DEATH SPELL

Range: 80 meters
Duration: 1 assault

This lethal arcane power instantly kills every creature of 8 HD or less within a radius of 20 meters. The spell can affect a total of 4d8 beings, unless they pass a spell saving throw to avoid its deadly effects.

DISINTEGRATE

Range: 20 meters
Duration: Permanent

Casting this spell results in a shiny green beam of energy that will immediately disintegrate a target on contact, regardless of its size. This beam can also be used against objects and structures, although inanimate objects can only be affected up to 3 cubic meters in size. Many magical creatures (dragons, golems, and so on) as well as magic items are immune to the effects of this spell.

FROM STONE TO FLESH

Range: 40 meters
Duration: Permanent

When the Mage/Elf casts this spell, a petrified creature will be returned to its natural state. Any creature, regardless of size, can be affected by this spell. The reverse of this spell, *From Flesh to Stone* can be used to petrify a target, though that target is entitled to a saving throw against spells to negate the effect. A creature turned to stone cannot breathe or blink, but is cognizant of their surroundings.

GEAS

Range: 10 meters
Duration: Read below

With this spell the caster will have the power to order the target to perform a task. As an example, find an object or a person, kill someone, steal an object, etc. For every day the target is not dedicated solely to finalize the mission, a cumulative -1 per day to any saving throw will be suffered until the completion of the task.



If the mission is entrusted against the target's will, a spell's saving throw can be made to try to avoid it.

INVISIBLE STALKER

Range: Self
Duration: Read below

With this spell, conjurers will be able to call an invisible creature that will serve them faithfully. It will perform stalking missions at the casters wish until the order is revoked or until it is destroyed in the attempt. A *Dispel Evil* spell will send the stalker back to the Astral Plane.

MOVE THE EARTH

Range: 80 meters
Duration: 6 turns

A total of 20 cubic meters of loose soil may be moved at will. It is not possible to move large bluffs or rock formations, neither huge stones with this spell.

PART THE WATERS

Range: 40 meters
Duration: 6 turns

The caster can create a walkable corridor with a width of 3 meters and a maximum of 40 meters of length through an area covered by a body of water. The caster may end the spell at any time before the 6 turn limit.

PROJECT IMAGE

Range: 80 meters
Duration: 6 turns

For 6 turns, the conjurer may create an illusory version of himself that is almost real. The projected image will be identical to the conjurer in appearance: it will speak with the same tone of voice and move the same way, although it will be intangible. This projected image will mimic the gestures produced by the caster, including sounds and spell effects that appear to be produced by the projected image. However, if touched, either by a limb, weapon or other object, it will disappear immediately.

PROTECTIVE SHIELD AGAINST MAGIC

Range: Self
Duration: 12 turns

A shield against magic will be instantly created upon casting this spell, protecting the casters from any spell effects. However, the casters' magical power cannot be used either while remaining inside the shield, except those spells with an effect on the casters themselves. The magicians can end this spell any time before the 12 turn limit.

MAGE AND ELF SPELLS LEVEL 7

FIREBALL, DELAYED EXPLOSION

Range: 30 meters + 5 meters per caster level
Duration: Read below

This spell is similar to *Fireball*, except that damage will be increased by a +1 for each die rolled and the magician may choose the time in which the fireball will explode within an interval of five rounds since the spell was cast.

MAGIC SWORD OF TALANDAR

Range: 10 meters
Duration: 1 assault per level

This spell will allow the caster to create a sword out of nothing that will shine with a faint bluish glow and can be mentally wielded at will causing 6d4 damage upon a successful hit. The sword floats magically in front of the sorcerer who can attack with it as if it were a Warrior half of the caster level (i.e., if the mage is 10th level, the sword will attack with the skill and power of a 5th level Warrior). This enchanted sword can hit the undead and other creatures who are otherwise immune to conventional weapons.

PHASE DOOR

Range: Self
Duration: 1 door per every two levels

This useful spell will create an ethereal portal that grants the caster access through walls of stone, plaster, brick or wood. This door or passage may have a length of 3 meters and a width of 2. *Phase Door* will only be visible and used by the one who created it. If the caster wishes, another human-sized person can pass the door at the same time, but this will count as two actions. It is impossible to see through the door and light and sound do not travel through it. The Phase Door can be canceled by a *Dispel Magic* spell. If this is made as someone is using the door, the one inside will bounce violently out the other side of the portal.

POWER WORD (STUN)

Range: 3 meters per caster level
Duration: Read below

The caster can utter a word that causes a target of their choice to fall into a stupor. The target is considered to be stunned, regardless of the fact that the word has been heard or not. The duration of the spell depends on the hit points of the target creature. Creatures with more than 90 hit points will not be affected by this spell.

Hit Points	Duration
30 or less	4d4 assaults
31-60	2d4 assault
61-90	1d4 assaults

SIMULATION

Range: Touch

Duration: Permanent

By means of this spell, the caster may duplicate a certain humanoid creature (not bigger than a troll or an ogre). This duplicate will be identical in appearance to the original, although only half their total hit points. The caster must have some small portion of the anatomy of the creature that will be duplicated in order for the spell to take effect (i.e., hair, pieces of skin, saliva, or even blood). The duplicate will retain roughly one third of the memory and experiences of the original creature, at the Narrator's discretion. The magical nature of the duplicate would be revealed by the spells *Detect Magic* or *True Vision*. When the double loses all hit points, it will die normally. A *Dispel Magic* spell would banish this creature immediately.

SNARING HAND OF FISTAN

Range: 3 meters per level

Duration: 1 assault per caster level

This powerful spell will create a huge ghostly hand that can act as a barrier between the caster and any another creature or object. It is also possible to grasp things with this magical hand. The size of the hand can vary according to the caster's choice and can hold beings weighting a maximum of 500 kilograms. Up to 2,000 kilograms may be moved forcefully, reducing the movement rate to 3 meters. Creatures weighting more than 8,000 kilograms can be slowed to half their speed (i.e., a 8,000 kilogram creature with a 10 meter movement would be slowed down to 5 meters).

STATUE

Range: Touch

Duration: 6 turns per caster level

This spell transforms the Mage/Elf or another creature of choice, with all equipment and carried items, into a pillar of solid rock. The transformed form will be able to see, hear and speak normally although it will not need to breathe or eat. If the statue is broken violently or one of its parts, like an arm, is torn, this condition will be retained once it changes back to flesh and blood, resulting in severe and possibly fatal damage. The amount of damage and the consequences for the individual are left to the Narrator's discretion.

During the time the spell lasts, the transformed person can decide freely to switch between shapes, provided the

time limit has not been reached, after which it will return to its natural state.

WISH (LIMITED)

Range: Unlimited

Duration: Read below

This powerful spell allows the caster to grant a wish. For example, this spell will allow the caster to duplicate a 7th or lesser level spell, have a companion automatically succeed in the following saving throw or attack, dispel the effects of an offensive or defensive spell, solve a riddle and other similar actions. It is advisable that the Narrator carefully considers the spell's reasonable limits.

MAGE AND ELF SPELLS LEVEL 8

BLANK MIND

Range: 10 meters

Duration: 7 assaults + 1 assault per caster level

The caster, or a chosen creature, will be immune to any effect that detects, influences or alters thoughts and emotions. They will also be protected against *Clairvoyance* or detecting alignment spells including spells as well as spells as powerful as *Wish (limited)* or *Wish*. The creature under the effects of the spell will be equally undetectable to *Search* spells.

CHARM THE MASSES

Range: 3 meters per caster level

Duration: Special

This powerful spell functions like *Charm Monster*. However, the total HD that will be affected rises to twice the caster's level. All affected creatures will attempt their saving throws with a -2 penalty.

CLONE

Range: Touch

Duration: Permanent

This spell will create a duplicate of a creature. To produce this clone, the caster should own a piece of flesh belonging to the target (hair, scales or similar bits are not valid), and it should be relatively fresh. Once the spell is cast, the duplicate will develop slowly for 2d4 months in a suitable quiet and cool place. When the clone reaches maturity and awakens, it will have a psychic connection with the original for 1 month if the creature used as model is alive. During this time, both creatures will feel an uncontrollable urge to kill each other. If this is not possible, there is a 95% chance that either the clone or the original being lose their sanity. If this were to happen, there is a 25% chance that the original creature is the one going insane, but the clone



will do otherwise. There is a 5% chance that both are driven crazy. After a month, if neither has killed the other, the psychic bond will be extinguished along with the killing urge. Besides doubling the physical and intellectual characteristics of the creature, the clone retains all their knowledge, experiences, memories and characteristics. This spell does not clone equipment, baggage or other physical objects.

INCENDIARY CLOUD

Range: 10 meters

Duration: 4 assaults

The caster may create a cloud that sprouts flames. This dense black smoke will partially block the vision in an area of 10 x 10 x 5 meters. Every creature within the cloud receives burning damage equivalent to 1d6 per caster level during each assault while they remain in the area of effect of the spell. The victims of this spell are entitled to a saving throw against breath weapon to halve the damage.

IRON GLASS

Range: Touch

Duration: Permanent

The caster will be able to grant a glass object the resistance of iron in an amount equivalent to 5 kilograms multiplied by the caster's level.

IRRESISTIBLE DANCE OF THE NEBULA

Range: Touch

Duration: 1d4+1 assaults

The victim of this particular spell will feel an uncontrollable desire to dance wildly, unable to engage in any other action for as long as the arcane effect is present. The target will additionally suffer a +4 penalty to AC (a shield will not be effective) and will not be able to make any saving throws.



MAZE

Range: 3 meters per caster level

Duration: Read below

The caster will send the victim of this spell to an extra-dimensional maze. The number of rounds that the subject will remain there is determined by their Intelligence:

Intelligence	Retention Time
Less than 2	2d4 turns
3-5	1d4 turns
6-8	5d4 assaults
9-11	4d4 assaults
12-14	3d4 assaults
15-17	2d4 assaults
18 or more	1d4 assaults

Minotaurs are immune to this spell.

POLYMORPH OBJECT

Range: 3 meters per caster level

Duration: Read below

This spell will alter or transform the look of an object or creature. The duration of this effect will depend on its relevance (at the Narrator's discretion). The chosen victim, in the case of a creature, shall be entitled to a spell's saving throw.

PUNCHING FIST OF FISTAN

Range: 3 meters per caster level

Duration: 1 assault per caster level

This spell will create a large and powerful ghostly hand that is capable, each assault, of hitting a creature or object of the caster's choice. This attack will always hit the chosen target, but it will be required to roll 1d20 to calculate the damage caused by the blow checking the result in the table below:

1d20 Roll	Damage
1-9	1d6
10-15	2d6
16-19	3d6 + stunned for 1 assault
20+	4d6 + stunned for 3 assaults

SYMBOL (GLYPH)

Range: Touch / radius of 20 meters

Duration: Read below

The powerful *Symbol* spell, also known as *Glyph*, allows the Mage/Elf to inscribe a rune or arcane mark on a surface. There are eight different types of symbols or glyphs that can be magically engraved. These arcane runes will activate when someone touches them, go over them, read them or handle them in some way. The only effective way to identify one of these symbols is reading them, though doing so will cause them to activate.

These are the different symbols that can be inscribed with this spell:

Symbol of Conflict: When activated, all creatures within 20 meters will begin to argue with each other for 5d4 assaults. Creatures with opposite alignments have a 50% chance to get to fight each other, being the duration of the effect 2d4 assaults.

Symbol of Death: The activation of this symbol will instantly kill the closest creature (within a 20 meters range) with 80 hit points or less.

Symbol of Despair: All creatures in the area will have to pass a saving throw against spells or they will be forced to flee prey to despair. This feeling will last 3d4 assaults in which the affected creatures will be incapable of fighting and will end up running away.

Symbol of Fear: All creatures must make a spell's saving throw with a -4 penalty or will otherwise suffer the effect of the Fear spell.

Symbol of Insanity: Upon activating this rune, all nearby beings will become hopelessly insane, as if they were under the effects of a *Confusion* spell. Victims receive a saving throw against spells to try to avoid it. The effects of this spell can be cured by a *Wish* or *Heal* spell.

Symbol of Pain: Each affected creature will suffer a sudden pain that will penalize them with -4 to all rolls as well as -2 to Dexterity (DEX) attribute. This effect will remain active for 2d10 assaults.

Symbol of Sleep: All creatures of 8 HD or less will fall into a deep sleep for 1d12+4 turns. They will not wake up no matter what until the end of the time limit set out, unless someone cast a *Wish*, *Heal*, *Wish (Limited)* or *Dispel Magic* to awaken them.

Symbol of Stunning: All affected creatures who fail a saving throw against spells will remain dazed and confused for 3d4 assaults. All objects they were holding in their hands at that time will fall to the ground.

Soultrap

Range: 3 meters
Duration: Permanent

This spell will cause the vital essence, the soul of a particular creature and the material body, to be trapped inside a gem. This gemstone container will retain the soul indefinitely unless broken, in which case, the soul would be set free and the physical body would return to its natural state. To cast this spell, the conjurer must possess a gem worth at least 1,000 gold pieces per HD of the

target. The target is entitled to a saving throw to avoid the effect of this spell, in which case the gem would shatter. A trapped creature could not be returned to life in any way, not even by a *Wish* spell.

MAGE AND ELF SPELLS Level 9

CRUSHING HAND OF FISTAN

Range: 3 meters per caster level
Duration: 1 assault per caster level

This spell will create an immaterial hand that can snare and crush objects and creatures. The attack always succeeds hitting and trapping the chosen opponent. The damage caused will depend on the amount of time during which the victim is seized, suffering 1d10 points of damage for each assault spent this way, to a maximum of 4d10. This hand can be attacked, it has an armor equivalent to AC 9 and hit points equal to those of the caster.

IMPRISON

Range: Touch
Duration: Permanent

When the caster uses this spell and touches a creature, it will be confined in a state of suspended animation, inside of a sphere located in another dimension. The victim will remain there until set free by a *Release* spell, the reverse of *Imprison*, in the same place where the spell to confine the creature was cast.

METEOR SHOWER

Range: 20 meters + 5 meters per caster level
Duration: Instant

This spell creates 4 stony spheres, 1 meter in diameter, which will emerge from the outstretched hand of the caster to go quickly towards the target, leaving behind a flaming trail. They will burst at the position chosen by the caster within the spell's range. The meteorites can hit different targets or focus on a single object. Each meteorite causes 1d4x10 damage + 1d6 points of fire damage, without the possibility of rolling a saving throw.

POWER WORD (KILL)

Range: 1 meter per caster level
Duration: Permanent

With a single word, the caster will be able to end the life of an opponent within 10 meters, no matter if the victim is able to hear the word pronounced or not. The spell can also be used to wipe out multiple creatures, provided they have less than 11 hit points each (up to a maximum of 120 hit points) or a single one with a maximum of 60 hit points.



The caster must choose between both options. No saving throw is allowed to try to avoid the effects of this spell.

PRISMATIC SPHERE

Range: Self

Duration: 1 turn per caster level

This spell will form an enormous bubble of shimmering radiant light that surrounds the caster, creating a shield against any attack, though the caster may enter and exit its area of influence at will. However, the caster will not be able to cast any spell whose effects are meant to go through the globe. Any creature attempting to move into the area will suffer the effects of each color in order:

Color	Order	Effects	Spell to negate it
Red	1	Stops attacks from conventional weapons. Causes 10 points of damage by fire.	<i>Arcane Passage</i>
Orange	2	Stops attacks from magical weapons. Causes 20 points of damage.	<i>Fly</i>
Yellow	3	Eliminates effects of poison, gas and petrification. Causes 40 points of damage.	<i>Disintegrate</i>
Green	4	Stops breath weapon attacks. Causes death if a saving throw against poisons is failed.	<i>Arcane Passage</i>
Blue	5	Prevents clairvoyance spells and mental attacks. Causes petrification upon failing a savings throw against paralysis.	<i>Magic Missile</i>
Indigo	6	Stops all spells. Causes insanity upon failing a saving throw against spells.	<i>Permanent Light</i>
Violet	7	Field of energy that sends creatures to another plane. Roll spell saving throw to avoid this effect.	<i>Dispel Magic</i>

STOP TIME

Range: Self

Duration: 2 assaults

This powerful spell is capable of altering the normal passage of time, momentarily stopping its advance except for the caster and an area of 10 meters around. The conjurer may act freely during those two assaults.

TEMPORAL ECSTASY

Range: 3 meters

Duration: Permanent

In order to cast this spell, the caster must succeed on an unarmed ranged attack roll. The target of the spell will fall into a state of suspended animation. During this induced lethargy, time will stop flowing for the sleeping creature and all vital functions will cease. This state of suspended animation will last indefinitely until the magic is interrupted with a *Dispel Magic* spell. Saving throws are not permitted.

Wish

Range: Unlimited

Duration: Read below

Wish is the strongest spell available to a caster, perhaps the most powerful of all. With a simple gesture and a brief statement, the caster will be able to alter reality. In fact, this spell can duplicate any 9 level spell or lower, or create effects that are similar to those of the *Wish (limited)* spell. But its power goes beyond that, as any effect, outcome or action can be brought into existence via this spell. The Narrator is strongly encouraged to be the one deciding, in the context of an specific campaign, if a wish is possible to be granted or it exceeds reasonable limits.



CLERIC SPELLS Level 1

CURE MINOR WOUNDS

Range: Touch

Duration: Permanent

This useful spell will allow the Cleric to heal a minor injury or eliminate paralysis on an adventurer, creature or the Cleric. If the spell is used to heal a wound, it will restore 1d8 hit points. On the other hand, it will not restore any points if the spell is used to eliminate the effects of paralysis, and will not be able to be performed if the one paralyzed is the Cleric. It will never cause hit points to rise over the adventurer's maximum.

This spell has a reverse, *Cause Minor Wounds*, where the target will suffer 1d8 points of damage. The Cleric must be able to touch the target of the spell, which should not be restrained in any way. The Cleric needs to roll a successful unarmed attack to strike the target before causing such a wound.

DETECT EVIL**Range:** 30 meters**Duration:** 6 turns

With this spell, the caster may detect any evil creature or object within 30 meters. Objects or individuals of evil nature will shine with a faint aura discernible only to the caster. Poisons or traps are not considered evil objects and, therefore, cannot be detected by this spell.

DETECT MAGIC**Range:** 30 meters**Duration:** 1 turn

Once cast, the Cleric will detect magical radiations within a radius of 30 meters. The spell will also allow the Cleric to know the intensity of the magic (among weak, medium, strong and overwhelming). It is necessary for the magic source to be within visual range to be detected.

LIGHT**Range:** 40 meters**Duration:** 12 turns

This spell will light an area of 5 meters around the caster, as if it were a standard torch. The spell can be cast on an object such as the tip of a staff, a scepter, or even a sword. It can also be used to blind a creature, aiming directly to the eyes. The victim will have to succeed at a saving throw against spell or become blinded for 12 turns. The light spell does not work in an area where the reverse spell, *Darkness*, is in effect, and vice versa.

PROTECTION AGAINST EVIL**Range:** Touch**Duration:** 12 turns

This spell concedes to a single target the following protections against evil creatures:

- 1 - The targets of this spell gain a -1 bonus to AC and +1 to their saving throws.
- 2 - The spell prevents physical contact with creatures from another plane or that have been summoned, which implies that the receivers of the spell cannot be attacked by these creatures.

This spell is reversible and can be transformed into a *Protection against Good*, where the above is true only against lawful creatures instead of evil.

PURIFY FOOD AND WATER**Range:** 30 meters**Duration:** Permanent

This spell makes any kind of food and water that has been contaminated, rotten or poisoned become pure and perfectly edible. It can purify up to 10 cubic meters of water per level.

This spell is reversible and can be converted into *Spoil Water and Food*. This spell can spoil holy water.

REMOVE FEAR**Range:** 10 meters**Duration:** 2 turns

With this spell the Cleric will inspire courage in the hearts of the targets, raising their saving throws against fear attacks by +1 per caster level.

The reverse of the spell, *Cause Fear*, will cause a creature to flee in panic, running away from the caster at top speed for 1d4 assaults. A successful saving throw against spells will cancel this effect. Both spells, *Remove Fear* and *Cause Fear*, counteract each other.

Both spells have no effect on the undead.

RESISTANCE TO COLD**Range:** 10 meters**Duration:** 6 turns

The recipient of this spell will be protected from the effects of cold, either conventional or magical. Additionally, the spell grants a +2 bonus to saving throws against spells and breath attacks based on coldness. Similarly, each damage die affecting the target will subtract 1 point from its result (to a minimum of 1).

For example, a white dragon attacks one of the adventurers with its breath weapon. The adventurer rolls a saving throw with all bonuses and still fails. The dragon's breath causes 6d6 damage. 6 points will be subtracted from the roll (1 point for each die).

CLERIC SPELLS LEVEL 2**BLESS****Range:** 20 meters**Duration:** 6 turns

The recipient of the spell, and all selected companions within a 6 x 6 meters area, gain a +1 bonus on attack and damage rolls and a +1 morale check bonus for six turns.



CHARM SNAKES**Range:** 20 meters
Duration: Read below

Once cast, this spell will cause snakes within its range of influence to cease all activity and become mesmerized for the duration of the spell.

The Cleric can charm as many HD worth of snakes as the correspondent level reached. That is, an 8th level Cleric can charm 8 HD worth of snakes.

DETECT ALIGNMENT**Range:** 3 meters
Duration: 1 assault

This spell will allow the Cleric to detect the alignment of a creature or object. The Cleric has to stay focused for 1 assault while staring at the creature or object.

FIND TRAPS**Range:** 10 meters
Duration: 3 turns

This spell will permit the caster to detect all traps (mechanical or magical) at the line of sight and within the range of the spell. Traps will glow with a faint blue light only distinguishable to the caster. The caster will learn of the existence of traps, but will not be able to discern their effects or how to disable them.

HOLD PERSON**Range:** 120 meters
Duration: 9 turns

Once this spell is cast, targeted humanoid creatures will be paralyzed. The spell will only affect 1d4 individuals of medium size or smaller. It cannot affect creatures or individuals bigger than an ogre. To avoid the effects of the spell, the enemies will have to succeed a saving throw against spells. If the spell is directed to only one target the saving throw has a -2 penalty. A creature being hold will not be able to move or speak, but will be aware of what is happening around it. The spell will not affect undead.

RESISTANCE TO FIRE**Range:** 10 meters
Duration: 6 turns

The recipient of this spell will be protected from the effects of heat, both conventional or magical. Additionally, the spell grants a +3 bonus to saving throws against spells and breath attacks based on heat. Similarly, each damage die affecting the target will subtract 1 point from its result (to a minimum of 1).

For example, a red dragon attacks one of the adventurers with its breath weapon. The adventurer rolls a saving throw with all bonuses and still fails. The dragon's breath causes 6d6 damage. 6 points will be subtracted from the roll (1 point for each die).

SILENCE**Range:** 50 meters
Duration: 12 turns

Once the spell is cast, the area of effect, a diameter of 10 meters, will become completely silent. Sound of any kind will not be produced inside, but sounds that has its origin outside the area will still be possible to be heard. Casters will not have the ability to vocalize their spells and therefore will not be able to conjure up in the area. The spell can be cast on a creature, in which case the silenced area will move with it. In case the creature is reluctant to receive this spell, it will roll a spell saving throw which, if successful, will allow it to leave the area.

SPEAK WITH ANIMALS**Range:** 10 meters
Duration: 6 turns

Once this spell is cast, the Cleric will be able to understand and communicate with any non-magical animal that has a mind.

The Cleric will receive simple answers to the posed questions, dependent on the Intelligence of the creature and its intentions. If the animal is friendly, it may even be possible for it to perform some task for the conjurer.

CLERIC SPELLS LEVEL 3**ANIMAL GROWTH****Range:** 20 meters
Duration: 12 turns

A regular animal will double its size thanks to this spell, gaining 1d8 additional hit points.

ANIMATE DEAD**Range:** 20 meters
Duration: Permanent

This spell will turn the bones or bodies of recent corpses and skeletons into living dead creatures or zombies that will obey the orders of the Cleric. The undead will follow their masters wherever they go, or could be deployed at a certain location to attack anyone who enters it. The skeletons and zombies will remain in this undead state until destroyed by force of arms or through magic. The spell caster can animate a number of undead equal to the character level. For example, a 7th level Cleric can animate 7 skeletons (1

HD each), but may only do with 3 zombies (2 HD each). These creatures lack intelligence and do not retain any of the abilities they had in life. It is important to note, that the use of this spell by lawful Clerics would probably infuriate their deity, given that bringing creatures back to life is considered an impure act and totally impious by most religious institutions.

CURE DISEASE

Range: Touch
Duration: Permanent

The caster will be able to cure most diseases by touching the affected creature. The patient will recover completely within a period of 1d10 days, depending on the severity of the disease. Some improvement will be immediately noticed (the Narrator will decide how long it will take for the sick person to recover).

This spell is reversible, and can be used to *Spread Disease*. As with *Cure Disease*, the Cleric must touch the victim, who is entitled to a saving throw against spells. If the roll fails, the Cleric will decide the severity of the infection from mild to grave:

1 - Mild: The effect begins to take place on the next assault after being cast. At that time, the target will begin to lose 1 point of Strength or Constitution (Cleric's choice) per hour until it is reduced to 2, which will put the victim in a state of maximum weakness and helplessness. In 1d4 weeks the victim will regain one lost attribute point per day of rest.

2 - Grave: The effect is immediate for the victim, who will not recover lost hit points in any way, even via magical healing. Each week the disease stays active, the victim will permanently lose 2 points of Charisma. Once the points reach zero Charisma, the creature will die. Inflicted diseases can be cured by the *Cure Disease* spell.

DISPEL MAGIC

Range: 40 meters
Duration: Permanent

Dispel Magic is perhaps one of the most useful spells for a Cleric because it allows to negate the arcane effects on objects or creatures. This spell counters, limits or terminates spells enacted by other Clerics of the same level or lower in an area of 7 cubic meters. If higher than the one of the person trying to dispel, there is a cumulative chance of 5% per level difference for the dissipation attempt to fail.

It is important to note that an instant spell, such as a *Fireball*, cannot be dispelled, because the magical effect has concluded before the new spell can take effect.

IMBUE WEAPON

Range: 3 meters
Duration: 1 turn

Through this spell, the Cleric will charm a conventional weapon that will cause an additional 1d6 of damage. During the duration of this spell, the weapon will be considered for all purposes as a magic weapon.

LOCATE OBJECT

Range: 40 meters
Duration: 6 turns

With this spell the caster will be able to locate an object known or familiar to the Cleric. Once the spell has been cast, the Cleric will start to rotate slowly and be able to notice the direction in which the object can be found, provided it is within the range of the spell. After locating the direction, the Cleric must concentrate for 2 additional assaults to know where the object is exactly placed. People, monsters or creatures cannot be located using this spell.

PERMANENT LIGHT

Range: 40 meters
Duration: Permanent

This spell functions exactly like *Light*, but unlike the former, the effect is permanent and can only be overridden by a *Dispel Magic* spell or its reverse, *Permanent Darkness*.

REMOVE CURSE

Range: Touch
Duration: Permanent

With this spell the caster is able to remove a curse from a creature or object. This spell is able to remove all curses except those of a special nature, a criterion left to the Narrator's decision. This spell is reversible and can be used to cast curses on creatures or objects as well. The effect of the curse is determined by rolling percentile dice and comparing the result with the following table:

50%	Reduces a random characteristic 3 points.
51-75%	The victim suffers a -4 penalty to saving throws and attacks.
76-100%	The victim drops whatever is holding in hands and flees.

Apart from the effects stated in the table, curses can be very diverse and, if allowed by the Narrator, the adventurers can innovate and develop new and evil curses to torture their enemies. The duration of the *Curse* is one hour per caster level.



SPEAK WITH THE DEAD

Range: 3 meters
Duration: Read below

This spell allows Clerics to speak with the dead, to whom they may ask up to three questions that will be answered in simple terms. The Cleric must be able to communicate in the language spoken by the creature when it was alive.

If the creature belongs to a different alignment than the Cleric or is of a higher level (HD), the dead creature is entitled to a saving throw. If the roll succeeds, it may refuse to answer or will outright lie.

CLERIC SPELLS Level 4**CREATE FOOD AND WATER**

Range: 3 meters
Duration: Read below

This spell will make food and water appear out of nowhere. With each use of the spell, the Cleric can get sustenance for up to three human sized creatures or one large creature, for a whole day, plus one additional human sized creature per caster level. After 24 hours, the created food and water will spoil, but they can be restored to freshness for another 24 hours with the *Purify Water and Food* spell.

CURE SERIOUS WOUNDS

Range: Touch
Duration: Permanent

This spell will allow the Cleric to heal a serious injury or eliminate paralysis on an adventurer, creature or the Cleric. If the spell is used to heal a wound, it will restore 2d8+2 hit points. On the other hand, it will not restore any points if the spell is used to eliminate the effects of paralysis, and will not be able to be performed if the one paralyzed is the Cleric. It will never cause hit points to rise over the adventurer's maximum at that moment.

This spell has a reverse, *Cause Serious Wounds*, where the target will suffer 2d8+2 points of damage. The Cleric must be able to touch the target of the spell. To resolve this, a successful attack roll will have to be made before causing the damage. If the receiver is incapacitated though, you will not need to roll.

DETECT LIES

Range: 3 meters
Duration: 1 assault per caster level

A Cleric that has cast this spell is able to discern whether a creature within range of the spell is lying.

This spell has a reverse, *Undetectable Lie*, which prevents all lies to be detected for 24 hours.

NEUTRALIZE POISON

Range: Touch
Duration: Permanent

When the Cleric casts this spell on a poisoned creature, the target will become permanently immune to any poison currently in its body and will be healed from the effects the poison may have already caused. If someone dies due to the effect of a poison, this spell can bring the character back to life if 10 hours after death have not passed yet.

PROTECTION AGAINST EVIL (GROUP)

Range: 3 meters
Duration: 12 turns

This spell concedes the following protections against evil creatures:

- 1 – All the targets of this spell gain a -1 modifier to AC and +1 to their saving throws.
- 2 – The spell prevents physical contact with creatures from another plane or that have been summoned, which implies that the receivers of the spell cannot be attacked by these creatures.

This spell is reversible and can be transformed into a *Protection against Good (group)*, where the above is true only against lawful creatures instead of evil.

SPEAK WITH PLANTS

Range: 3 meters
Duration: 3 turns

This spell will allow the Cleric to communicate with vegetal life and control the plants in a simple way. For example, the Cleric may request them to clear the way or ask if a particular creature has been in that area.

STICKS TO SNAKES

Range: 40 meters
Duration: 6 turns

This spell will allow the caster to transform 2d8 branches, sticks or the like within range of the spell into snakes, with 50% chance that they are poisonous. The characteristics of these snakes are: 1 HD, AC 6, move: 10 meters, attack: constriction +2, 1d4+1 damage per assault and saving throws as a level 1 Warrior, with a morale of 7.



CLERIC SPELLS LEVEL 5

CURE CRITICAL WOUNDS

Range: Touch
Duration: Permanent

This powerful spell will allow the Cleric to heal a critical injury or eliminate paralysis. If the spell is used to heal a wound, it will restore 3d8+3 hit points. On the other hand, it will not restore any points if the spell is used to eliminate the effects of paralysis, and will not be able to be performed if the one paralyzed is the Cleric. It will never cause hit points to rise over the adventurer's maximum at that moment.

This spell has a reverse, *Cause Critical Wounds*, where the target will suffer 3d8+3 points of damage. The Cleric must be able to touch the target of the spell. To resolve this, a successful unarmed attack roll will have to be made before causing the damage. If the receiver is incapacitated though, you will not need to roll.

DISPEL EVIL

Range: 10 meters
Duration: 1 turn

All evil or undead creatures that are closer than 10 meters from the recipient of the spell will be forced to make a saving throw against spells to avoid being destroyed. However, if the creature succeeds the roll, instead of approaching the adventurer, it will flee. The spell caster can aim the spell at a single creature, in which case it will receive a -2 penalty to its saving throw. Additionally, *Dispel Evil* can be used to rid a companion of a curse of evil origin.

This spell's reverse, *Dispel Good*, works against lawful aligned creatures and has the opposite effects.

FLAMING STRIKE

Range: 20 meters
Duration: Instant

This spell will create a vertical column of fire, 2 x 2 meters, in a place designated by the Cleric. This column causes 6d8 damage to any creature within its range. If the creature succeeds an spell's saving throw, it will receive only half of the total damage.

INSECT PLAGUE

Range: 150 meters
Duration: 1 day

This spell will unite a swarm of insects into a dense cloud that gathers at a place designated by the Cleric. For the spell to work, the presence of insects in the environment is necessary. The bugs reduce visibility within the cloud to 3 meters in the area of effect, which measures 50 meters in diameter and 20 meters high. Creatures inside the cloud with

2 HD or less will flee in terror. The caster must concentrate to keep control of the swarm. If the caster is attacked or the insects move out of the spell's range, the swarm will dissipate.

MISSION

Range: 10 meters
Duration: Read below

Using this spell allows the Cleric to order the target to perform a mission. The mission can be anything, even activities that violate socially accepted laws. For every day that the creature is not dedicated solely to performing the entrusted mission, it will suffer a cumulative -1 penalty on all saving throws until completed. Any creature that does not accept the mission voluntarily is entitled to a saving throw against spell.

REVIVE THE DEAD

Range: 40 meters
Duration: Permanent

This spell will allow the caster to restore life to humans, elves, dwarves, gnomes and halflings. For the spell to be effective the revived creature must have been dead for 1 day per level of experience of the caster at most. This spell will not cause limbs to regrow; it will restore the body to the same condition it had before dying, which means that any poisoning or illness suffered will neither be cured. Once revived, the creature will only have 1 hit point and will not be able to fight or cast spells for a week. If the spell was cast on an undead, it must make a successful saving throw against spells in order to avoid instant destruction.

The reverse of this spell, *Death Ray*, can kill the living. The victim is entitled to a saving throw against death. If the saving throw is not successful, the creature will automatically die. The use of this spell is of chaotic nature, and may only be used by creatures aligned with Chaos.

TRUE VISION

Range: Touch
Duration: 1 assault per caster level

When cast, this spell will allow the recipient to see all the things around as they really are. Secret doors, traps, illusions, invisible objects or creatures, transmuted and polymorphed beings, or even auras can be seen. Additionally, it also concedes the ability to see the ethereal plane.

CLERIC SPELLS LEVEL 6

ANIMATE OBJECTS

Range: 10 meters
Duration: 1 assault per caster level

This spell will grant life and the ability to move to inanimate objects. They will also attack a target creature



if the Cleric orders them to do so. If the target object is currently in someone's possession, the owner can attempt a saving throw against spells in order to prevent the object from becoming animated.

The moving capability and attack power, as well as the AC and hit points, will depend on the object's weight, form, and composition. It is up to the Narrator to determine these characteristics.

BLADE BARRIER

Range: 10 meters

Duration: 3 assaults per caster level

At the time this spell is cast, a wall of sharp blades will appear. The blade barrier takes form at the point designated by the Cleric. Any creature attempting to traverse it will suffer 8d8 points of damage. The orientation of the blades may either be horizontal or vertical at the caster's discretion. To avoid being trapped, a creature within the barrier can make a saving throw against spell.

The size of the barrier varies from 1 square meter to 6 square meters, at the Cleric's choice.

FIND THE WAY

Range: Touch

Duration: 1 turn per caster level

This spell will allow the Cleric to find the shortest, most direct path into or out of a place, in or outdoors, on the surface or underground. This spell only works with specific locations, and does not work on a descriptive basis, i.e., to find the home of the Lich that has to be destroyed or the location of an artifact. The place must be on the same plane as the Cleric. Once cast, the Cleric will always know which way to take to reach the target location.

The reverse of this spell, *Lose the Way*, will make the target unable to find a location designated by the Cleric, even if it was previously known. A spell saving throw is allowed to check whether or not the spell is successful.

HEAL

Range: Touch

Duration: Instant

This spell will restore all lost hit points.

The reverse spell, *Damage*, is worth mentioning. To avoid its effect, the target must make a saving throw against death. If passed, the spell will only inflict 6d8 hit points, else the creature will immediately die. If the creature has more than 100 hit points, it will lose 10d10 hit points if the roll is failed, but it will not die.

PART THE WATERS

Range: 6 meters per caster level

Duration: 1 turn per caster level

The caster can cut a swath through a body of water 2.5 meters wide, 1 meter deep and with a length of 20 meters through an area covered by a body of water. The caster may end the spell at any time before the 6 turn limit. Once the spell is finished, the trail will disappear and everything will return to whatever state it was in prior to the spell's effect. This spell can be cast underwater as well, creating a column of breathable air instead of a path.

SUMMON ANIMALS

Range: 10 meters

Duration: 2 assaults per caster level

Using this spell Clerics may summon local animals to attack their enemies. A maximum of local animals equal to twice the Cleric's level can be summoned. For example, a level 10 Cleric, can create 20 HD worth of animals (consisting of 20 1 HD animals, one 20 HD animal, or any combination that adds up to 20 HD).

The conjured animals only serve to attack opponents designated by the Cleric. They will refuse to perform any other task. If the caster orders them to perform a different task, there is a 25% chance that they will turn against their master.

CLERIC SPELLS LEVEL 7

CONTROL THE WEATHER

Range: Self

Duration: 4d12 hours

The conjurer will be able to affect the weather as wished: rain, snow, a clear sky, etc. After 1d4 assaults from the spell, changes will start to affect a range up to 100 kilometers from the caster's location. The control will be limited to reasonable changes (snow cannot fall in a desert) and must be consistent with the usual climate of the area.

DIVINE SYMBOL

Range: Touch

Duration: 1 turn per caster level

Through this spell the Cleric will inscribe a glowing symbol on a surface, object and even in the air. Any creature that looks at the symbol at a distance closer than 10 meters will be required to make a saving throw against spell to avoid suffering the effects of the symbol.

There are different types of symbols. The Cleric decides which symbol is wanted at the time of casting it, among the following:

Pain: Those creatures that fail the saving throw will suffer tremendous pain, losing 2 points of Dexterity and suffering from a -4 penalty on attack rolls for 2d10 assaults.

Cowardice: Those who fail the roll will feel defeated and give up or flee the place without putting up a fight. This feeling will last for 3d4 assaults.

Charm: Creatures that fail the saving throw will become friendly to the Cleric for 1d20 assaults.

EARTHQUAKE

Range: 40 meters

Duration: 1 assault

This spell will cause a massive earthquake in an area equal to 1 meter in diameter per caster level, having its epicenter in the point designated by the Cleric. The effect lasts a single assault and affects everything in the area: creatures, objects, structures, vegetation, anything terrestrial or subterranean. Inert objects and buildings will only suffer half damage, while living creatures and vegetation will receive the whole damage until they make a successful saving throw, when this will be halved. This spell causes 20d6 points of damage to everything within its area of effect.

Additionally, it can produce more damage if collapsing objects are taken into account. A structure would collapse if it loses 50% of its total hit points. Buildings and constructions produce a damage equivalent to falling from an equal height.

HOLY WORD

Range: Self

Duration: Read below

Once this spell is cast, any evil creature within an area of 20 meters around the caster will suffer the following effects:

HD	Effect
12+	Deaf for 1d4 assaults, -2 to hit, 25% reduced movement
8-11	Stunned for 2d4 assaults, -4 to hit, 50% reduced movement
4-7	Paralyzed for 1d4 turns
3 or less	Dead

This spell has a reverse, *Evil Word*, and will have the same effect on lawful creatures.

REGENERATE

Range: Touch

Duration: Permanent

This spell will allow targets to have amputated limbs or organs in their body regenerated. This process requires only one assault if the severed parts are in the area. If they are

not to be found nearby, the process will take 2d4 assaults. Additionally, if the wounds are more than a day old and the missing parts are not present, the receiver has to pass a saving throw in order to be able to regenerate at all.

The reverse of this spell, *Necrosis*, will allow the Cleric to wither any body parts organs touched by the caster. If the target does not succeed at making a saving throw, the body parts will stop working the following assault and will become dust at the start of the next.

RESTORATION

Range: Touch

Duration: Permanent

This spell will make the recipient recover levels temporary lost during a battle. The restoration must occur within 24 hours after the loss in order to be successful at all. This spell also restores attribute points lost in a similar way.

The reverse of this spell, *Drain Energy*, is able to drain the level of the target touched by 1 level if the pertinent spell saving throw is failed. The caster must touch the target a successful unarmed attack roll.

RESURRECTION

Range: Touch

Duration: Permanent

Similar to *Raise the Dead*, this spell will work regardless of the time passed since the target died. Only a piece of the body is needed to carry out the resurrection. Upon resurrection, the recipient of the spell will be cured of any disease and all hit, and attribute points and abilities will be restored.

The reverse of this spell, *Destruction*, will destroy the victim and turn it into dust immediately. In order to make it work, the caster must touch the target, and make a successful unarmed attack roll.

Once the spell has been cast, the Cleric must rest one day per character level raised or destroyed, and will be unable to cast any more spells until then.

WALK ON AIR

Range: Touch

Duration: 6 turns per caster level

This spell will allow the Cleric and one companion per eight levels to transform into a gaseous cloud. Once transformed, magical winds will drive the cloud forward at a maximum movement rate of 20 meters. The cloud can move in any direction the Cleric wants. While in gaseous form, the Cleric and companions cannot perform any action other than moving, although they will be able to see their surroundings.





CHAPTER 6:

ADVENTURES AND MISADVENTURES

Many of the adventures in this game will occur in subterranean locations, known as dungeons. These places are complex structures, usually built underground, where adventurers can find rooms, halls, caverns, caves, passages, corridors, traps, secret doors and terrible monsters to be destroyed or stopped.

ADVENTURING GROUPS

To improve their chances of success, the adventurers join together to form groups of peers that will support each other to achieve their purposes.

Adventuring Groups or Parties usually consist of characters belonging to different classes as they will need the talent and contribution of all to come through the most unexpected and dangerous situations. For example, the Warriors will be able to charge into battle while Clerics heal their wounds and powerful Mages cast spells from a distance, having Thieves look for traps and secret doors at the same time.

Sometimes there will be not enough adventurers for the group to be able to undertake all the challenges presented.

For these cases, non-player characters (NPCs) can be hired to do the job. It is not advisable to let a player take on the roles of several characters at once. It is always preferable to create NPCs that can be controlled by the Narrator.

ORGANIZING THE ADVENTURERS GROUP

To organize an effective party it is preferable to choose a good and diverse combination of adventurer classes. As we already anticipated before, a good and archetypal four character group would consist of a Mage, a Cleric, a Thief/Halfling/Elf and a Warrior/Paladin/Dwarf. Once selected the adventurer classes, it is necessary to establish the order in which they will march, writing it down on a piece of paper to avoid possible disagreements during encounters. Depending on how narrow a passage may be, adventurers will have to walk in pairs or in a single file. Placing the strongest characters on the vanguard and rear of the group will be advisable, while the conjurers should stay in the center, protected by their companions. When exploring underground structures and intricate dungeons it will always be wise to draw a map to recreate where the action takes place and avoid getting



lost. To that end, it will always be useful to designate a skilled player as the group's cartographer, whose main task will be to draw the explored location map as the Narrator describes it during the course of the adventure.

MOVEMENT

During the game, while adventurers are exploring a dungeon, time will be measured in turns, as explained in **Chapter 4: Combat**. One turn is equivalent to 10 minutes of playing time. Some typical actions that can be performed by adventurers in one full turn are, for example, finding traps and secret doors. Keep in mind that movement through a dungeon must be conducted carefully, avoiding obstacles, trying not to activate trapping mechanisms and observing the surroundings with attention to detail. This cautious motion is called exploration movement.

REST AND RE-PROVISIONING

Exploring dangerous dungeons is definitely a strenuous activity, and that is why your adventurers will need rest to recover energies, feed and heal their wounds if necessary. Rest is also important for spellcasters such as Mages, Elves and Clerics as it allows them to have time to re-memorize spells cast during the day or to pray to their respective gods. For every 5 turns that adventurers remain active, fighting or exploring, they will need to rest for at least 1 turn. If they disregarded this advice and instead continued the exploration or the fighting, they would suffer a -1 penalty to attack and damage rolls until they rested for one full turn.

CARRYING CAPACITY

For the sake of simplicity, we decided for a straightforward approach to carrying capacity. Humans can carry a maximum of 40 kilograms, while elves and halflings can carry 30 kilograms at most. Dwarves, due to their sturdy constitution, can carry a load of 50 kilos. It is important to note the weight carried by each of the characters as it will

affect their speed, reducing their movement range if the transported weight proves to be excessive by surpassing the maximum specified for each race. Load is measured in kilograms and is calculated by adding the total weight of all the baggage carried by the adventurer, including armor, weapons and equipment. In the table you can see how the weight affects the movement range of an adventurer.

ILLUMINATION

Since many adventures will take place in the dark and gloomy depths of labyrinths and dungeons, adventurers must have adequate means to illuminate their surroundings. They will often use torches and oil lamps, which illuminate a 10 meter radius area. Torches burn completely in 6 turns, while oil lamps will provide lighting for up to 24 turns per load of oil. It is important to note that adventurers carrying torches, lanterns or any other light sources will not be able to surprise other creatures in the darkness, as the light will reveal their position.

DOORS

In many of the locations that will be explored, the party will find doors, gates, hatches and other analogous structures. Many of them will be hidden, camouflaged, concealed in the most unexpected places. Others will be securely closed by gates or intricate locks. However, any character can attempt to forcefully bypass a conventional closed door with a 1d6 roll. If the result falls within the range found on the character's *Tear down doors* ability it will mean that the adventurer has managed to break through the door. However, there will be doors that due to their own characteristics, size, or construction, will be impossible to force by this method, leading the adventurers to think of more subtle ways to bypass the problem, accepted at the Narrator's discretion.

Secret Doors may only be located when actively sought. The Narrator rolls 1d6 when a player declares the intention to look for secret doors. A result of 1 means that the adventurer will be successful and locate a secret door. Elves and Dwarves, because of their developed senses, are able to locate secret doors with a score of 1 or 2 on 1d6. An adventurer can try to find secret doors in an area only once. This action will take one full turn. This roll should be performed by the Narrator in secret, so that players have no way of knowing whether they did not manage to locate a possible secret door because they failed the roll or because there is none.

Occasionally, players will want to listen at a door to see if they can capture any suspicious sound from the other side. As conducted when searching for secret doors, the Narrator

MOVEMENT RANGE AND LOAD

Race	Movement Range	In combat	Running (not fighting)	Encumbered
Elf	40 m.	13 m.	80 m.	20 m.
Dwarf	20 m.	7 m.	40 m.	10 m.
Halfling	20 m.	7 m.	40 m.	10 m.
Human	30 m.	10 m.	60 m.	15 m.



will roll 1d6. A score of 1 will mean success. Thieves are individuals trained in this task, so the roll to determine if they succeeded is governed by the corresponding table.

TRAPS AND DISABLING TRAPS

Thieves have a special ability that allows them to detect and disable traps. However, adventurers from any other class can also look for conventional traps, provided they are not of a magical nature. All adventurers can detect traps with a result of 1 on 1d6 roll. Plus, Dwarves can also detect a trap rolling a 2 on 1d6, because of their racial familiarity with mechanics and engineering. Players must declare their adventurers are actively seeking traps before the attempt, and will need to be near the trap in order to locate it successfully.

This roll can be made only once at each place, and it will take a full turn to examine an specific location. It is recommended that the Narrator performs this roll in secret.

Each trap, either conventional or magical, has an activation mechanism. Every time that an adventurer acts in an area protected by a trap, the Narrator should roll 1d6 to see if it is activated. A roll of 1 or 2 indicates that the trap has sprung, with the pertinent consequences afterwards.

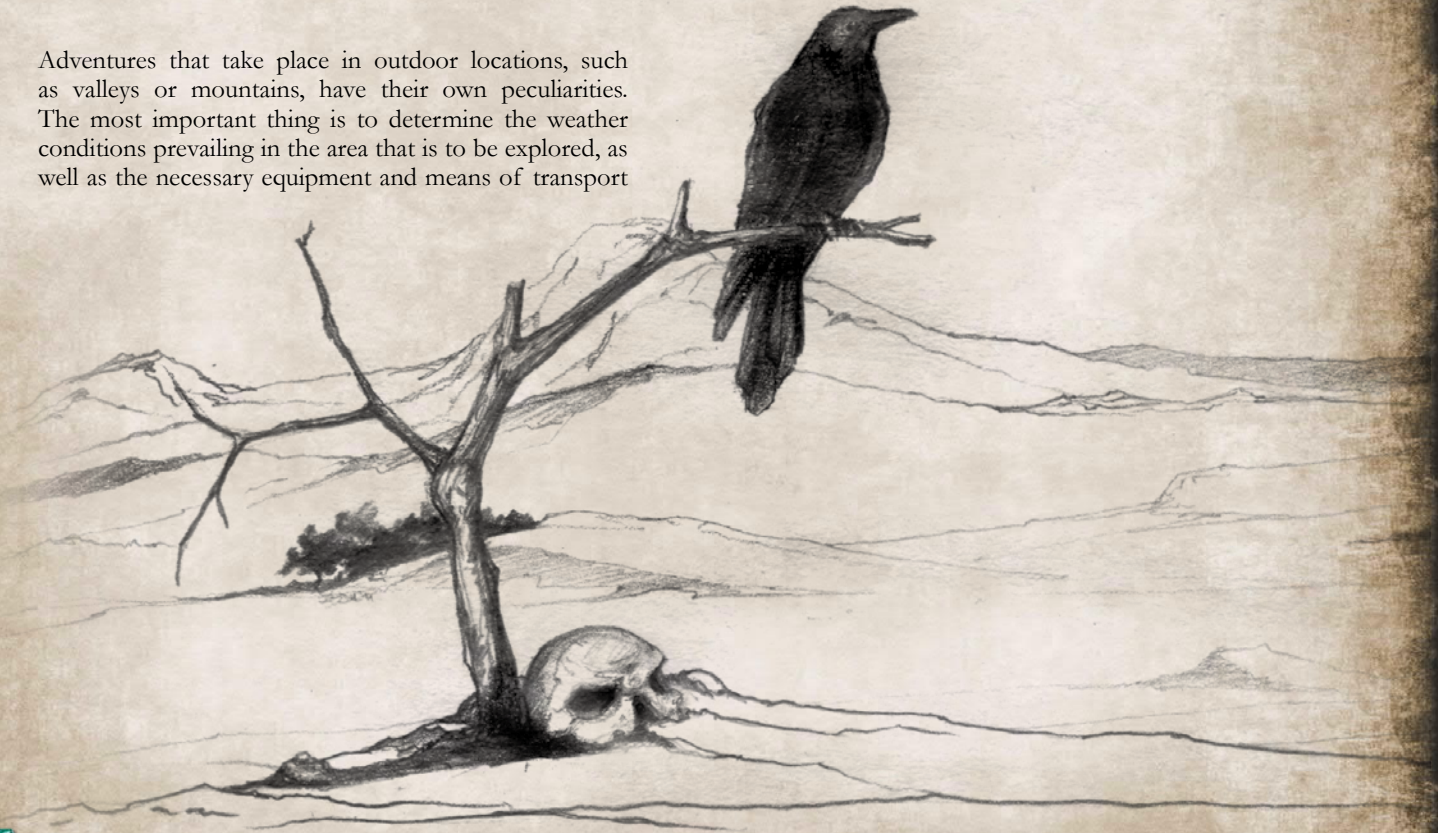
ADVENTURING IN THE OUTDOORS

Adventures that take place in outdoor locations, such as valleys or mountains, have their own peculiarities. The most important thing is to determine the weather conditions prevailing in the area that is to be explored, as well as the necessary equipment and means of transport

used by adventurers to move on open ground. Maps of outdoor areas are usually drawn on graph paper printed with grid or hexagons, each of them equaling to 5, 10 or 25 kilometers for mapping large areas. Logically, the Narrator will have designed a map of the area beforehand, so the course of the action and the geographical features can be conveniently controlled as the game progresses.

MOVEMENT DURING OUTDOOR ADVENTURES

The outdoor movement is measured in kilometers. The adventurers will be able to move daily the equivalent in kilometers to their movement range divided by 2. For example, an adventurer who has a movement range of 40 meters could walk 20 kilometers on a day. Logically, not all adventurers will be able to move at the same speed, so when traveling in a group they will be limited to cover the maximum amount of kilometers the slowest adventurer in the group can travel. Keep in mind that the adventurers will be able to cover those 20 kilometers provided they are under normal conditions, that is to say, as long as they walk along a path, or an area that is relatively clear and easy to transit. Different conditions will mean a reduction in the number of kilometers that can be possibly traveled in a day. The table below will help determine how far characters can go depending on the circumstances.



Terrain	Movement Adjustements
Desert hills, wooded areas	-1/3
Jungles, swamps, mountains	-1/2
Roads, open trails	+1/2

For example, according to the table we see adventurers that can normally travel 20 kilometers may travel 30 kilometers if they follow a well paved road (20 kilometers + 10 kilometers = 30 kilometers). Conversely, if the party must go through a swampy terrain that is difficult to traverse, their movement rate will be reduced to only 10 kilometers per day (20 - 10 = 10).

The Narrator's criterion can be used to reduce or increase these rates of movement according to the land that is being traversed. It is also possible to make a forced march, which would allow players to advance a maximum of 40 kilometers a day, though after such a grueling effort a whole day should be dedicated to rest.

These distances may seem short, but you have to take into consideration that the adventurers will have to carry heavy baggage, metal armor, various weapons and equipment, coins, treasure and dozens of objects of different kinds. Apart from this, they usually travel through uncharted terrain, full of monsters and other dangerous creatures, while being extremely attentive to what happens around them and trying not to drag attention.

GETTING LOST

When traveling through the countryside following a path, road or highway that is not well defined, it is always possible to get lost. The following table is provided to keep track of these situations. At the beginning of each day, the Narrator will make a percentage roll (two ten sided dice) and consult the table to determine whether the group loses the way or not.



Terrain	Possibility of Losing Direction
Plains	15%
Mountains or Hills	32%
Forest	32%
Sea	32%
Desert	50%
Jungle or Swamp	50%

CLIMBING

Except for Thieves, who are skilled in climbing, all adventurers must perform a Dexterity roll (DEX) when they attempt to undertake a difficult climb (see **Chapter 4: Characteristic Rolls**).

SWIMMING

As a norm, it will be assumed that all adventurers can swim, at least enough to stay afloat and move at a half movement range speed.

At the Narrator's discretion, a heavily loaded adventurer may sink. For example, an adventurer equipped with heavy armor, weapons and treasures has a 90% chance of drowning, while an adventurer equipped with light armor and baggage will only have a 10% chance.

The Narrator will require a Strength or Constitution roll before deciding if the player must roll to avoid drowning.

AIR TRAVELING

The adventurers might have the rare opportunity to ride flying beasts' backs or other arcane means that will allow them to travel long distances through the air. Depending on the weather conditions, they will be able to cover twice the total number of kilometers that would be possible for their movement rate by land.

HIRING HIRELINGS & MERCENARIES

In **Adventures in the East Mark** it is very important, whenever possible, to engage services of hirelings to lend a hand with the group's important and diverse tasks. For all intents of purpose, hirelings and mercenaries will be considered NPCs.



The number of hirelings that can be employed by an adventurer depends on the character's Charisma (CHA) modifier. We should notice that these helpers are not mere automatons or mindless slaves, on the contrary, they will try to be as loyal to their contracts as possible but will not tolerate abuses, neither accept senseless missions doomed to fail.

There are many locations where our adventurers will be able to hire good assistants, such as taverns, markets or other crowded places, temples, local warriors' guilds, et cetera. Once you have selected a possible candidate, a negotiation will be conducted, with the Narrator acting as the potential employee. Either party shall establish their conditions and will hopefully reach a deal that could materialize into a professional relationship that will be lasting and fruitful.

Keep in mind assistants can gain experience points and level up as adventurers do. Of course, they are to be taken into account at the time of distributing experience points if they have taken an active part in the adventure. Similarly, they will get their part in the distribution of the loot, if previously agreed as part of their contract.

The following table gives an idea of the fees for hiring assistants. This table can be used as an example.



HIRELINGS

Type of Mercenary	Monthly Salary (in Gold Pieces)				
	Dwarf	Elf	Goblin	Human	Orc
Commoner	-	-	-	1	-
Light Infantry. Equipment: sword, shield, leather armor	-	5	1	3	2
Heavy Infantry. Equipment: sword, shield, chainmail.	5	7	-	4	2
Crossbowman. Equipment: heavy crossbow, chainmail	7	-	-	5	3
Mounted Crossbowman. Equipment: Light Crossbow	20	-	-	-	-
Archer. Equipment: sword, short bow, leather armor.	-	12	4	7	5
Heavy Archer. Equipment: sword, longbow, chainmail	-	25	-	10	-
Mounted Archer. Equipment: short bow	-	35	-	15	-
Light Spearman. Equipment: spear, leather armor	-	25	-	10	-
Medium Spearman. Equipment: Spear, leather armor	-	-	-	15	-
Heavy Spearman. Equipment: spear, sword, plate armor	-	-	-	20	-
Direwolf Rider. Equipment: spear, leather armor.	-	-	6	-	-





JTA



CHAPTER 7:

MAGICAL OBJECTS AND TREASURE

Throughout their quests, adventurers will find all kinds of valuable items: jewelry, gems, money, magical weapons and armor. This chapter describes the different types of treasures to be found. It is up to the Narrator to determine what treasure is to be found when, and in what quantity.

Also, each monster has a “treasure value” in its description that will serve as a reference to determine the possible loot that it carries or is hidden in the monster’s lair. In the case of NPCs, the Narrator will decide what their possessions are in accordance with the NPC’s hit dice value.

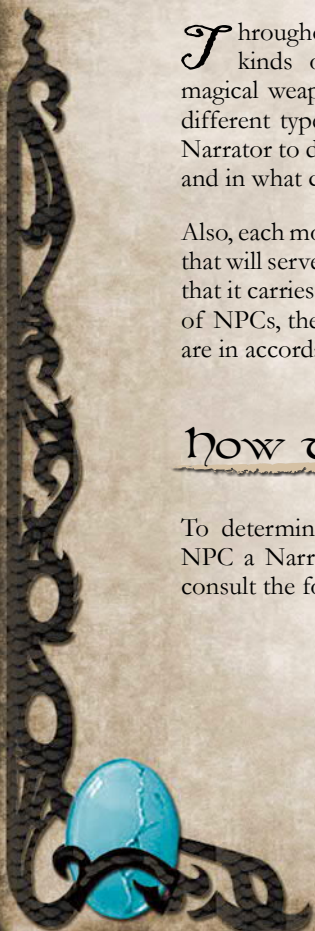
HOW TREASURE IS DETERMINED

To determine the treasure possessed by a monster or NPC a Narrator first needs to know their hit dice and consult the following table:

TREASURE

HD	Value	HD	Value
1	250	11	7,000
2	500	12	9,000
3	800	13	12,000
4	1,100	14	16,000
5	1,500	15	21,000
6	2,000	16	27,000
7	2,500	17	35,000
8	3,000	18	46,000
9	4,000	19	60,000
10	5,500	20	80,000

Upon determining the amount of gold obtained, the Narrator must convert the sum into treasures: choosing items worth the total value obtained, like gems, works of art, jewelry, money, weapons, armor, objects from the equipment table, wondrous objects, potions, parchments, wands,



scepters, staves, rings, magical weapons, magical armors, or anything else appropriate to the monster or character.

Lists with the value of the items available in game to use as loot will be provided throughout this chapter. The Narrator may introduce other invented objects, although it is recommended that magic items are carefully assessed, in order to minimize the risk of giving too much power to the adventurers, making them invincible.

The value in gold pieces in the table above can serve as baseline reference, as there are monsters and NPCs with the same HD that will carry more or less treasure, depending on the Narrator's criterion. Again, making too many magic objects available to the adventurers could make the characters too powerful and unbalance the campaign. The nature of these items must be remembered, they are something extraordinary, hard to find a rare, if not unique. As an example, it is not advisable that they can be acquired just bargaining with a merchant, letting the adventurers get all the magic items that cross their minds. As a rule, you can use chance as a way to decide: roll 1d6, a 1 or 2 result will mean the object in question is available; 3 or 4, that four weeks will be needed for it to be available, and 5 or 6, the item is plainly not available. The Narrator can always override this rule.

Occasionally the adventurers will find platinum pieces (pp), very rare, equal to 10 gold pieces.

TABLE OF MONETARY EXCHANGE

Coins	Copper	Silver	Electrum	Gold	Platinum
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

GEMS, JEWELS AND WORKS OF ART

There are a variety of non-magical treasures that players can find after an encounter: gems, jewelry and works of art.

The following table has examples of these types of treasure:

GEMS

Type	Value	Type	Value
Jasper	50 gp	Black Pearl	2,000 gp
Onyx	100 gp	Emerald	4,000 gp
Jade	200 gp	Sapphire	5,000 gp
White Pearl	500 gp	Ruby	7,500 gp
Aquamarine	1,000 gp	Blue Diamond	10,000 gp

NUMBER OF ENEMIES

There are two ways of adjusting the treasure when more than one creature is encountered:

- 1 - Calculating the treasure of a single creature and multiplying it by the total number of similar creatures encountered.
- 2 - Calculating all different treasures independently by creatures and adding their values to the total.

If the creatures are different, the treasures should be calculated individually following the second method.

MONEY

The most common currency in **Adventures in the East Mark** is the gold piece (gp). A gold piece is equal to 2 electrum pieces (ep) or 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp), as we saw in the monetary equivalence table on **Chapter 3: Equipment**.



WORKS OF ART

Type	Value	Type	Value
Silver Statue	50 gp	Gold Threaded Tapestry	2,000 gp
Gold Threaded Cape	100 gp	Ivory Carved Dragon	4,000 gp
Platinum Threaded Cape	200 gp	Silk and platinum mantle	5,000 gp
Jeweled Dagger	500 gp	Gold and platinum chess set	7,500 gp
Gold Silverware	1,000 gp	Ceremonial Cup with rubies	10,000 gp

JEWELS

Type	Value	Type	Value
Gold Ring	50 gp	Platinum Bracelet	2,000 gp
Silver Bracelet	100 gp	Pearl Necklace	4,000 gp
Gold Necklace	200 gp	Platinum Pendant with a black jewel	5,000 gp
Jade silver headband	500 gp	Emerald Necklace	7,500 gp
Ivory statuette	1,000 gp	Diamond Ring	10,000 gp

MAGIC ITEMS

Magic items are classified as major or minor depending on their value in gp. Minor objects are those with a value equal or less than 10,000 gp. Major items have a higher value.

There are different types of magic items that can be classified into: weapons, armor, shields, staves, scepters and wands, wondrous objects, scrolls and potions.

WEAPONS, ARMORS, AND SHIELDS

WEAPONS

Weapon	Value	Weapon	Value
Sharp	+2,000 gp	Detect Undead	+20,000 gp
+1 Weapon	+2,000 gp	Defensive	+40,000 gp
+2 Weapon	+10,000 gp	+4 Weapon	+40,000 gp
Light	+10,000 gp	+5 Weapon	+80,000 gp
+3 Weapon	+20,000 gp	Vorpal	+80,000 gp

ARMORS AND SHIELDS

Armor	Value	Armor	Value
+1 Shield	+2,000 gp	+3 Shield	+12,000 gp
+1 Armor	+2,000 gp	+4 Armor	+24,000 gp
+2 Armor	+6,000 gp	+4 Shield	+24,000 gp
+2 Shield	+6,000 gp	+5 Armor	+48,000 gp
+3 Armor	+12,000 gp	+5 Shield	+48,000 gp

Weapons generally have two different types of bonus, to attack rolls and to damage rolls, each one acting independently and following the same rules regarding value and stacking (see below). If only a modifier is mentioned, it will always be considered to be related to attack roll.

All armors, weapons and shields can provide a maximum bonus of +5. Special qualities count as a +1 each, for example, a vorpal sword will have a value of 80,000 gp (vorpal) + 40,000 gp (bonus) and will have a +4 bonus at most. These bonuses are applicable to any type of conventional weapon and armor. *For example, the Narrator could apply a +3 modifier (worth 30,000 gp) to any kind of conventional equipment. It could be a +3 (to attack rolls) axe or a +3 (to damage) dagger. Same works for armors and shield. For 42,000 gp, the Narrator could provide a scimitar with a +4 bonus to attack rolls (40,000 gp) and +1 bonus to damage rolls (2,000 gp).*

SHARP

It is sometimes convenient to grind a weapon, especially those with a cutting edge, to avoid losing offensive capabilities. At the Narrator's discretion, some sort of penalty could be imposed on adventurers that do not take care of their weaponry.

DETECT UNDEAD

A weapon with this ability glows when there is any undead within a 15 meters radius.

DEFENSIVE

A weapon with this trait grants a +2 bonus to the bearer's armor.

LIGHT

The weapon gifted with *Light* glows brilliantly as if it was under the effects of the spell of the same name.

VORPAL

A vorpal weapon doubles the chances to get a critical roll. If the adventurer rolls a 19 or 20 on the attack roll, a critical hit is scored. Additionally, the 1d20 is rerolled. On a

result of 19 or 20, a fatal blow will hit the creature and it will immediately die.

RINGS

Ring	Value	Ring	Value
Protection +1	2,000 gp	Invisibility	20,000 gp
Feather Fall	2,200 gp	Resistance to the Elements	44,000 gp
Swim	2,500 gp	Store Spells	50,000 gp
Protection +2	8,000 gp	Three Wishes	97,950 gp
Protection +3	18,000 gp	Command Water Elementals	200,000 gp

PROTECTION (+1, +2, +3)

This ring looks simple and without ornaments. It grants the bearer a bonus of +1, +2, or +3 to armor, depending on the specific ring.

FEATHER FALL

This object looks like a normal gold ring. On the inside, there is an engraving that represents three feathers. In case of falling from a height greater than 2 meters, it will allow the bearer to float like a feather after pronouncing the command word, avoiding all the possible damage produced by the fall.

SWIM

This ring is made out of coral. It allows the bearer to swim without taking into account the weight correspondent to equipment, the fatigue or even the fact that the adventurer could not swim before.

INVISIBILITY

It appears to be a conventional silver ring, but this magical ring allows to turn invisible as if the spell of the same name had been cast on the owner of the ring. This power can be used up to three times a day.



RESISTANCE TO THE ELEMENTS

There are a total of five different types of rings depending on the kind of energy they counteract. They give the wearer a resistance of 20 hit points against the damage caused by the corresponding energy type. Each ring provides a different type of resistance: fire, cold, electricity, acid or sound.

For example, if an adventurer is hit by a thunderbolt cast by an evil Mage, which normally would cause 28 points of damage, the adventurer will ignore the first 20 points of damage and only receive 8. Had the attack caused 16 points of damage, the adventurer would receive no damage because of the resistance granted by the ring.



STORE SPELLS

This object appears to be an old copper ring. It allows the wearer to store a maximum of three spells. The conjurer must be able to cast all the spells beforehand. The ring cannot store more than one spell of the same level. For example, at first level it can only store a single 1st level spell and at level 5 it can store one level 1 spell, a level 2 spell, and a third level 3 spell.

THREE WISHES

Forged in platinum and embedded with three rubies, this ring will concede the bearer three wishes with the same limitations as the spell of the same name. Every time a wish is granted, one of the rubies is consumed and disappears.



COMMAND WATER ELEMENTALS

This ring forged in a strange blue metal, allows the bearer to summon a water elemental once per day, using the appropriate command word. The elemental will remain until its hit points are reduced to zero or the ring bearer commands it to return it to its home plane using the same command word.

STAVES, SCEPTERS AND WANDS

STAVES, SCEPTERS AND WANDS

Type	Value	Type	Value
Wand of Immobilize Person	4,500 gp	Thunder and Lightning Scepter	33,000 gp
Wand of Magic Missile	6,750 gp	Staff of Light	48,250 gp
Marvelous Scepter	12,000 gp	Staff of Defense	58,250 gp
Wand of Lightning	13,500 gp	Scepter of Govern	60,000 gp
Wand of Heal	21,000 gp	Staff of Power	211,000 gp



STAVES

DEFENSE

Made of very resistant oak, gives the bearer the use of the following spells (as if enacted by a 12th level caster):

- Shield (1 charge)
- Wall (1 charge)
- Shield that protects against magic (3 charges)

In addition, when the carrier holds the staff with one hand, a +2 bonus armor will be granted.

LIGHT

A platinum plated wood staff inlaid with gold, etched with blazing suns, this staff grants the wielder the use of the following spells, (as if enacted by an 8th level caster):

- Permanent Light (1 charge)
- Light (1 charge)
- Dispel Magic (3 charges)

If used as a weapon, it causes double damage against undead and creatures affected by sunlight.

It also grants a +1 bonus to attack rolls.

POWER

This staff is forged in mithril, a rare and nearly indestructible metal, inlaid with gold and silver and with a diamond incrustation at the tip, this staff grants the bearer the use of the following spells, (as if cast by a 15th level caster):

- Magical Missile (1 charge)
- Levitate (1 charge)
- Electric Ray (1 charge)
- Fireball (2 charges)
- Resistance to Cold (3 charges)

Also, the user gains a +2 bonus to all saving throws and a bonus of +3 to attack rolls if used as a weapon.

SCEPTERS

SCEPTER OF GOVERN

Magnificent appearance scepter, just the materials in which it is manufactured are worth 5,000 gp. It allows the bearer to obtain the obedience and loyalty of all the creatures in a radius of 100 meters. All creatures are entitled to a saving throw in order to avoid being subjugated to the scepter's power. Those who fail the roll will see the adventurer as their ruler, but will not follow orders contrary to their alignment. The scepter can be used for up to 10 hours before running out of power and becoming just another ornamental scepter.

MARVELOUS SCEPTER

This simple looking scepter, which looks like a simple piece of forged metal, is unpredictable and triggers one of the following random effects when used (a d100 roll must be made, see **page 11**):

- 1-20% Immobilizes the target for 10 assaults. The creature is entitled to a saving throw against spells which, if successful, cancels the effect.
- 21-40% A lightning bolt is cast at the target, causing 6d6 HP. A saving throw may reduce the damage by half.
- 41-60% The bearer of the scepter becomes invisible.
- 61-80% Launches a fireball that explodes and causes 6d6 points of damage to the target and everything within a radius of 3 meters from the center of the explosion. A successful saving throw may reduce the damage by half.
- 81-100% The target becomes blue, which causes confusion for three rounds (penalties of -2 to armor and attack rolls).

THUNDER & LIGHTNING SCEPTER

Forged in an alloy of iron and silver, this scepter can be used as a +2 light mace.

Also, it provides the bearer with the following powers:

Thunder: once a day, at the holder's discretion, it strikes as a +3 light mace and, if the attack is successful, the target becomes deaf for three assaults.

Lightning: Once per day, at the holder's discretion, it adds up an extra 3d6 of electrical damage upon hitting.



WANDS

HEAL

Each use of the wand allows the caster to heal 3d6 HP.

IMMOBILIZE PERSON

Each use of the wand casts the *Immobilize Person* spell on a creature designated by the wielder (as if cast by a 7th level Mage).

MAGIC MISSILE

Each use of the wand will throw a magic missile at a designated target (as the Magic Missile spell cast by a 12th level Mage).

LIGHTNING

Each use of this wand will throw an electrical ray at a creature designated by the carrier (as the *Electric Ray* spell cast by a 15th level Mage).

WONDROUS OBJECTS

WONDROUS OBJECTS

Object	Value
Quiver of Weit	1,800 gp
Sack of Fistan	2,000 gp
Tiara of Intellect	4,000 gp
Gauntlets of Dexterity	4,000 gp
Gauntlets of Strength	4,000 gp
Chain of Wisdom	4,000 gp
Foldable Boat	7,200 gp
Elven Boots	12,000 gp
Night Glasses	12,000 gp
+4 Armbands	16,000 gp
Figurine of Wondrous Power	20,000 gp
Stone of Good Luck	20,000 gp
Spider web Rope	21,000 gp
Tunic of Hypnotic Powers	27,000 gp
Tunic of Bones	52,000 gp
+8 Armbands	64,000 gp
Helm of Transportation	73,500 gp
Tunic of the Archmage	75,000 gp
Toga of Spell Resistance	90,000 gp
Braziers of Fire Elementals	100,000 gp

ARMBANDS (+4, +8)

The Armbands have the appearance of ornamental bracelets. They grant the wearer a -4 or -8 modifier to AC. Keep in mind that this benefit to the AC does not apply if the adventurer is already wearing armor.



BRAZIER OF FIRE ELEMENTALS

This metal basket looks like any other brazier, but once lit, a fire elemental appears. The elemental, who obeys the brazier's owner, will remain faithful and obedient until its hit points are reduced to zero or the coals that serve as

fuel expire. The brazier can summon a single elemental once a day.



CHAIN OF WISDOM

This neck chain consists of a string with an embedded pearl. When worn, it grants a +2 bonus to Wisdom.



ELVEN BOOTS

These boots of elven origin are indistinguishable from regular boots, but they allow the wearer to move at triple their normal speed for an hour up to three times a day.



FIGURINES OF WONDROUS POWER

Each of these figurines has the appearance of a tiny statue, about 30 cm of height. If an adventurer tosses the figurine at their feet while pronouncing the command word, it becomes the real animal the figurine is modeled after.

CLAY DOG

After the command word is spoken, a dog large enough to ride on appears. Endowed with intelligence, it can communicate with its master. It can be used once a day for an hour. If the dog were to die during combat, it will not be available to be summoned for five days.

IVORY LIONS

These statues always appear in pairs, and transform into adult male lions with the characteristics listed in the monsters chapter. They can be used once per day for an hour. If either of the lions dies during combat, no lion will be able to be summoned for five days thereafter.



FOLDABLE BOAT

After pronouncing the word of command, this small wooden box transforms into a boat with a pair of oars, an anchor, sail, and a mast. It can carry up to five humanoid creatures and can navigate at a movement range of 3 meters per assault.

A different command word turns it into a barge with six seats, an anchor, cockpit, and a single mast and sail. It can carry up to fifteen humanoids. With a third command word, the boat or barge returns to its box shape.

GAUNTLETS OF DEXTERITY

These leather gloves of excellent manufacture give the wearer a +2 bonus to Dexterity.



GAUNTLETS OF STRENGTH

These hard leather and metal riveted gloves look rudimentary, but give the owner a +2 bonus to Strength.

HELM OF TELEPORTATION

It appears to be an old, dented, rusty helmet; however it grants the one wearing it the ability to teleport twice a day, in a way similar to the spell of the same name.



NIGHT GLASSES

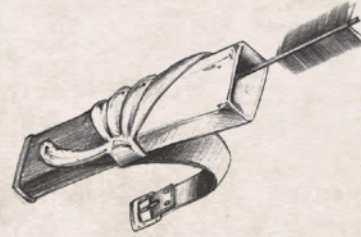
It consists of two dark lenses attached to a simple copper frame. When worn, the wearer will receive infravision ability within a range of 20 meters.



QUIVER OF WEIT

It looks like a conventional quiver, with the exception of a small illustration inside which shows the bearded face of a dwarf. After placing a single arrow inside, the bearer will be able to draw an infinite amount of arrows from the

quiver. If the arrow were magical, the first arrow drawn would be enchanted and the rest regular ones.



SACK OF FISTAN

It resembles a leather pouch that has been waterproofed with hardened wax. However, this marvelous object hides a huge dimensional space inside that can accommodate many objects, up to a maximum of 500 kilograms weight. To the adventurer's perception, the Sack of Fistan will never weight more than 30 kilograms, regardless of the load stored inside.

SPIDERWEB ROPE

It looks like a normal spool (12 meters) of hemp rope. However, to the holder's order, the rope unfolds itself towards the target, with the intention of ensnaring the target (as the *Web* spell cast by a 12th level Mage).

STONE OF GOOD LUCK

This highly polished obsidian stone grants the owner a +1 bonus to all saving throws. Once a day, it allows the holder to re-roll a saving throw. This second roll is final, even if the result is worse than the first.

TIARA OF INTELLECT

This is a jewelery chain with a single gem at the center of it which is worn on the head. Once worn, the carrier improves his Intelligence score by two points. Removing the headband removes the bonus.

TOGA OF SPELL RESISTANCE

This garment is worn over armor or other clothing and grants the wearer a +4 bonus to saving throws against spells.

TUNIC OF BONES

This black tunic appears to be a totally normal garment. Only a close look will reveal that the figures embroidered on the fabric represent several living dead. During each combat assault the wearer can touch one of the embroideries and the being, usually a skeleton or zombie, will appear and obey orders until it runs out of hit points or it is dismissed by the tunic owner. Dismissing the undead early does not provide any additional use of that figure, as each one can only be



used once before the tunic's power is consumed. The Narrator will decide the number and type of undead creatures represented in the embroidery.



Possible choices are:

- Skeleton
- Zombie
- Ghoul
- Shadow
- Mummy

TUNIC OF THE HYPNOTIC POWERS

This tunic creates a colored pattern on its surface that is able to hypnotize whoever observes it and fails a saving throw against spells. If so, that person will remain stunned for 1d12 assaults.

TUNIC OF THE ARCHMAGE

The tunic can be different colors according to the alignment: white (lawful), gray (neutral) or black (chaotic). If the tunic's wearer does not belong to the same alignment than the garment, it will mean an effective loss of three levels while wearing it. Conversely, if the alignment matches and the wearer is a Mage or Elf, the tunic will grant the following benefits:

- -5 modifier to AC
- Grants one more spell per level to the list of daily spells.
- +4 bonus to all saving throws



SCROLLS

Scroll	Value
Level 1	50 gp
Level 2	200 gp
Level 3	400 gp
Level 4	800 gp
Level 5	1,500 gp
Level 6	2,500 gp
Level 7	4,000 gp
Level 8	6,000 gp
Level 9	9,000 gp
Resurrection	25,000 gp
Wish	50,000 gp

The table reflects the cost of inscribing a spell, in gold pieces. These values are illustrative and may be changed at the Narrator's discretion.

POTIONS

Potion	Value
Remove Fear	50 gp
Neutralize Poison	300 gp
Invisibility	300 gp
Cure Minor Wounds	300 gp
Levitate	300 gp
Breathe Underwater	750 gp
Fly	750 gp
Cure Disease	750 gp
Heal	10,000 gp
Resurrection	25,000 gp

Potions work like the spells of the same name.





CHAPTER 8:

MONSTERS

Adventurers will have the opportunity to visit fantastic places, solve complex puzzles and meet enigmatic characters. But they will also have to face multiple dangers during their quests and battle monstrous creatures of great power, whose presence may make the most seasoned fighter tremble.

In this chapter you will find the guidelines necessary to create those creatures so they make your world come alive. For the players, these beings will also serve as a reminder of the importance of staying alert when facing the hardships of their journey.

On the following pages a variety of monsters are listed, sorted by alphabetical order. The Narrator is free to use them as needed.

Each monster entry has a table of numerical characteristics and a general description. Neither features or the description are immutable. The Narrator can alter the data as it seems to be appropriate to better suit the story. Suggestions to take into account when doing so are described below.

NAME

It is the word that is commonly used to refer to a specific creature. Some monsters can be known by different ones, depending on who names them and the region where the adventurers are.

ARMOR CLASS (AC)

This numerical value reflects the protection that the monster possesses to withstand attacks. It includes various data, such as the hardness of the creature's skin, the reflexes that allow it to dodge blows and any armor it may wear. Some other adjustments might be produced by magical abilities or items which will make the monster particularly invulnerable to specific attacks. The numeric value on the table, then, will change depending on whether the creature is wearing that certain armor or not, or has lost its magical skill.



HIT DICE (HD)

This value determines the creature's hit points, expressed as a quantity of eight sided dice. For example 'Hit Dice: 3' means that 3d8 are rolled to determine how many hit points the creature has.

It is worth noticing that creatures may have bonuses or penalties to their HD which need to be taken into account. Regardless of the total result, all monsters will have at least 1 hit point. *For example 'Hit Dice: 5 + 7' means that 5d8 are rolled and then 7 are added to determine how many hit points the creature has.*

Finally, the hit dice also determines the level of the creature. The number of hit dice corresponds to its level, an important number to consider when the Narrator is planning quests and campaigns viable to the adventurers. While not every monster should be equal to or beneath the party's average level, not every monster needs to be utterly overpowering. Unless, of course, it is something intentional.

MOVEMENT

Movement range is the speed at which a monster can move, measured in meters. Occasionally, there may be a second rate which determines a special method of travel, for example, flying, swimming or climbing.

ATTACK

Attack refers to the number and nature of the attacks the monster can perform during an assault. Sometimes they will be followed by a special attack that a creature can make. Specific effects are further detailed in the description.

DAMAGE

When a monster hits its target, a certain amount of damage is inflicted. This value determines how many dice must be rolled in order to calculate that damage. When a monster has more than one attack, the damage dice will follow the same order as the attacks. Some monsters can perform special attacks with varying results. Occasionally, some of these effects can be avoided by making a saving throw, as showed in the description. A few special effects are listed below.

Blindness: Loss of vision that can be the result of certain attacks and magical effects, it is also considered that a character without infravision fighting in the dark is virtually blinded. Adventurers under this condition suffer a -4 penalty on all attack rolls and can only move at half their normal speed. In the same way they will not be able to defend properly, so a +4 bonus is also added to the rolls of the ones attacking them.

Charm: Some monsters are able to beguile adventurers in a similar way than the *Charm Person* spell. Characters under this effect will be confused and unable to make decisions clearly. They will simply obey the commands of the creature that cast the spell and may feel an uncontrollable desire to protect it from any harm. A charmed adventurer is too confused to cast spells or use magic items that require concentration. If the monster loses concentration or dies, this magical influence ceases immediately.

Energy Loss: This is a dangerous type of attack that results in the loss of levels. Consequently, it also means a loss of all the bonuses, abilities and benefits that were granted when the adventurers leveled up. As a rule, they will suffer a -1 penalty to attack and saving throws, and a +1 modifier to AC. There is no cure against this condition, and only high level clerics can reverse the damage caused using the *Restoration* spell (page 71). One blow of this attack translates into one level less. A 1st level adventurer hit by this special attack will immediately die.

Imprison: Some monsters can imprison their victims, either with their mouth, pincers, or the like. Imprisoned characters may make a Dexterity roll to try breaking free. To make this roll they add the Dexterity bonus to the result of 1d6 roll. A 5-6 result means getting rid of the grip. Otherwise, the adventurers will remain trapped and suffering damage until the following assault without the monster having to make any attack roll.

Paralysis: A character hit by this paralyzing effect will be completely immobilized and unable to perform the slightest movement. The adventurers will be aware of what is happening around them, but they will be unable to move or act (including talking or casting spells) until the effects subside. All attacks made against a paralyzed adventurer will automatically hit, only damage rolls need to be rolled. Unless indicated otherwise, the effect lasts 1d8 assaults or until a Cleric cancels the paralysis with magic.

Poison: Adventurers subject to poisoning will usually end up dying if they are unable to pass a saving throw against poisons. To counteract this fatal condition, victims can be healed with magic spells which can slow down the damaging effects of the toxins. The instant dying may also be substituted by a gradual loss of HP while the character stays under the poison's effects. *For example, a snake bite deals 1d6 points of damage, with an additional 1d4 points during each subsequent assault while the adventurer is still poisoned. The effect can last for a certain number of assaults, until the victim dies or is healed by magical means.*

SAVING THROWS

Similar to the adventurers, monsters can avoid or reduce the effects of some attacks by making saving throws. A letter and a number shows the way each monster works in these situations. The letter indicates the adventurer class the monster emulates in order to succeed in a saving throw, and the number tells the correspondent level. For example, a W1 on the list indicates that the monster must roll a saving throw as if it were a 1st level Warrior, C2 means the creature will roll saving throws as



a 2nd level Cleric and, an M3 indicates that the monster saves as a 3rd level Mage.

MORALE

This value is the way to measure the monster's reaction when encountering adventurers. It is an optional rule explained in **Chapter 4: Combat** and is used to determine if the monster flees, surrenders or fights to the bitter end.

TREASURE VALUE

Most of the monsters guard a certain amount of treasures that, to simplify, is reflected in gold pieces. To determine the monster's possessions, follow the instructions in **Chapter 7: Magical Objects And Treasure** to decide the specific items a monster will have. Occasionally, some creatures will have no possessions, as described on the list as "None."

If the treasure value is written in parentheses, it means it will be found on the creature's body. Otherwise, the loot will be kept in its lair.

ALIGNMENT

This value is a reference to a monster's attitude. It also serves as a guide to the Narrator on how it will behave. They may be lawful, neutral or chaotic, as explained in **Chapter 1: Introduction**. Generally, unless stated otherwise, animals are neutral and act on instinct, either fleeing or protecting themselves and their territory.

XP VALUE

This amount is the rewarded experienced that adventurers will get from defeating monsters. However, the Narrator may alter this amount based on the circumstances surrounding the encounter.

MONSTER LIST

Aboleth

Armor Class: 5
Hit Dice: 6
Movement: 40 meters
Attack: 4 tentacles + special
Damage: 1d6 / 1d6 / 1d6 / 1d6
Saving Throw: W8
Morale: 7
Treasure Value: None
Alignment: Chaotic
XP Value: 600

The Aboleth is an evil creature that inhabits the darkest depths of the sea. Its body resembles a huge prehistoric fish and some specimens may reach up to 10 meters of length and exceed 3,000 kilograms of weight.

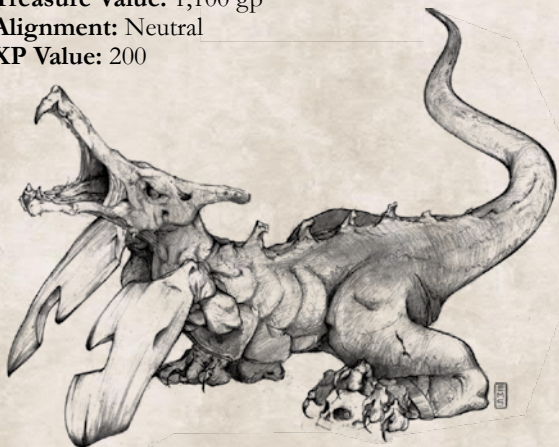
It is an intelligent creature that hates anything and anyone who does not belong to the aquatic world. Three times per day, it is able to induce a state similar to the *Charm Person* spell. Victims may make a saving throw against spells to try avoiding these effects.

Its body has four long tentacles to strike enemies and, in addition to the damage caused, each successful strike will mean the prey will have to make a saving throw against poison, or suffer an agonizing infection by a type of purulent mold (called espumario by some fishermen unlucky enough to suffer it). For the next 1d4 days, the victim of the attack will begin to ooze yellow mold and will eventually transform into a viscous mass of fungus and die if not healed by a *Cure Disease* spell.



ANKHEG

Armor Class: 5
Hit Dice: 4 + 2
Movement: 12 meters
Attack: 2 pincers / 1 bite
Damage: 1d10 / 1d10 / 1d8
Saving Throw: W3
Morale: 7
Treasure Value: 1,100 gp
Alignment: Neutral
XP Value: 200



Ankhegs are monstrous creatures that travel through the interior of the earth and surprise their victims emerging from the ground. Its physical appearance is reminiscent of a huge lizard, but instead of front claws, it bears two pincers used to burrow underground and pinch their enemies. Its head is slightly more elongated than that of a dragon and its muzzle is harder and more consistent.

Their preferred tactic is to hide themselves under the ground and surprise the unwary. Its presence is betrayed when the ground begins to shake and its two huge pincers emerge. While using this tactic, the ankhegs will always surprise the adventurers and gain the initiative.

Ankheg pincers are extraordinary dense. When an ankheg hits an enemy with them, besides the damage received, the adventurer will be imprisoned by these tongs and ultimately will be scissored in half unless liberated in 2d8 assaults. While the adventurer remains held, damage will be suffered every consecutive assault.

BALOR (DEMON)

Armor Class: -2
Hit Dice: 8 + 7
Movement: 20 meters
In flight: 50 meters
Attack: 1 (sword or whip)
Damage: 1d8+1 or 1d6+3d6 from fire
Saving Throw: W10
Morale: 10
Treasure Value: 6,000 gp
Alignment: Chaotic
XP Value: 1,890

Among the broad spectrum of existent demons, Balors are certainly the most fearsome of all. They are the lords of the Underworld. They are the fiercest adversaries in battle as well as the ones that lesser demons pay homage to out of fear of their fury.

Their appearance is shocking and whoever stands before their frightful presence must make a successful saving throw against paralysis or suffer immobilization for 1d4 assaults due to fear.

They are gigantic demons that tend to surpass a 3 meters height. Their skin is red and black, pocked and scarred by multiple magical runes. They are usually armed with an enormous magical sword in one hand and a whip of pure fire in the other. They always occupy command positions and tend to be in charge of armies of subordinate demons.

They have the ability to cast spells as a Mage with the same level as their hit dice. For example, a Balor with 8 HD, as reflected here, can cast spells like an 8th level Mage.



BEAR

All adventurers should know that bears can be powerful rivals. They are animals of extraordinary strength that can knock down a Warrior with a single hit. If a bear reaches its victim with its two claws, the victim is considered to be under a bear hug and will receive 2d8 extra points of damage on that assault.

BLACK

This variety of bear distinguishes itself by its thick black fur. They do not tend to be aggressive unless cornered or when their cubs are threatened. On those occasions, the bear will fight to the death.

BROWN

They can be found in forests and mountains. They are more aggressive than black bears when their territory is invaded and can pursue invaders out of the forest borders.

POLAR

Polar bears have white fur and enormous claws that allow them to walk through the snow at ease. They are expert swimmers and their basic diet consists of fish and meat. Some can be taller than 2 meters in height.

CAVERN

This is the most ferocious of all bears. Their height is around 4 meters and they possess a dark brown coat. They tend to be found in recondite locations such as caverns and forgotten places. Armed with an infallible sense of smell and the ability to move through large distances searching for food.

BEARS

	Black	Brown	Polar	Cavern
AC	6	8	6	5
HD	4	5	6	7
Movement	12 meters	12 meters	12 meters	12 meters
Attack	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite
Damage	1d4 / 1d4 / 1d6	1d4 / 1d4 / 1d8	1d6 / 1d6 / 1d10	2d4 / 2d4 / 2d6
Saving Throw	W2	W2	W3	W3
Morale	7	10	8	9
Treasure	1,100 gp	1,500 gp	2,000 gp	2,500 gp
Alignment	Neutral	Neutral	Neutral	Neutral
XP Value	125	300	500	850

BERSERKER

Armor Class: 7

Hit Dice: 1 + 1

Movement: 12 meters

Attack: 1 weapon

Damage: caused by weapon

Saving Throw: W3

Morale: 12

Treasure Value: 100 gp (150 gp)

Alignment: Neutral

XP Value: 19

The berserker is a type of barbarian that lives to make war and plunder without mercy. His dormant fury awakens when in combat, in a wild frenzy that turns the berserker into an uncontrolled beast able to attack everything around him, even his own comrades.

Once the battle begins nothing can stop them. When confronted with humans, or humanoid creatures, berserkers receive a +2 bonus to damage.

BIG FELINES

The big felines can be found, usually, inhabiting plains, jungles and forests. Felines are known for their great speed and strength.



BIG FELINES

	Lion	Mountain Lion	Panther	Tiger	Sabertooth Tiger
AC	6	6	4	6	6
HD	5	3+2	4	6	8
Movement	15 meters	15 meters	21 meters	15 meters	15 meters
Attack	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite
Damage	1d6 / 1d6 / 1d10	1d6 / 1d6 / 1d8	1d6 / 1d6 / 1d8	1d6 / 1d6 / 2d6	1d8 / 1d8 / 2d8
Saving Throw	W3	W4	W2	W3	W5
Morale	9	8	8	9	10
Treasure	1,500 gp	800 gp	1,100 gp	2,000 gp	3,000 gp
Alignment	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value	175	50	75	275	650

LION

They are the ultimate hunters. They tend to gather in large prides and have a keen nose for detecting intruders that invade their territory.

MOUNTAIN LIONS

Similar to lions, mountain lions tend to be more daring, and sometimes, they can be located in dark dungeons and underground caves.

PANTHER

It is the most agile cat of big felines. Inhabits the great steppe regions and has a knack for climbing trees.

TIGER

With its striped skin, tigers usually camouflage well in the woods. When a tiger hunts in the forest, its prey is often surprised on the result of a 1-4 on 1d6.

SABERTOOTH TIGER

This ancient feline species is the largest of all. It has two huge tusks growing out in the jaws used to tear and rend their prey. There are few in number and it is rare to meet them.

CARRION WORM

Armor Class: 7
Hit Dice: 3 + 1
Movement: 12 meters
Attack: 8 tentacles
Damage: paralysis
Saving Throw: W2
Morale: 9
Treasure Value: 800 gp
Alignment: Neutral
XP Value: 75

This huge worm can reach up to 3 meters length and a diameter of 1 meter. It moves by crawling with considerable speed both on the ground and other surfaces like walls or ceilings. It will eat anything that it is able to catch with eight long tentacles that come out of its mouth. If a tentacle strikes a target, the victim will be paralyzed and ultimately eaten in three assaults unless the worm is attacked. The victim is entitled to a saving throw against paralysis to try to break free. The paralysis will end after 8 assaults if not cured by magic before, assuming the victim is still alive. It is unlikely to find carrion worms outside dark damp caves or dungeons

CHIMERA

Armor Class: 4
Hit Dice: 9
Movement: 40 meters
In flight: 60 meters
Attack: 2 claws / 3 heads + breath
Damage: 1d4 / 1d4 / 2d4 / 1d10 / 3d4+3d6
Saving Throw: W9
Morale: 9
Treasure Value: 9,000 gp
Alignment: Chaotic
XP Value: 2,300

The chimera is a horrible magical combination of different creatures. It has three heads (Lion, Goat and Dragon) and its body also shows signs of this abominable combination. During their attack, the head of the goat goes, the lion bites and the dragon can bite or launch its breath weapon (a cone 15 meters long and 3 meters wide that causes 3d6 damage). The chimera can only use its breath weapon 3 times a day.





COCKATRICE

Armor Class: 6
Hit Dice: 5
Movement: 27 meters
In flight: 54 meters
Attack: 1 peck
Damage: 1d6 + petrification
Saving Throw: W5
Morale: 7
Treasure Value: 1,300 gp
Alignment: Neutral
XP Value: 425



The cockatrice are creatures similar to big farm birds, so they are often overlooked, although their toothed beak and eagle's wings reveal their dangerous and magical nature. In fact, the cockatrice is a creature from another plane that can petrify with a single peck from its beak. The victim must succeed a saving throw against paralysis when attacked or become petrified.

DOPPELGANGER

Armor Class: 5
Hit Dice: 4
Movement: 9 meters
Attack: 1
Damage: 1d12
Saving Throw: W10
Morale: 8
Treasure Value: 1,500 gp (1,100 gp)
Alignment: Chaotic
XP value: 125



A doppelganger is a strange humanoid species with innate ability to take the appearance of any humanoid form seen before (up to a height of 2 meters), which makes it a consummate master of disguise. Its metamorphosis is so perfect that no one, not even those closest to the impersonated, are able to discover the deception. The doppelganger is immune to *Sleep* and *Charm Monster* spells, and its saving throws are the same as those of a level 10 Warrior. Once a doppelganger dies, it returns to its original shape.

DRAGON

Of all the creatures in the universe, dragons are the most feared and hated. Even the most seasoned Warriors and Mages tremble in the presence of a large serpent. Old as the world and maybe even older, dragons come in a variety of chromatic colors and behaviors. They live isolated from the world of men and rarely interact with them except when their treasures are in danger of being taken. A dragon is particularly fond of its treasure and will defend their stockpiles viciously, as though they were its own offspring. They care little about the petty disputes of 'lesser' creatures beyond their lairs. They spend most of their times in a state of lethargy, asleep on huge piles of coins and precious objects that they have collected over the centuries. Far from existing beliefs about dragons, the most fearful power is not their breath weapon but their great wisdom. Dragons can live for hundreds of years, making them extremely suspicious and intelligent creatures. They distrust anyone who dares to enter their domains, but are receptive to flattery. There is no better defense against a dragon than feeding their pride.

Of a powerful physical strength, dragons are fierce fighters when offended or assaulted. Their terrible claws are capable of dismembering strong Warriors and their

DRAGONS

	White	Black	Green	Blue	Red	Gold
AC	3	2	1	0	-1	-2
HD	6	7	8	9	10	11
Movement	9 m	9 m	9 m	9 m	9 m	9 m
In flight	24 m	24 m	24 m	24 m	24 m	24 m
Attack	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite
Damage	1d4 / 1d4 / 2d8	2d4+1 / 2d4+1 / 2d10	1d6 / 1d6 / 3d8	2d6+1 / 2d6+1 / 3d10	1d8 / 1d8 / 4d8	2d8 / 2d8 / 6d6
Saving Throw	W6-W19 (according to age)	W7-W19 (according to age)	W8-W19 (according to age)	W9-W20 (according to age)	W11-W20 (according to age)	W11-W20 (according to age)
Morale	8	8	9	9	10	10
Treasure	6,000 gp	7,500 gp	9,000 gp	13,500 gp	16,500 gp	21,000 gp
Alignment	neutral	chaotic	chaotic	neutral	chaotic	lawful
XP Value	725	1,250	1,750	2,300	2,300	2,700

Type	Habitation	Probability of lethargy	Probability of communication	Reach, breath and type	Level 1 Spells	Level 2 Spells	Level 3 Spells
White	Cold Regions	50%	10%	24 x 9 cone; cold	3	-	-
Black	Lagoons and wetlands	40%	20%	20 x 1 line; acid	4	-	-
Green	Jungles and forest	30%	30%	15 x 12 cloud; chlorine vapor	3	3	-
Blue	Deserts and plain	20%	40%	30 x 2 line; ray	4	4	-
Red	Mountains and hills	10%	50%	30 x 10 cone; fire	3	3	3
Gold	Any place	5%	100%	30 x 10 cone; fire	4	4	4

breath can kill whole armies. Two huge wings, carry them swiftly for long distances and many villages and cities have watched themselves turn into ash seconds after even spotting a dragon on the horizon.

Damage caused by the breath of a dragon: Besides its claws and jaws, dragons are capable of delivering a terrible breath attack. Whenever the occasion comes up, a dragon will use its breath as its main weapon. They are able to do so up to three times a day and the damage caused will be equal to their hit points. Following its breath attack, the dragon will continue fighting with claws and jaws. To determine an attack, roll 1d6. A result of 1-3 indicates that the dragon attacks with its claws and jaws. A score of 4-6 indicates that the dragon will breathe destruction again.

Forms of breath: Depending on the type of dragon, it can use its breath weapon in three ways: in the form of a cone, in a straight line or forming a gas cloud.

- The cone shaped breath begins in the jaws of the dragon and is capable of reaching a maximum distance of 30 meters. At the same time the breath will expand in width, reaching a maximum of 10 meters.
- A straight line attack is targeted as the dragon unleashes it against a specific victim. The beam can reach up to 60 meters in length.
- The cloud shaped breath is an attack that immediately creates a fog like cloud with a radius of 15 meters around the target selected by the dragon.

Saves: All creatures affected by the breath weapon are entitled to make a saving throw against breath weapons. If they successfully pass the test, they receive only half the damage. Dragons are immune to the damage from other draconic breath attacks, or similar less powerful attacks. For example, a red dragon will not be affected by the embers of a torch, or the breath attack from a weaker dragon, although it will receive damage from a magical





attack involving fire or an attack made by a more powerful or elder dragon, but halved.

Communication: Dragons are extremely intelligent creatures and thus, most of them have the ability to communicate in a number of languages, including one specific to dragons. The percentages indicated in the table above indicate the probabilities the characters have to interact with a dragon.

Spells: Dragons with the ability to speak may learn to cast Mage spells up to level 5, as shown in the table. Unless otherwise indicated, spells are randomly selected.

Lethargy: It is common knowledge that dragons spend long periods in a state of lethargy, dozing for centuries. This hibernation will continue unless they are disturbed. The percentage shown in the table is the possibility for adventurers to find a sleeping dragon. While a dragon remains in this state of lethargy, it can be attacked by adding +2 to all attack rolls. Obviously, this benefit only applies to the first assault, because after the attack, the dragon will awake, likely enraged. And hungry.

Age and size: Unlike other creatures, dragons never stop growing throughout their life. Thus, the data shown refers to a mid-sized dragon within its class. Young dragons are smaller and weaker, while venerable dragons may reach twice as indicated. The size can vary by a factor of 3 hit dice. A young dragon will usually have 3 HD less, while an older one adds 3 HD more. A dragon between 7 and 13 hit dice is not uncommon

Treasure: Similarly, the treasure accumulated by dragons also varies as a function of age. The older the dragon, the larger the pile of treasure. A venerable dragon can accumulate double the indicated amount. The preferred place to hide these riches is in their dark lairs, after inviolable passageways and innumerable traps.

A Note About Gold Dragons: This is a unique type of dragon halfway between fable and legend, even in the world of dragons. Encounters with these large serpents are extremely rare. They have the strange ability to polymorph in animals or humans and communicate in any language. There are old legends that tell of golden dragons that lived among humans or commanded powerful armies.

DRAKE

Armor Class: 5
Hit Dice: 4 + 2
Movement: 12 meters
In flight: 15 meters
Attack: 1 bite + special
Damage: 1d10
Saving Throw: W4
Morale: 7
Treasure Value: 1,100 gp
Alignment: Neutral
XP Value: 125





Drakes are huge primitive creatures similar to large lizards. There are different versions of these giant creatures, some moving on two hind legs and others that have two huge wings, which makes them be mistaken for dragons sometimes. Unlike dragons, drakes cannot use breath attacks, however they can glide through the air for short distances. Drakes are carnivores that need large amounts of food to satisfy their voracious appetites. They possess a powerful venom they release upon poking with their tails. They do not hesitate to attack when they detect prey.

DRYAD

Armor Class: 5
Hit Dice: 2
Movement: 36 meters
Attack: 1 spell
Damage: Read below
Saving Throw: E3
Morale: 6
Treasure Value: 225 gp
Alignment: Neutral
XP Value: 25

The dryads are the spirits of the forest's trees. Their physical appearance is that of beautiful women barely dressed in branches and leaves. Generally, they are beings of extreme shyness that rarely show themselves and are only to appear when they have to defend their tree. They can use the *Charm Monster* or *Charm Person* spells as needed and never carry weapons. The dryads feel a strong symbiosis with the tree they inhabit. Should their tree die, they will die as well.

ELEMENTAL

Elementals are magical extra planar beings that belong to each of the four primary elements. They are gigantic creatures composed entirely of the material correspondent to the plane they belong to. Only magical weapons and spells can cause them any harm. Seldom are they seen outside of their own elemental planes, the only way to bring them to the material plane is through magic portals or when summoned by powerful Mages. An elemental will obey the conjurer's order provided concentration is maintained the whole time. If an attack or a failed saving throw makes the Mage distract, the elemental would turn against its summoner and shall execute its vengeance. Once this happens, control of the elemental cannot be recovered.

AIR ELEMENTAL

It has the appearance of a large tornado with slightly human features. During battle, all adventurers with 2 Hit Dice or less, must pass a saving throw against Death or they will be disintegrated by a deadly ray. The elemental inflicts 1d8 of additional damage against any flying opponent.

EARTH ELEMENTAL

It has the appearance of a humanoid formed by hard rocks and can measure up to 5 meters height. An opponent who faces an earth elemental while in contact with the ground will receive an additional 1d8 damage.

FIRE ELEMENTAL

Its appearance is that of a column of fire with dancing flames. The fire elemental is incapable of crossing any water and all attacks related to the liquid element will cause double damage on it. At the same time, the fire elemen-





tal inflicts 1d8 additional damage to every ice or aquatic based creature.

WATER ELEMENTAL

This elemental is unable to move outside of a large body of water. The water elemental appearance is that of a big wave, though underwater it may appear as a shimmering humanoid form. Any creature fighting against it inside its element will take 1d8 additional damage from its blows.

ELEMENTALS

	Air	Earth	Fire	Water
AC	0	0	0	0
HD	12	12	12	12
Movement	40 meters	20 meters	40 meters	20 meters
In flight / Swim	120 meters	-	-	120 meters
Attack	see description	see description	see description	see description
Damage	2d4	2d4	2d4	2d4
Saving Throw	W10	W10	W10	W10
Morale	10	10	10	10
Treasure	None	None	None	None
Alignment	Neutral	Neutral	Neutral	Neutral
XP Value	1,200	1,200	1,200	1,200

ENT

Armor Class: 6
Hit Dice: 6
Movement: 12 meters
Attack: 2 slaps / 2 crush
Damage: 1d8 / 1d8 / 2d8 / 2d8
Saving Throw: W8
Morale: 9
Treasure Value: 2,000 gp
Alignment: Neutral
XP Value: 250

Ents are animated trees with human features inscribed in their wrinkled trunks. If they stay immobile, they will be easily unnoticed even by inquisitive eyes. However, contrary to regular trees they can walk and communicate with other creatures that inhabit the forest.

The ents are considered the forest guardians. They roam its borders making sure that nothing disturbs their domains. Overall, they tolerate the presence of strangers in the woods, unless they carry materials that may be used to harm trees, such as axes and torches. They never tolerate the presence of evil creatures within their borders. Their hard constitution makes them formidable foes in combat, attacking with their rough branches as two arms and their roots that can crush an enemy. However, they are especially vulnerable to fire and receive double damage when attacked by this element.

ETTIN

Armor Class: 3
Hit Dice: 7
Movement: 36 meters
Attack: 2 clubs
Damage: 3d8 / 3d6
Saving Throw: W10
Morale: 9
Treasure Value: 2,500 gp
Alignment: Chaotic
XP Value: 450

Ettins are gigantic barbarians that look similar to orcs, although larger in size, but with the distinction of having two heads. Each of the heads controls an arm, and both usually sleep in turns, so there is always one awake and vigilant. Because of this it is very difficult to surprise it, being the only situation in which this happens when the adventurer rolls 1 on 1d6 at an hypothetical surprise attack. This creatures use tree trunks as maces in battle. Most ettins favor one hand over the other and are poorly coordinated with the other, meaning attacks from one side inflict 3d8 points of damage while the other will cause 3d6.



GARGOYLE

Armor Class: 5
Hit Dice: 4
Movement: 9 meters
In flight: 15 meters
Attack: 2 claws / 1 bite / 1 goring
Damage: 1d4 / 1d4 / 1d6 / 1d4
Saving Throw: W7
Morale: 11
Treasure Value: 1,100 gp
Alignment: Chaotic
XP Value: 175

Gargoyles are dangerous winged creatures that look like simple statues at first glance. They often go unnoticed, hidden in the roofs of castles and stone buildings. Their nature is magical, and so they can only be fought with the help of magic. They are immune to any other weapons, and also to the *Sleep* and *Charm Monster* spells. Gargoyles are extremely intelligent and masters of stealth.

FAIRY

Armor Class: 5
Hit Dice: 1/2 (1-4 HP)
Movement: 9 meters
In flight: 18 meters
Attack: 1 spell
Damage: Read below
Saving Throw: W1
Morale: 7
Treasure Value: None
Alignment: Neutral
XP Value: 6

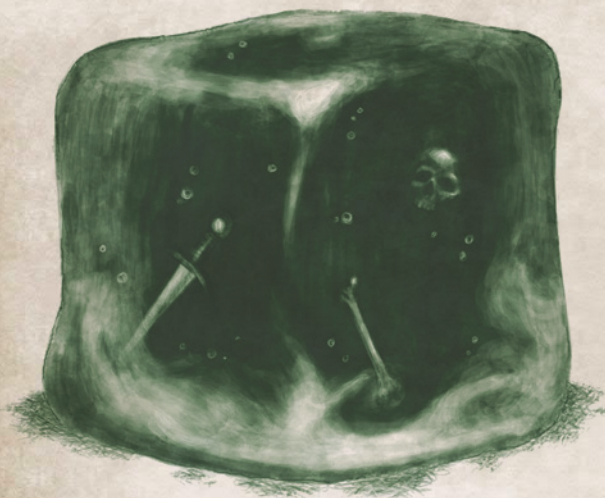
Fairies are tiny creatures that look like children with butterfly wings. Despite their suspicious nature, fairies are often very curious, and that behavior often gets them in trouble. They have a strange sense of humor and perform small magic incantations to make fun of others. It takes a group of five fairies to invoke a curse, but the result will always be a joke without malicious intent, for example, that the victim grows a tail or confuses a branch for a weapon. The effects of their spells is left to the imagination of the Narrator. The results from the fairies curse can be counteracted with the *Remove Curse* spell.



GELATINOUS CUBE

Armor Class: 8
Hit Dice: 4
Movement: 6 meters
Attack: 1
Damage: 2d4 + special
Saving Throw: W3
Morale: 12
Treasure Value: 1,100 gp
Alignment: Neutral
XP Value: 125

Gelatinous cubes are huge masses composed of a strange sticky liquid, usually in the form of cubes, that crawl through the dark corridors of caves surprising potential victims, who fall imprisoned inside its gelatinous body and are eventually dissolved and devoured. It will attack any living creature that it stumbles into. Merely touching or hitting a cube will cause the unfortunate adventurer to become immobilized unless they pass a saving throw versus paralysis. The effects usually lasts for 2d4 assaults and can only be cured by magical means. Otherwise, during the following assault, the victim will automatically be engulfed by the gelatinous mass without needing to make an attack roll, and will begin to suffer the pertinent damage. The gelatinous cube is particularly sensitive to fire and conventional weapons, but it is immune to weapons and spells that cause cold and lightning damage. They use to gather in groups of two or four individuals and act together.



GHOST

Armor Class: -2
Hit Dice: 14
Movement: 27 meters
Attack: 1 touch / 1 look
Damage: paralysis + special
Saving Throw: W7
Morale: 10
Treasure Value: 32,000 gp
Alignment: Any
XP Value: 5,150



A ghost is the errant soul of a dead being, forever wandering, without finding eternal rest. The causes behind their existence are diverse: it could be a violent death, a curse or some pending issues. Ghosts are usually found in the vicinity of where their corpses lie.

Ghosts reject light. They prefer night or dark and lone places to make their appearances. If adventurers run into one of these beings, they must roll a successful saving throw against fear or they will feel an uncontrollable desire to flee from the ghost's presence.

Ghosts are immune to most spells. They can only be hurt by magical weapons bearing a +2 bonus or higher. The damage inflicted by ghosts is not always physical. Instead, they can launch gaze attacks, forcing the victim to make a spell's saving throw or become paralyzed for 2d4 assaults. Similarly, a simple touch of these ectoplasms causes the same effect, but adding 1d6 additional cold damage.

One of the most amazing abilities they have is the one to summon 1d4 minor entities that will attend their call. They can do this once per day and these lesser ghostly beings are able to possess the ghost's enemies' souls. An adventurer who is attacked by one of these minor entities must make a successful saving throw against spells, or will fall prey to them and attack other party members. For the next 1d4 assaults, the adventurer will have to roll consecutive saving throws until set free. Once freed from the possession, this specific attack will not be effective on the adventurer anymore during the same encounter.

There is no unanimity in regards to the alignment of the ghosts. They can belong to any alignment, depending on their purpose to be in the material world. This decision is up to the Narrator.



Ghoul

Armor Class: 6
Hit Dice: 2
Movement: 9 meters
Attack: 2 claws / 1 bite
Damage: 1d4 / 1d4 / 1d4 + special
Saving Throw: W2
Morale: 9
Treasure Value: 500 gp
Alignment: Chaotic
XP Value: 25



While crawling through old catacombs and cemeteries, it is easy to run into one of these creatures as they feed on the bones and flesh of the recently deceased. Ghouls are undead creatures and like many undead, are immune to *Sleep* and *Charm Monster* spells. They are repugnant beasts that will not doubt to attack anything alive at sight. If a creature of medium size or smaller is hit by a ghou, it will have to pass a saving throw against paralysis or will otherwise become unable to move. For unknown reasons, elves are immune to this special attack. Ghoul induced paralysis lasts for 2d4 assaults unless cured magically.

GIANT SPIDERS

Spiders patiently spin webs that trap their victims. Most of them are poisonous and their bite can be lethal. They often live in somber and dark places where it is easier to fall prey to their sticky cobwebs. They do not like fire or intense light.

CRAB SPIDER
Armor Class: 7
Hit Dice: 2
Movement: 12 meters
Attack: 1 bite
Damage: 1d8 + poison
Saving Throw: W1
Morale: 7
Treasure Value: 500 gp
Alignment: Neutral
XP Value: 25



This type of spider usually measures about 1 meter in length and has the ability to blend with the environment like a chameleon, making it very difficult to detect. Its favorite tactic is to hang from the ceiling, or walls, and pounce on its prey. On its initial attack, a d6 is rolled, and if getting a result of 1-4, the victim will be surprised. After the first attack of the spider, this surprise factor will disappear.

The victim of the bite must pass a saving throw against poison or die in 1d4 assaults. However, since the crab spider stinger is not very hard, saving throws get a +2 bonus.

BLACK WIDOW

Armor Class: 6
Hit Dice: 3
Movement: 6 meters
Cobweb: 12 meters
Attack: 1 bite
Damage: 2d6 + poison
Saving Throw: W1
Morale: 8
Treasure Value: 800 gp
Alignment: Neutral
XP Value: 50



This spider can reach 2 meters in height and has a red hourglass mark on its belly. When it traps prey in its web, the Narrator should treat the silken sticky strands as if they belonged to those of the *Web* spell. The victim of a black widow spider bite, must make a saving throw against poison or die in one turn.

TARANTULA

Armor Class: 5
Hit Dice: 4
Movement: 12 meters
Attack: 1 bite
Damage: 1d8 + poison
Saving Throw: W1
Morale: 8
Treasure Value: 1,100 gp
Alignment: Neutral
XP Value: 125

Like the black widow, the tarantula can reach up to 2 meters in height. Its bite does not kill, instead, victims who receive





their venom will fall prey to terrible muscle spasms that will immediately incapacitate them. This kind of frenzy is magical and contagious. Those who stare at the victim of this strange disease must pass a saving throw against spells or fall prey to the same disease. The effect of the bite lasts for 2d6 assaults and those who are affected by this attack will suffer a -4 penalty to attack rolls. At the same time, those attacking them will get a +4 bonus to their attacks. After five assaults in frenzy, the victims will become immobilized.

GIANTS

Giants are humanoids of colossal size. Most are monstrous barbarians that despise the other races, especially humans, and they do not hesitate to attack them at any opportunity. Giants have the ability to throw huge rocks from great distances. These rocks will cause 3d6 damage.

HILL GIANTS

These huge creatures can grow up to 4 meters height. They live in forests and mountains where they seek refuge in dirty caves. They wear animal skins and are known for their shaggy beards. They wield tree trunks as war clubs and spears.

STONE GIANTS

Stone giants can be up to 5 meters height. They live in caves and mountainous areas, they may sometimes have up to 1d4 bears in their custody. Their skin is grayish and dense as stone. They are armed with huge stalactites as clubs.

FROST GIANTS

They inhabit cold and lonely places. Frost giants are 6 meters height and they get sometimes confused with yetis due to their pale white skin and the white bearskins they wear, although they will occasionally use iron armor when heading to a fight. They build their castles in the snow capped peaks and use polar bears and wolves as their guards. Cold based attacks do not affect these giants.

FIRE GIANTS

The skin of the fire giants is of a reddish color and their black beards seem to crackle like firewood. They measure up to 7 meters height and dress bronze armors. They build their fortresses near volcanoes and have them reinforced with iron and obsidian extracted directly from volcanic magma. Hydras or gargoyles defend their domains. Fire based attacks do not affect these giants.

CLOUD GIANTS

These irascible giants have a characteristic bluish skin and reach up to 8 meters height. They do not tolerate disturbance and get easily angered, so they prefer to make their fortresses on the highest peaks of the mountains, above the clouds. To dissuade strangers from visiting, they tend to have an escort of giant hawks and fierce wolves.

STORM GIANTS

These are the largest type of giant. They may exceed 9 meters tall. Their skin is the color of bronze alloy and their eyes may be red with a yellow shine like lightnings. They love the sound of thunders and can cause them once per assault. Should a storm be close, this giant can grab a

GIANTS

	Hill	Stone	Frost	Fire	Cloud	Storm
AC	4	4	4	4	4	2
HD	8	9	10 + 1	11 + 2	13	15
Movement	40 meters	40 meters	40 meters	40 meters	40 meters	40 meters
Attack	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon	1 weapon + special
Damage	2d6	3d6	4d6	5d6	6d6	8d6 + special
Saving Throw	W8	W9	W10	W11	W12	W15
Morale	8	9	9	9	10	10
Treasure	6,000 gp	9,000 gp	11,000 gp	14,000 gp	24,000 gp	42,000 gp
Alignment	chaotic	neutral	chaotic	chaotic	neutral	lawful
XP Value	650	900	1,600	1,900	2,300	3,250



GNOLL

Armor Class: 5
Hit Dice: 2
Movement: 9 meters
Attack: 1 weapon
Damage: weapon +1
Saving Throw: W2
Morale: 8
Treasure Value: 250 gp (250 gp)
Alignment: Chaotic
XP value: 20



lightning bolt from it and wield it as a weapon once every five assaults. This special attack will cause damage equal to the giant's remaining hit points (saving throw against spells for half damage). They cause terrible storms in their wake and are not affected by lightning strikes.

GIBBERING GOBBER

Armor Class: 7
Hit Dice: 5
Movement: 6 meters
Attack: 6 spit / bite
Damage: 1d6 / 1d8
Saving Throw: W5
Morale: 9
Treasure Value: None
Alignment: Chaotic
XP Value: 385



The gibbering gobber is a shapeless mass of gelatinous flesh that crawls through the dungeons. Its body, a mass of eyes and terrible jaws that murmur grotesque sounds, spits acid at its victims. In total, it can throw six of these toxic phlegms during each assault. Victims who fall prey to its goopy body will be swallowed up in the mass of mouths and suffer damage from five bites during each assault, until they get free.

Gnolls are dangerous marauders halfway between hyenas and humanoids. Although possessing a rudimentary intelligence, they are particularly strong, enabling them to handle any type of weapon with a +1 bonus. They usually gather in large packs to loot, steal and destroy everything in their path. For every 20 gnolls, there will usually be a leader gifted with command and tactic skills. The leader will usually have 16 or more hit points and attacks as a 3 HD monster.

GNOME

Armor Class: 5
Hit Dice: 1
Movement: 6 meters
Attack: 1 weapon
Damage: weapon
Saving Throw: W1
Moral: 8-10 Read below
Treasure Value: 250 gp (125 gp)
Alignment: Lawful or Neutral
XP Value: 10



Gnomes are a humanoid race akin to dwarves, only a bit smaller. They usually live in cozy burrows dug into the ground and are good metal smiths. They have a great appreciation for gold and gems. Thanks to their infravision ability (letting them see up to 30 meters in the dark), they are well adapted to the underground life. Therefore, and like their cousins the dwarves, they are good stone masons and whole communities of gnomes can often be found living in mines. They feel a great inclination towards adventure and often travel great distances trying to be undetected. Although generally considered friendly creatures, they feel a special animosity towards kobolds and goblins, as they compete against these creatures for controlling gold and precious stones deposits.

In a community of gnomes, there is usually a leader with 10 hit points that fights as a monster with 2 HD. Other groups may designate a clan chief, which can have 18 or more hit points and attack like a monster with 4 HD. As long as the leader or head of a clan remain alive during an encounter, their gnome followers will have a morale of 10 instead of the usual 8.

GOBLIN

Goblins are small evil creatures. Their eyes take on a red-dish hue and glow in the dark. They have large pointed ears and sometimes they allow their nails to grow to look like claws. Because of their lack of physical strength, they usually group into tribes and clans to join forces. They like to live in underground locations, and possess a developed infravision with a reach of 10 meters. On the other hand, when they fight in full day light, they suffer a -1 penalty on all attack rolls. The three main races of goblins are:

SMALL GOBLIN

It is the most common species and the weakest of them all. Possessing little physical strength and a poor reasoning, they are often used as infantry or shock troops. Goblins hate all living creatures, but especially dwarves, against whom they compete for gems and shiny objects.



HOBGOBLIN

The hobgoblins are similar in appearance to the goblins, but of a larger size. Although they also like to inhabit underground places, they do not hesitate to go to the surface to raid caravans and towns, so they are better suited to sunlight and will not suffer the -1 penalty to attack rolls.



BUGBEARS

Bigger than hobgoblins, bugbears are also known as giant goblins. Despite their size, the bugbears are very cautious and usually attack their victims by surprise. They also have great physical strength, so they add a +1 bonus to their damage rolls.



Goblins

	Goblin	Hobgoblin	Bugbears
AC	6	6	3
HD	1-1	1+1	3+1
Movement	9 meters	9 meters	9 meters
Attack	1 weapon	1 weapon	1 weapon
Damage	weapon	weapon	weapon +1
Saving Throw	W1	W2	W3
Morale	6	8	9
Treasure	125 gp	125 gp	400 gp
Alignment	Chaotic	Chaotic	Chaotic
XP Value	5	15	75

Golem

The golems are monstrous creations, made of inanimate matter and brought to life through dangerous incantations and experiments. This type of being will only be affected by magical weapons and spells. They are immune to *Sleep* and *Charm Monster* spells, and suffer no effects from gas based attacks and other toxic substances as poisons. The creation of a golem is very expensive in time and resources. Only the most powerful spellcasters are trained to give them life. If needed, any creation with special powers that can be thought of by the Narrator can be created apart from the ones listed here.

Golems

	Wood	Flesh	Amber	Brass
AC	7	2	6	0
HD	2 + 2	6	10	20
Movement	40 m	40 m	60 m	80 m
Attack	fists	4 weapons	2 claws/ bite	fist + special
Damage	1d8	weapon	2d6 / 2d6 / 2d10	3d10 + special
Saving Throw	W2	W4	W5	W10
Morale	12	12	12	12
Treasure	None	None	None	None
Alignment	Neutral	Neutral	Neutral	Neutral
XP Value	35	500	1,600	4,300

WOOD GOLEM

These monsters with human appearance are made out of carved wood. Their movement is clumsy and will make them suffer a -1 penalty to initiative rolls. Although they are immune to any cold based attack, including magic, they will suffer a -2 penalty to saving throws against fire, as they burn easily due to their nature. At the same time, the attacker will obtain an additional +1 bonus to damage.

FLESH GOLEM

This type of construct is forged from the remains of dead bodies intertwined and stitched crudely into a human form. They are usually composed by four arms and may carry a weapon on each of them. During an encounter, the creature will be able to fight against two enemies at the same time.



AMBER GOLEM

Its physiognomy resembles that of big felines, such as tigers or lions. They are ruthless trackers, and have a special ability to track down clues. Additionally, they possess the capability to detect invisible creatures within a range of 20 meters.

BRASS GOLEM

These creations are built to resemble fire giants. Their very blood is liquid fire and any creature dealing an attack



from a brass golem will take 1d10 points of additional damage due to the enormous heat sent out by the creature (unless the target has fire resistance). Also, anyone who inflicts damage to this monster using a slashing weapon, must pass a saving throw against breath weapons or suffer 2d6 points of damage from the splash of burning liquid. The brass golem is immune to fire attacks.

GRAY SLIME

Armor Class: 8
Hit Dice: 3
Movement: 1 meter
Attack: 1
Damage: 2d8
Saving Throw: W4
Morale: 12
Treasure Value: None
Alignment: Neutral
XP Value: 50

This strange gelatinous creature is very difficult to detect to the naked eye, because its appearance is that of an amorphous mass that sweats liquid. This fluid is a potent acid that will inflict 2d8 points of damage upon contact with bare skin. The acid will also corrode all weapons and exposed armor. Weapons or magic items will be considered as destroyed within a full turn. During each assault the gray slime remains in contact with its victim, it will continue causing 2d8 points of damage. In fact, its attack tactic is precisely to stick to its enemies and slowly devour them. The gray slime is immune to fire and cold attacks, and can only be hurt by magical weapons or *Electric Ray* spells. They usually can be found in wet holes in groups of no more than 4 creatures, at Narrator's choice.

GREEN SLIME

Armor Class: None
Hit Dice: 2
Movement: 1 meters
Attack: 1 touch
Damage: Read below
Saving Throw: W3
Morale: 7
Treasure Value: 500 gp
Alignment: Neutral
XP Value: 30

The green slime is formed by a sticky substance that feeds by clinging to its victims to suffocate and ultimately dissolve them. Given its adhesive nature, slimes prefer to crawl on walls or ceilings and fall on the unfortunate

victims from the top, immediately dissolving clothes and leather. Some slimes have learned to blend into the ground to be mistaken for harmless puddles. Once the victim's skin is reached, the slime will begin to transform the flesh in green slime. It will not be able to be scrubbed off, and only fire will harm it, as well as the *Cure Disease* spell. If it is not contained in time, the victim will fully transform into a green slime after 1d4 assaults.

GRIFFIN

Armor Class: 5
Hit Dice: 7
Movement: 36 meters
In flight: 120 meters
Attack: 2 claws / 1 bite
Damage: 1d4 / 1d4 / 2d8
Saving Throw: W2
Morale: 8
Treasure Value: 2,500 gp
Alignment: Neutral
XP Value: 450

Griffins are huge creatures with the head, wings and front claws of an eagle and the body of a lion. They are monsters that are endowed with a remarkable physical constitution. They can lift animals the size of an ox with their claws. The favorite preys for griffins are horses. When close to one, the monster will have to pass a morale check or feel the uncontrollable desire to attack and devour it. Griffins are very territorial, and will attack anyone entering their domains. If caught very young, griffins can be used as winged mounts and be trained not to attack horses.

HARPY

Armor Class: 7
Hit Dice: 3
Movement: 6 meters
In flight: 15 meters
Attack: 2 claws / 1 weapon + special
Damage: 1d4 / 1d4 / 1d6
Saving Throw: W5
Morale: 7
Treasure Value: 800 gp
Alignment: Chaotic
XP Value: 50

Harpies are intelligent creatures able to lure the unwary with sweet words and melodies to then tear them apart with their powerful claws. They possess two huge bat wings instead of arms. The torso and head usually resemble those of a sinister yet beautiful woman. Every creature that hears the harpy's song, must make a saving





throw against spells or will fall prey to its enchantment. If a creature successfully overcomes the saving throw, it will be invulnerable to this power until the encounter is over.

HYDRA

Armor Class: 5
Hit Dice: 5-12 (1 per head)
Movement: 36 meters
Attack: 5-12 bites
Damage: 1d10 per bite
Saving Throw: W5 to W12 depending on the number of heads
Morale: 11
Treasure Value: 1,500 gp - 9,000 gp
Alignment: Neutral
XP value: 175, 275, 450, 650, 900 or 1,100

The hydra is a gigantic creature very similar to dragons, but with the peculiarity of possessing five to twelve heads. Each one has 1 HD and behaves as a Warrior of a level equal to the number of heads when making saving throws. All the hydra's heads attack during combat. For every 8 points of damage the hydra receives, it will lose a head. For example, if a hydra receives 16 points of damage during an attack, it

will lose two heads. The excess of damage cannot be accumulated to the next attack to destroy another head, but will count in the total damage points inflicted to the creature.

Narrators are free to create different hydras with special powers or to vary the number of heads it possesses. It could be that it caused poisoning after biting, or had a breath weapon as dragons do.



INCORPOREAL

Armor Class: 5
Hit Dice: 3
Movement: 9 meters
Attack: 1 touch
Damage: Energy Loss
Saving Throw: W4
Morale: 12
Treasure Value: 800 gp
Alignment: Chaotic
XP Value: 50

An incorporeal is an undead spirit with the ability to inhabit the corpse of any deceased humanoid. Incorporeals are incredibly dangerous to adventurers since their touch can remove levels of experience. With each touch, the victim will lose an experience level or HD. A person who has lost all vital energy will in turn become an incorporeal after 1d4 days and will act as a slave of the murderer. Incorporeals can only be attacked with magical or silver weapons.





Kobold

Armor Class: 7
Hit Dice: 1/2 (1-4 HP)
Movement: 9 meters
Attack: 1 weapon
Damage: weapon -1
Saving Throw: W1
Morale: 6 or 8
Treasure Value: 50 gp (75 gp)
Alignment: Chaotic
XP Value: 5

The kobolds are small reptilian looking evil humanoids with scaly skin that live underground. Their subterranean lifestyle is made easier by an infravision within a range of 30 meters. Lacking significant physical strength, they form large hordes, and unless



they are commanded by a powerful leader, they will flee at the slightest hint of defeat.

Because of their physical weakness, the kobolds will suffer a -1 penalty to any damage they inflict. Fighting alongside a group leader, the kobolds will have a morale score of 8, instead of the usual 6. These creatures especially hate gnomes, whom they consider mortal enemies because they compete for the same resources.

KRAKEN

Armor Class: 4
Hit Dice: 8
Movement: 60 meters
Attack: 8 tentacles
Damage: each tentacle 2d6 + special
Saving Throw: W13
Morale: 8
Treasure Value: None
Alignment: Chaotic
XP Value: 900



Any seaman has heard legends of great sea monsters that will drag vessels to the bottom of the sea, though few have witnessed this and lived to tell the tale.

One of these legendary creatures is the kraken, a creature similar to a giant squid with a reach of over 80 meters and whose long tentacles are capable of surrounding the deck of a ship and sink it.

The kraken has eight tentacles, and with them it can crush its enemies. In addition to suffering damage, victims of such an attack will be considered as being imprisoned by the monster and will be devoured in 1d4 assaults, unless they pass a saving throw against breath weapons and escape.

Lich

Armor Class: 0

Hit Dice: Read below

Movement: 30 meters

Attack: 1 touch or 1 spell

Damage: 1d10 + paralysis or spell effects

Saving Throw: M18

Morale: 10

Treasure Value: 80,000 gp (+15,000 gp per level above 20)

Alignment: Chaotic

XP Value: Read below



A lich is a powerful mage who managed to cheat death through magic tricks, achieving an unnaturally long lifespan. Even if alive, the body still decays, giving the lich the looks of a corpse, wearing luxury garments shambling among dusty piles of books.

In order to reach this unnatural condition, the caster had to make a deal with dark forces in exchange for favors or servitude. As a reward it receives a death in life that allows the lich to continue studying magic. All liches must be at least level 20 or higher in order to achieve such a level that allows them to succeed at this dark pact. This way they can progress, as shown in the table below, to very high levels of knowledge and skill.

The presence of a lich will cause fear in all 5th level or less adventurers (without the possibility of making a saving throw). From that level they will be entitled to a saving throw against paralysis they will need to pass or become petrified with terror. A single tap with one of its cadaverous fingers will cause the same effect. Besides inflicting 1d10 points of damage, the victim of the lich's contact will have to make a saving throw against paralysis or become immobilized for 1d100 days.

Like the rest of undead creatures, liches can be expelled (but not destroyed) by Clerics. They are immune to all level 4 spells or lower, and do not respond to *Charm Monster*, *Sleep*, *Polymorph*, *Lightning* and *Death* spells. Magical weapons are needed to harm a lich.

During all the years of their studies, most liches have acquired and even manufactured, magical objects to protect themselves. They always carry at least 1d4+1 of these artifacts among their treasure. The Narrator is free to choose them as necessary. It is also the Narrator's duty to select and describe the traps and artifacts that guard the lich's lair.

Liches can command entire entourages of undead creatures. Through concentration, the lich will summon the dark forces and after 1d100 turns, the desired creature will materialize.

To randomly determine the type of undead summoned by the lich, roll 1d20 and select the creature that will appear from the following table:

Roll	Creature	Roll	Creature
1-5	1d20 skeletons	16-17	1d4 mummies
6-9	1d20 zombies	18	1d4 phantoms
10-12	1d10 ghouls	19	1d4 vampires
13-15	1d10 shadows	20	3d6 flesh golems



Liches have perfected the definitive way to avoid destruction. They offload their vital strength into a magical artifact, called a phylactery. This artifact can be anything from a medallion to a precious stone or a jar, any object able to store the spirit of the lich. If the lich were to die, its soul would return to the phylactery and the lich would be able to materialize again after 1d100 days. The only way to definitively end the existence of the lich is to find and destroy its phylactery. For that reason, they never keep it in the same place where they inhabit, instead they hide it away well protected in a secret location. Rumors exist of liches with multiple phylacteries.

The following table shows some examples of liches based on their level of experience:

Level	Hit Dice	XP Value
21	9d6 + 12	10,500
22	9d6 + 13	11,750
23	9d6 + 14	13,000
24	9d6 + 15	14,250
25	9d6 + 16	15,500
26	9d6 + 17	16,750
27	9d6 + 18	18,000
28	9d6 + 19	19,250
29	9d6 + 20	20,500
30	9d6 + 21	21,750
31	9d6 + 22	23,000
32	9d6 + 23	24,250
33	9d6 + 24	25,500
34	9d6 + 25	26,750
35	9d6 + 26	28,000

LIZARD MEN

Armor Class: 5
Hit Dice: 2 + 1
Movement: 6 meters
Swimming: 12 meters
Attack: 1 weapon
Damage: weapon +1
Saving Throw: W2
Morale: 12
Treasure Value: 500 gp
Alignment: Neutral
XP Value: 25

Lizard men are a species of humanoid reptiles that form primitive tribes in swamps and marshes. They feed on the local wildlife, but have a taste for roasted human meat. They use the swamp waters to tend their ambushes, as they move with ease through marshland in waist deep waters. They are good fighters and build rough spears and clubs, wielding them with terrific strength enough to grant a +1 bonus to any damage inflicted by blunt weapons.



LYCANTHROPE

Armor Class: 5 (9 if in human form)
Hit Dice: 4
Movement: 18 meters
Attack: 1 bite
Saving Throw: W4 to W6
Damage: 2d4
Morale: 8
Treasure Value: 1,100 gp
Alignment: Chaotic
XP Value: 125

Werewolves are humans cursed by a terrible disease that turns them into wild beasts, wolves normally, although cases are known of other hybrids (wererats, werebears, etc.). When the specific conditions for their disease are met, they adopt the pertinent animal abilities and become monsters in an atrocious mix of beast and human features. Victims bitten by one of these creatures will begin

to show symptoms of lycanthropy after 1d12 days. Only the most experienced Clerics possess knowledge to cure this condition. Werewolves in their wild form must be fought with magic weapons, silver weapons or spells. If a werewolf dies, it will revert back to human form.



MANTICORE

Armor Class: 4
Hit Dice: 6 + 1
Movement: 40 meters
In flight: 60 meters
Attack: 2 claws / 1 bite or 6 spikes
Damage: 1d4 / 1d4 / 2d4 or 1d6 every spike
Saving Throw: W6
Morale: 9
Treasure Value: 2,000 gp
Alignment: Chaotic
XP Value: 650

The Manticore is a horrible magical monster with the appearance of a lion with two huge bat wings that allow it to fly. Its face resembles that of a human but with sharp fangs. It possesses a tail riddled with sharp spikes that can be hurled with incredible accuracy.

There are up to 24 of these spikes in the tail, and the manticore can throw a maximum of 6 each assault. Spikes regenerate at a rate of 2 per day.

They usually inhabit mountains and crags. Humans are their favorite prey, whom they mercilessly ambush.



MEDUSA

Armor Class: 8
Hit Dice: 4
Movement: 9 meters
Attack: 1 special snakebite
Damage: 1d6 + poison
Saving Throw: W4
Morale: 8
Treasure Value: 1,100 gp (1,100 gp)
Alignment: Chaotic
XP value: 175

Medusa is a seductive creature whose head is covered in living snakes constantly hissing and writhing. Its penetrating gaze is its most terrible weapon, since with a look it can





transform its victims into stone. Anyone in the presence of a medusa must make a saving throw versus petrification to avoid being turned into stone indefinitely. Anyone attacking the creature while avoiding its stare must subtract a -4 penalty to their rolls. Same way, the snakes in medusa's head get a +2 bonus to their attack rolls. This monster is magically resistant, gaining a +2 bonus to saving throws against spells.

MINOTAUR

Armor Class: 6
Hit Dice: 6
Movement: 12 meters
Attack: 1 goring / 1 bite or 1 weapon
Damage: 1d6 / 1d6 or weapon +2
Saving Throw: W6
Morale: 12
Treasure Value: 2,000 gp
Alignment: Chaotic
XP Value: 275

Minotaurs are wild beasts with a human looking body, usually male, and the head of a bull. They are considered fierce fighters and some can use weapons proficiently. Their incredible physical strength grants them a +2 bonus to damage rolls when wielding a weapon. They are relentless during combat and even pursue those that flee. Minotaurs love labyrinths, often using them as their lairs, but they can also be found in caves and underground places.



MUMMY

Armor Class: 3
Hit Dice: 5 + 1
Movement: 18 meters
Attack: 1 touch
Damage: 1d12 + disease
Saving Throw: W5
Morale: 12
Treasure Value: 1,500 gp
Alignment: Chaotic
XP Value: 575

Mummies are undead creatures that roam among mausoleums and catacombs. Any creature that comes into contact with one of these beings must pass a saving throw against paralysis to resist the terror produced by their presence. A terrified creature cannot move until the mummy disappears from their field of vision or dies.

Mummies do not tend to carry weapons, but the simple touch of their rotten fingers will cause a terrible curse in addition to damage, which cannot be avoided with any saving throw. Victims of this curse will not be able to be healed through magic spells or other methods of healing. Only the *Remove Curse* spell can eliminate the disease.

Like other undead creatures, mummies can only be harmed with magic weapons, spells, and fire, although they will only produce half damage. They are also immune to *Sleep* and *Charm Monster* spells.



Ocher Jelly

Armor Class: 8
Hit Dice: 5
Movement: 3 meters
Attack: 1 touch
Damage: 2d6
Saving Throw: W3
Morale: 12
Treasure Value: None
Alignment: Neutral
XP Value: 300

Ocher jelly is kind of a giant amoeba affected only by fire or cold. It is capable of leaking through small holes and can destroy wood, leather and cloth. Its attack is produced by contact with bare skin and it causes 2d6 slashing damage when touching it. If a spellcaster attacks a jelly with a spell, it will only cause the creature to split up into 2d4 smaller ocher jellies that will attack as if they were 2 HD monsters causing half the damage of the whole jelly.

OGRE

Armor Class: 5
Hit Dice: 5 + 1
Movement: 9 meters
Attack: 1 club
Damage: weapon +2
Saving Throw: W4
Morale: 10
Treasure Value: 1,100 gp (1,100 gp)
Alignment: Chaotic
XP Value: 125

Ogres are large and stupid humanoid creatures that live in rough caves. Some specimens can measure up to 3 meters tall and tend to be fierce fighters in combat, despite their slow movements. Their low intelligence is compensated with brutal strength, which makes them especially dangerous.



ORC

Armor Class: 6
Hit Dice: 1
Movement: 9 meters
Attack: 1 weapon
Damage: weapon
Saving Throw: W1
Morale: 8 or 6 (Read below)
Treasure Value: 125 gp (125 gp)
Alignment: Chaotic
XP value: 10

If there is a species that has especially harassed human, elf, and dwarf settlements throughout history, without any doubt, those are the orcs. Widely hated, orcs are evil humanoids with tanned and scaly skin. They tend to form small troops that besiege towns only to loot and plunder everything they can. Sometimes they are accompanied by ogres, who they easily fool with false promises of jewels and gold.





They tend to attack at night, since they detest sunlight. An orc that fights at sunlight suffers a -1 penalty on all attack rolls. Some troops of orcs may band together under the lead of a commander, who has 1 additional HD and possesses a greater treasure than its subordinates. When the leader of one of these armies falls in battle, the orcs' morale falls to 6 points, in place of the usual 8.

OWL BEAR

Armor Class: 5
Hit Dice: 5
Movement: 12 meters
Attack: 2 claws / 1 bite
Damage: 1d8 / 1d8 / 1d4
Saving Throw: W3
Morale: 9
Treasure Value: 1,500 gp
Alignment: Neutral
XP Value: 175

The owl bear is one of the most feared by all adventurers that travel through the forest. It is an enormous monster that may easily surpass 3 meters height. Its body is similar to that of a bear but its snout looks more like the one of a bird and reminds of a giant owl. They are extremely territorial and manifest a choleric temperament. The slightest disturbance in its environment will cause it to attack the intruders. If the opponent is hit by its two claws in the same assault, the prey will be considered to be imprisoned in a bear hug and will receive 2d8 points of additional damage.



RAT

Usually, rats do not attack humans unless they are ordered to do so by a wererat or spellcaster, or when defending their lair. If that case arises, they usually will do it in large swarms of rodents. They are excellent swimmers and can keep attacking even when in the water. However, they have an irrational fear of fire and will flee from it, unless forced to continue fighting using some kind of magic spell or artifact. Rats carry diseases, having anyone who receives the bite of a rat a one in twenty chance of being infected. In the event of infection, the victim is entitled to a saving throw against poison. If it fails, the subject will either die in 1d6 days or fall sick for 1 month.

COMMON RAT

These are the most frequently encountered type of rats. They possess a coat that varies in shades of gray and brown. They always attack in groups of 5 to 10 rodents. Their preferred tactic is to climb the victim and try to knock it down.

GIANT RAT

Unlike common rats, this kind of rat can easily exceed a meter height. Its skin is gray and black, with two small red eyes that allow it to make its way in the dark.

It is frequently found in catacombs feeding on the recently deceased.

RATS

	Common	Giant
AC	9	7
HD	1 hp	1d4 hp
Movement	6 meters	12 meters
Swim	3 meters	6 meters
Attack	1 bite by swarm	1 bite per rat
Damage	1d6 + disease	1d4 + disease
Saving Throw	W1	W2
Morale	5	8
Treasure	none	50 gp
Alignment	Neutral	Neutral
XP Value	2	5



RUST MONSTER

Armor Class: 2
Hit Dice: 5
Movement: 12 meters
Attack: 1
Damage: Read below
Saving Throw: W1
Morale: 7
Treasure Value: None
Alignment: Neutral
XP Value: 300

The rust monster looks like a giant armadillo that feels a special attraction to metal. It possesses two enormous frontal antennae that it uses to corrode and break anything made

of metal. Many adventurers have lost weapons, shields and armor to the hunger of a rust monster.

Its attack is usually directed against the adventurers' equipment and whenever the monster strikes with one of its attacks, they will have to witness how their armors, shields or weapons melt in seconds.

The rust monster can be attacked with any weapon which will not suffer any penalty unless the attack roll is failed. If the attack misses, there is a 50% chance for the weapon to be destroyed.

Magical weapons are not affected by the rust monster's attack, but their modifiers and bonus do. There is a 10% chance that the magical weapon or armor resists the attack or otherwise lose one of its magical properties. *For example, a +1 shield hit by the monster will have a 10% chance in a percentage roll to keep its bonus. If the roll failed, it would become a regular shield. If it becomes a normal shield and suffers a second attack, it will have a 50% chance to be destroyed as stated before.*



SERPENT

Crawling over the dunes of a desert, or lurking from the branches of the trees in dense jungles, it is not unusual to have an unpleasant encounter with these stealthy reptiles that are always on the lookout for potential victims.

SPITTING COBRA

This white snake can grow up to nearly 1 meter length. Depending on the situation, it can attack its victims by spitting a stream of venom to their eyes (at a distance of up to 2 meters) or by biting with their sharp fangs. If the spit reaches its target, the unfortunate victim must roll a successful saving throw against poison or be blinded. Conversely, if bitten, the victim will have to make a saving throw against poison or die in 1d10 turns.



INDIGO SNAKE

The advantage of this type of snake over others of its kind resides in a higher speed. The indigo snake is a lethal killer that can move and attack incredibly fast. It possesses no venom, but instead, it has razor sharp teeth that can cause significant injuries to the snake's victim.

HOLED VIPER

The name of this snake comes from two small holes present on its head, that act as heat sensors within a 30 meter distance. Due to these heat sensors and its infravision, it is a dangerous opponent that will always win the initiative in an encounter. A victim of its bite will have to pass a saving throw against poison or die in 1d10 assaults.

SEA SERPENT

This snake reigns supreme in the aquatic environment. It can cover great distances thanks to its excellent ability to swim. Normally measuring around 2 meters length, there are extraordinary cases of sea serpents that have grown bigger and sunk entire ships. The bite of a sea serpent is subtle and might go unnoticed by the victim until it is too late. If the saving throw against poison is not successful, the victim will die in 1d10 assaults.

GIANT RATTLESNAKE

This snake can easily reach 3 meters long. Its skin is white and brown with a diamond pattern. Its tail is made up of a rattle of hard flakes which produces a characteristic sound when shook to scare away intruders. Victims of a giant rattlesnake must make a saving throw against poison or they will die in 1d6 assaults. Thanks to its speed, this snake strikes twice per assault.

ROCK PYTHON

This is the largest snake ever known. Its usual length is around 7 meters and its skin forms a spiral pattern of brown and yellow. They will always try to bite in its first

attack. If it succeeds, the python would then wrap around the victim in the same assault, causing an additional 2d4 points of damage each following assault.



SHADOW

Armor Class: 7
Hit Dice: 2 + 2
Movement: 9 meters
Attack: 1 touch
Damage: 1-4 + special
Saving Throw: W2
Morale: 12
Treasure Value: 500 gp
Alignment: Chaotic
XP Value: 35

Shadows are incorporeal creatures that crawl on walls and floors, being able to take a variety of forms. They are very difficult to detect, so they always surprise their victims (1-5 on 1d6). Every time a shadow hits its opponent, apart from the damage that it normally causes, the victim's Strength

SERPENTS

	Spitting Cobra	Indigo Snake	Holed Viper	Sea Serpent	Giant Rattlesnake	Rock Python
AC	7	5	6	6	5	6
HD	1	2	2	3	4	5
Movement	9 meters	12 meters	9 meters	9 meters	9 meters	9 meters
Attack	1 bite or spit	1 bite	1 bite	1 bite	2 bites	1 bite / 1 squeeze
Damage	1d4 + venom	1d6	1d4 + venom	1d4 + venom	1d4 + venom	1d4 / 2d4
Saving Throw	W1	W1	W1	W2	W2	W2
Morale	7	7	7	7	8	8
Treasure	None	None	None	None	1,100 gp	1,500 gp
Alignment	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value	13	20	25	50	125	300

will be reduced by 1 point. This weakness will last 8 assaults and if the Strength is reduced to zero, the victim will immediately turn into a shadow. A shadow can only be damaged with magic weapons and is immune to *Sleep* and *Charm Monster* spells. Despite its nature, shadows are not undead, so Clerics cannot turn or command them.

SHRIEKER

Armor Class: 7
Hit Dice: 3
Movement: 1 meter
Attack: Read below
Damage: None
Saving Throw: W1
Morale: 12
Treasure Value: None
Alignment: Neutral
XP Value: 35

Shriekers are repugnant fungus creatures that inhabit the dark corners of dungeons. Its small size, as well as its weakness, do not make them especially dangerous, but their tendency to react to any disturbance in their surroundings makes them natural alarms, feared by those who try to go unnoticed. Shriekers react to any light source within 20 meters and any movement within 10 meters by emitting a high pitched scream that sounds like a child's pained cry, alerting anything or anyone patrolling or wandering nearby. For every assault an adventurer remains near a shrieker, 1d6 must be rolled. If getting a result of 4 to 6, 1d4 other creatures will have heard the screams and will arrive to their origin in 2d6 assaults.

SKELETON

Armor Class: 7
Hit Dice: 1
Movement: 6 meters
Attack: 1 weapon
Damage: weapon
Saving Throw: W1
Morale: 12
Treasure Value: None
Alignment: Chaotic
XP Value: 10

Skeletons are undead composed of gnawed bones and the rusty remains of their possessions. Normally, they are animated by high level sorcerers in order to serve as slaves or guardians of crypts and treasures. A skeleton always obeys orders. It responds to simple commands, incapable of reasoning or taking command. Not being

alive, they cannot be affected by *Sleep* or *Charm Monster* spells, or by any form of mind reading.



STIRGE

Armor Class: 7
Hit Dice: 1
Movement: 3 meters
In flight: 18 meters
Attack: 1 bite
Damage: 1d4
Saving Throw: W1
Morale: 9
Treasure Value: 250 gp
Alignment: Neutral
XP Value: 13

Stirges are bat looking creatures that feed on the blood of other living beings. They gather in large swarms, usually in dark caves and passageways, to wait for a victim whose flesh they can pierce with their sharp beaks and drink the blood. The bite of a stirge causes 1d4 damage and indicates that the creature has taken a hold of its victim. During the subsequent assaults, the stirge will continue causing 1d4 points of damage until the victim is released or bleeds to death.



Thoul

Armor Class: 6
Hit Dice: 3
Movement: 12 meters
Attack: 2 claws / 1 weapon
Damage: 1d4 / 1d4 / weapon
Saving Throw: W3
Morale: 10
Treasure Value: 800 gp
Alignment: Chaotic
XP Value: 65

Thouls are magical beings which, according to legends, were conceived by a strange failed magic combination of monsters. The result is a creature whose physical appearance is similar to that of a hobgoblin and has the ability to paralyze its victims when attacking, like a ghoul does. Another feature possessed by thouls is the ability to automatically regenerate 1 point of damage per assault, similar to the regenerative ability of trolls.

TROLL

Armor Class: 4
Hit Dice: 6 + 3
Movement: 36 meters
Attack: 2 claws / 1 bite
Damage: 1d6 / 1d6 / 1d10
Saving Throw: W6
Morale: 10 (8)
Treasure Value: 2,000 gp
Alignment: Chaotic
XP Value: 650

Trolls are humanoid beings endowed with a limited intelligence. They can grow up to 3 meters high and have extraordinary physical strength, although their appearance is that of weak creatures. Their skin is grey and green, rough and mottled. They are evil creatures that are always up to something. They prefer to feed on the flesh of humans, but do not turn down other intelligent creatures.

In combat, they attack using their sharp claws and can bite with fangs specially designed to tear flesh. They possess the unique ability to regenerate damage. After 3 assaults from the attack, they will start to recover 3 points of damage each assault. This ability includes growing severed limbs and healing deep wounds. Only fire or acid can cause them damage that will not be healed. If attacked by these means, the usual morale of 10 will drop to 8. Until completely destroyed by acid or fire, trolls will not lose their regeneration abilities.



TYRANNOSAURUS REX

Armor Class: 3
Hit Dice: 20
Movement: 36 meters
Attack: 1 bite
Damage: 6d6
Saving Throw: W10
Morale: 11
Treasure Value: 80,000 gp
Alignment: Neutral
XP Value: 2,375

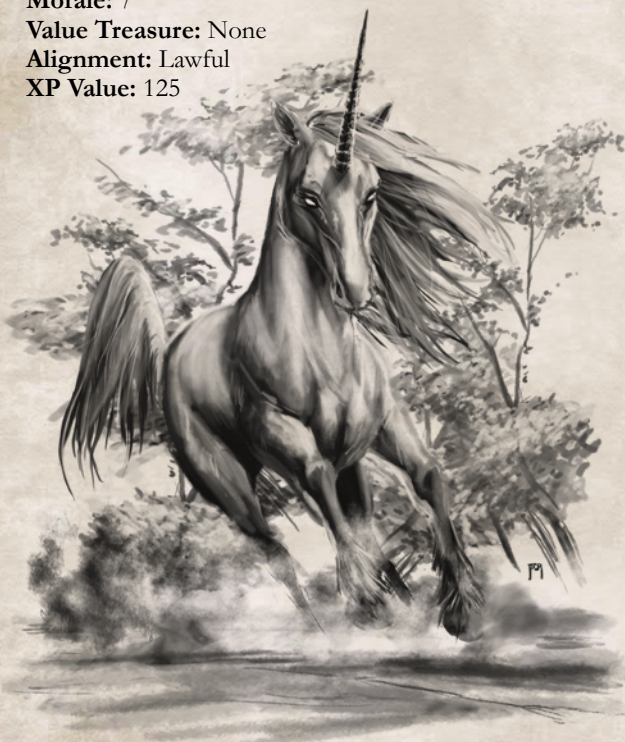
It is the largest predatory dinosaur ever known. It can exceed 12 meters height and weight more than 8 tons.

The tyrannosaurus rex walks on its hind legs relying on its huge tail for balance. Its two front claws are too small to use as weapons, so it compensates this handicap with an enormous mouth able to swallow a human sized creature, if getting a 20 on an attack roll. The victim would then have a slight chance of salvation by passing a saving throw against breath weapon and, if passed, would only suffer 2d4 points of additional damage to the normal attack of the dinosaur, having being chewed by the creature.



UNICORN

Armor Class: 2
Hit Dice: 4
Movement: 80 meters
Attack: 2 kicks / 1 horn
Damage: 1d8 / 1d8 / 1d8
Saving Throw: W8
Morale: 7
Value Treasure: None
Alignment: Lawful
XP Value: 125



Unicorns are slender horses that have a characteristic horn on their forehead. They are timid creatures that are very hard to spot. They only show their presence and deign to communicate with adventurers of lawful alignment. In a few cases, they are known to have been used as fabulous mounts, but only by virtuous paladins whom unicorns believe worthy. Unicorns possess the ability to teleport up a distance of 120 meters once per day, even when carrying a rider.

VAMPIRE

Armor Class: 2
Hit Dice: 7 + 9
Movement: 36 meters
In flight: 60 meters
Attack: 1 touch or special
Damage: 1d10 + double loss of energy or special
Saving Throw: W7 to W10
Morale: 11
Treasure Value: 5,000 gp
Alignment: Chaotic
XP Value: 1,750

Vampires are the most lethal type of undead. They have an extraordinary strength and are feared even by other undead creatures. They live in cemeteries, in ruins and underground crypts and other places where they avoid being bothered by mortals. They fear sunlight and hide from its harmful effects by sleeping in their coffins during the day. Through this rest, they restore their strength.

They have the ability to transform into a large bat, allowing them to fly and summon 1d10x10 more bats



to obey their commands. They can also transform into a gray wolf and attract a pack of wolves or 3d6 dire wolves. These animals will answer the vampire's call after 2d6 assaults. In this state of transmutation, the vampire will attack as if it were a giant bat or wolf, though keeping its original AC, hit dice, rolls and morale and saving throws. Each transformation grants the vampire a recovery of 3 points of damage. Additionally a vampire may transform to a gaseous state. It can evaporate from the sight of its enemies and disperse. In gaseous state, a vampire will still retain all its characteristics, but will not be able to attack or be attacked, unless by magical means.

In human form, a vampire has two dangerous abilities: touch and gaze. The single touch of a vampire causes the victim to lose 2 levels of experience, in addition to any damage inflicted. Vampires' gaze can beguile their opponents like a *Charm* spell would do. Any victim of the gaze will have to roll a successful saving throw against spell with a -2 penalty or fall prey to the vampire's enchantment and follow its commands.

Any adventurer killed by a vampire will return from the dead after 3 days turned into the vampire's slave.

There are few ways to deal with a vampire. They usually shun sacred symbols, and if an adventurer wields one of these in their presence, vampires will be forced to keep distance.

Vampires cannot cross running water. They cannot even fly over it, unless they cross a bridge or travel by boat while resting in their coffins. If splashed by water, they will receive 1d8 points of damage. They suffer double damage if the liquid is consecrated by a Cleric.

One of the most effective ways to eliminate a vampire is to impale its heart with a wooden stake. This injury causes instant death. They are also particularly sensitive to natural sunlight. If a vampire is exposed to the sun's rays, it will have to make a saving throw against spells every assault or die disintegrated. The *Permanent Light* spell will not destroy the vampire, but will cause partial blindness (which means a -4 penalty to its attack rolls). Only natural sunlight actually harms a vampire.

Wolf

COMMON WOLVES

Wolves usually group in large packs to hunt. Forests are their natural territory, although they can occasionally be seen elsewhere. Wolf cubs can be taught, with some difficulty, to behave somewhat like a domesticated dog.

GIANT WOLVES

They are similar to common wolves, except that giant wolves tend to be larger and more ferocious. They are considered semi-intelligent animals and can follow a single trail over several days.



WOLVES

	Common Wolf	Giant Wolf
AC	7	6
HD	2 + 2	4 + 1
Movement	15 meters	18 meters
Attack	1 bite	1 bite
Damage	1d6	1d8
Saving Throw	W1	W2
Morale	8	8
Treasure	None	None
Alignment	Neutral	Neutral
XP Value	25	125

YELLOW MOLD

Armor Class: None
Hit Dice: 2
Movement: 0
Attack: spore
Damage: 1d6 + special
Saving Throw: W3
Morale: 0
Treasure Value: None
Alignment: Neutral
XP Value: 25

This kind of large sized fungus is able to devour wood and leather by single contact. Unable to move, it has the ability of releasing a cloud of poisonous spores that will spread in a 3 cubic meter cloud. Anyone hit by this toxic cloud will suffer 1d6 points of damage and will be entitled to make a saving throw against breath weapon that should be passed to avoid dying in 6 assaults. Yellow mold can only be harmed by fire and is usually found in underground places.

YETI

Armor Class: 5
Hit Dice: 5
Movement: 12 meters
Attack: 2 claws / 1 bite
Damage: 1d8 / 1d8 / 1d4
Saving Throw: W4
Morale: 8
Treasure Value: 1,500 gp
Alignment: Neutral
XP Value: 150



Hidden among the white peaks of frosted mountains this unique creature may be mistaken for an upright white bear. Yetis are very well adapted to the cold environment they inhabit. They are reserved and elusive. That is why it is difficult to run into one, and they are frequently thought to be only a legend. In reality the fact is that they are solitary beings that tend to not interact with anyone unless threatened or cornered.

ZOMBIE

Armor Class: 8
Hit Dice: 2
Movement: 9 meters
Attack: 1 claw or 1 weapon
Damage: 1d8 or weapon
Saving Throw: W1
Morale: 12
Value Treasure: None
Alignment: Chaotic
XP Value: 20

A zombie is an undead creature that shambles in a vague imitation of what it was in life. Generally, they are animated by powerful spellcasters to serve dark purposes. Zombies lack a will, so they are not affected by *Sleep* or *Charm Monster* spells. A Cleric may turn zombies by invoking their gods, even being able to command them. Zombies can be affected by regular weapons, and they are so slow that they are always the last to act during an encounter.





CHAPTER 9:

THE EAST MARK

The **East Mark** is a campaign world with all the necessary characteristics to be the environment for your adventures to take place. For the composition of the geographical environment of the East Mark we have detailed a region nestled between the powerful states of Forest Kingdom, Visirtan and Ungoloz. All this extension borders the Great Swamp to the north and the coast to the south, and has the Road of the Manticore and Elfpath as its two most important commercial arteries.

Logically, the place has only been outlined so there is enough room for the players to complete it as they wish. This type of scenario is known as a sandbox, an open place, based on locations that will develop as we explore the environment, running adventures and creating campaigns.

The city of Robleda (Marvolor in the language of the ancestors) is a strategic point in the East Mark. Just dozens of kilometers from the capital of the Kingdom –Marvalar, court of the Queen Vigdis II–, Robleda can serve as a base of operations for any adventuring party, since it stands close to the center of the Mark. It is a place to rest, get provisions, acquire equipment and sell objects obtained during previous adventures.

Robleda is a small but important city. It serves as a front line position for the Forest Kingdom in the dangerous and savage region bordering Visirtan and Ungoloz. There are many places of interest and personalities to meet in this harsh frontier.

Take a walk through these bustling alleys of Robleda and get acquainted with the East Mark.

Robleda (known as Aethelred in elven language, Melkorka in the language of the Ungoloz, and At-Aldaldag in the Visirtan dialect) is a small city situated near the Road of Commerce (The Road of the Manticore) that communicates the old and proud Forest Kingdom in the west with the Caliphate of Visirtan in the east and the Dominion of Ungoloz in the northeast. At the northwestern border of the Mark, inside the Old Forest, lies Esmeril, the country of the elves.

About 5,000 souls inhabit Robleda, most of them humans and halflings, although other races are not frowned upon. The city settlers make a living from agriculture, cultivating grains and various fruits. Stockbreeding is also of the utmost importance, especially sheep herding and the care and lease of burden beasts.

The land surrounding the city is flat and regular, covered in beautiful green pastures ideal for grazing and for cultivating grain, vegetables and fruit trees. The city sits on a hill overlooking the surrounding countryside, close to the banks of the mighty Willowcreek, which runs along the east side of the city, and is navigable all the way out to the sea a few nautical miles south.

To the southeast, approximately a league from the city, lie the Blue Hills, which get their name from the blue tone of the Willowcreek as it casts its reflection on the soft slopes full of grass. All the riverbank is a gallery forest perfumed by the smell of lilies and bellflowers that grow in large bushes in the nearby mounds. Village girls come to the shore to sing and dance, splashing about in the clear water during the spring.

North the river, following the path along the upper course, the ground becomes soft and muddy, sinking into a natural depression, where the waters of the Willowcreek slow down. Everywhere in the marshes grow gray, giant reeds and enormous willows, forming a dense swamp brimming with wildlife and annoying insects. This area is called the Great Swamp. Among the jumbled vegetation rise the Ravines of the Marshland, where a network of frontier beacons, now abandoned, stood. North of the swamp, in its most inaccessible and savage depths, grows the Black Forest, a jungle home of warring tribes of Lizard Men and dinosaurs the size of dragons, all guarding the ruins of ancient civilizations.

West of the Great Swamp, adventurous travelers will find the huge green mass of the Forest of Spiders, a dangerous wood where an endemic race of aggressive arachnids builds large colonies with cobwebs as strong as steel. The Misty Hills mark the western boundaries of the spiders' domains to the gigantic elven forest, the Old Forest of Esmeril. Some scholars recorded in their volumes the myth that underneath the Misty Hills lie the ancestral ruins of a damned city that succumbed to ancient decadence in long forgotten times, when the gods walked among the mortals. Nowadays, only dreamers and the naïve believe these tales, though the few adventurers who ventured into the fog never returned.

North of the Misty Hills, lie the remains of an ancient fortress of the Forest Kingdom, The Dwarf Citadel, near the old iron mines.

To the west limits of East Mark, between the border with the elven kingdom of Esmeril and the Shirely forest (the administrative center of the Forest Kingdom), there is a dark and mysterious valley, the Dark Valley, hidden among huge and decrepit centennial trees, said to be keeper of deadly secrets and hidden designs of powerful creatures and forgotten gods. No one in their right minds would venture inside.

Well known to all the inhabitants of the Mark is the inhospitable land southeast of the Shirely. The Brownish Mounds stand out on the east bank of the Draco's trib-

utary, home to bandits and drakes. A bit farther, where the Mount of the Cyrenean casts its shadows, it is said there used to live unspeakable horrors summoned by dark wizards that came from the legendary country of Neferu, across the Dragon Sea.

Beyond that point, following the Path of the Coast to the east, lies a wild moor inhabited by trolls, which is without any doubt one of the most dangerous places surrounding Robleda. Past that point the road opens onto a valley known as the Great Gully of the Druids, a place of stunning natural beauty full of strange millenary monoliths dedicated to mother nature.

To the east of the Great Swamp the Taurus Fields extend, site of past battles when the possession of land and the delineation of boundaries were determined by the clash of swords.

Today, these meadows are the silent resting place of hundreds of anonymous soldiers, of a thousand different races and nationalities, buried in mass graves and deep barrows. It is said that huge spectral armies escape from their graves at night to fight a never ending battle in the foggy and black plains of this sinister cemetery.

Beyond the eastern bank of the Willowcreek vast and rich pastures extend as far as the eye can reach. Some families of Robleda chose this land as their home, setting their ranches in the moor. But the beauty of these green fields can deceive the unwary traveler, as these are truly dangerous lands, where wolfs howl. The families who dwell here take good care of their property, raising high fences around their homes and always keeping their weapons at the ready. Between these fields run the grazing paths, protected and maintained by guards hired by the Grazing Council of Robleda.

Past the moor, a few dozen kilometers to the east of the Mark, the land rises above the plain, becoming rough and rocky. From these cold rocks emerge the frozen mountains of the Liafdag, where Flower of the Dead is said to grow. Up there, not even the bravest shepherds bring their herds, although occasionally some have come to the very edge of the frontier of Ungoloz and Visirtan. In these wild lands, goblins thrive, strong with rage and swords.

The mountains are cold and inhospitable during the winter, but wear a cheerful green in the spring months. Here the oaks grow strong and splendid with big and bitter acorns.

At the mountain range's feet, the Sirinsal flows, born from the Regia Loch, its water cold and clear as a child's tears. A bit to the south the water forms a deep lake where fishing is abundant. Near the shore grows a forest of ash, poplar and willow trees, home to fallow deers and wild pigs. The twilights are beautiful when the sun goes to sleep and throws the last orange rays on the peaceful and warm Liafdag loch.

At the edge of the grove lies the small village of Poplar Grove, famous for its enormous horses. Further south,



among the old oaks that dot the ancient Elfpath, next to the Dead Gnoll Basin, is the town of Nidaros, renowned for its white truffles, fleshy and soft and possessing a penetrating aroma.

The rugged and rocky extension of Dead Gnoll Basin represents a natural border to the Caliphate of Visirtan, bordering the Raven Forest and Skull Plateau or Calvera (a vacant and deserted elevation that locals consider to be cursed by the gods). Visirtan's frontier is guarded by the mighty fortress of The Pass (Ur'Gumla in Visirtan), which sits in the green hills surrounding the town of Flora (Osman in Visirtan), an advanced Visirtan enclave in westernmost lands.

Behind the iced Liafdag hides the proud kingdom of Ungoloz, with its populous cities and towns and burgeoning military power. The Black Gate is the only safe connection to the inner valley, passing through the natural

walls of the always frozen ridge. Thousands of hidden and dangerous paths in the mountain are well known by smugglers and thieves brave enough to venture there to avoid the Black Watch of King Odinkar (Black Towers garrison, guarding the entrance to the Domain of the Black Prince) that controls his country with an iron fist from his capital Augelmir, the city of a thousand towers.

THE CITY OF ROBLEDA

Robleda is a small city, compact and cozy. It is located on a hill overlooking the surrounding fields. A wall with steep sides rings the city. The outer wall has watchtowers, built in oak and reinforced with stone and red plaster.

The city streets are narrow and cobbled, always clean and well maintained. The houses are small, single store build-



ings, though some are higher, even two or three floors. The houses are built of strong and gnarled oak wood, with corners and first stories reinforced in stone. Some houses have gabled roofs made of black slate (those of well-off families), while the ones in poor districts are made of tied hemp and straw. A few large ancestral mansions are built entirely of dark gray stone with coffered ceilings made of wood.

The streets open from the central square of the town, where stands the house of the Burgomeister, in front of the centennial oak that lends the city its name. Close by stands a temple devoted to light and goodness, The House of the Morrow, built in ocher granite.


On one side of the Consistory stands the Bailiff House of the Robleda Guard and a small prison adjacent to it. Also near the Consistory, but on the opposite side of the house stands the office of the Lycurgus of Customs,

which is also the market clerk, tax collector and mayor of the court of Marvalar. Two sentries guard the entrance day and night armed with large halberds.

Very close to the square, in a large straight building made of oak and roofed with light brown slate, the Grazing Council gathers. They are in charge to ensure the correct use of grazing paths and to organize the lease of burden beasts to work on the cultivated fields. A little warehouse in the back is used by the Grazing Guards, who keep away thieves and vermin, to store their arms and implements.

Next to the council is situated the impressive fortress of Duke Reginbrad, Lord of Robleda, personally appointed by the Queen Vigdis II. At his command, the city's garrison and a full complement of soldiers (six hundred armed men, including one hundred on horseback). The principal task of these men is to guard the Mark's eastern borders and maintain the order within the Mark.





CHAPTER 10:

ADVENTURES

In this chapter we offer two simple introductory adventures that will allow you to start playing straight away. Both are designed with the city of Robleda as the starting point. The adventurers will be hired by the Burgomeister to investigate unusual sightings of creatures around the villa. This section is intended to be read by the Narrator, so players beware of spoilers.

These adventures will allow the players to familiarize themselves with the East Mark and the city of Robleda, as well as to put the game in practice.

The two adventures are:



THE TOWER OF THE SWAMP

Our heroes will have to travel to the Great Swamp and explore an old, abandoned Visirtan tower that seems to have been occupied by a band of evildoers.

THE MINES OF THE MOORLAND PASTURE

The players will travel to an abandoned mining complex to investigate and inform the Burgomeister.

Both adventures are designed for a group of 4 to 6 characters of levels between 1 and 2, although The Mines of the Moorland Pasture is potentially lethal and should be undertaken after the characters reach second level. Whatever the case may be, feel free to add or remove monsters, change or eliminate traps or whatever you wish in order to make it easier for inexperienced players.

It is of vital importance for these adventures to be carefully read before running them. Knowing the contents of the adventures will make it easier to modify whatever is needed to suit an specific group of adventurers.

THE TOWER OF THE SWAMP

At the southern limit of the Great Swamp, towards the east, lies an old tower supposedly abandoned. In its heyday it served as a Visirtan watchtower, when the frontiers of the Caliphate extended beyond the current boundaries. Today, many years later, the tower is occupied by a band of kobolds led by an evil cleric, Cartaramûn, and his acolytes. Cartaramûn, of Visirtan origins, plans to utilize the tower as a base of operations, establishing a chapel to Orcus, the tenebrous god of the undead in a forgotten crypt on the subterranean level of the tower.

The Burgomeister of Robleda suspects the tower has been occupied again by someone, as several witnesses have testified. Aware that an invasion would pose a serious setback to the safety of the villa, he decides to recruit the adventurers to head to the old watchtower through the dangerous roads leading to the place.

Read the following paragraph to your players. Remember that italic text can be read or paraphrased freely:

After a few hours of nice, smooth riding, the Great Swamp extends before you, a large wetland as lethal as an angry dragon.

You glimpse, above the tops of the mangroves and conifers of the swamp, the silhouette of the crumbling Visirtan tower, that once was a tall and slender building. The trail leading to the base of the tower has been long disappeared, swallowed by dense shrubs and bushes. After a few hours of strenuous walking, you arrive at the base of the old military structure. The tower has lost its top floor, which has collapsed and scattered in large solid blocks of stone all around the watchtower, now surrounded by vegetation.

The reinforced double doors that controlled the entrance to the tower are gone, letting daylight ooze into the narrow hallway leading to the interior of the structure.

Players can decide to inspect the perimeter surrounding the old building. If they do so, they will discover the still hot embers of a campfire beside which several gnawed bones and other filth can be found, sure sign of some activity in the tower.

1. ENTRANCE HALL

When the adventurers decide to enter the interior of the tower, read the following paragraph:

Thick planks reinforced with metal rivets lay half ruined on the floor, next to the entrance, probably belonging to the old doors. The

corridor extends in front of you, heading about 24 meters towards the east, to finish in a large wooden door with iron studs. To your right, on the south wall, there is a smaller door also reinforced with metal studs. At the beginning of the hallway, next to you, in the southern wall, a portion of wall that supported the lintel of another door is detached, revealing part of the room beyond.

A closer look to the left wall of the corridor would reveal a tiny hole in the wall through which the watch room, area 3, can be peeked.

If the adventurers decide to open the east door at the end of the corridor, read the following paragraph:

After the door, right in front of you, the corridor continues towards the east. However, a few meters beyond, a barricade of wooden barrels, planks, tables and smashed furniture prevents from advancing. Reptilian creatures poke their odd little heads just above the parapet, aiming their bows at you.

This is the first line of defense of Cartaramûn's band: kobold archers assisted by four kobold warriors who defend the entrance to the tower from intruders. There is a 20% chance that one of the acolytes is present to lead the kobolds, otherwise this acolyte will be found in area 8. If the kobolds are outnumbered by their enemies, one of them will run for reinforcements, but it will not be able to access the underground level as the entrance is in area 4, right behind the party's fighting position.

KOBOLD ARCHERS (4)

AC: 7 **HD:** 1/2 (1-4) **HP:** 3, 1, 3, 4
Movement: 9 m **Morale:** 6
Attack: 1 attack with light bow, **damage:** 1d6-1
Saving Throw: 1st Level Warrior
Alignment: Chaotic
Treasure: 2, 3, 5, 8 cp
XP Value: 5

KOBOLD WARRIORS (4)

AC: 7 **HD:** 1/2 (1-4) **HP:** 3, 1, 3, 4
Movement: 9 m **Morale:** 6
Attack: 1 attack with a short sword, **damage:** 1d6-1
Saving Throw: 1st Level Warrior
Alignment: Chaotic
Treasure: 12, 15, 15, 9 cp
XP Value: 5

CLERIC, ACOLYTE OF ORCUS (1)

AC: 6 **HD:** 1 **HP:** 5
Movement: 9 m **Morale:** 7
Attack: 1 attack with a dagger, **damage:** 1d4
Saving Throw: 1st Level Cleric
Alignment: Chaotic
Spells: *Cure Minor Wounds*
XP Value: 10



2. DEMOLISHED CHAMBER

This is the room that can be partly seen from the corridor, just passing the entrance, on the right.

This small room is in a dilapidated state. The wall that separated it from the main corridor has practically collapsed, bringing down the door that lies broken in splinters under rubble.

Inside the chamber there are large piles of stones and pebbles, with more timber, planks and stumps that were part of the structure of the upper floor that collapsed.

Besides the described scene, there is nothing of interest in this chamber.

3. WATCH CHAMBER AT THE ENTRANCE

This small room is empty, except for abundant rubble stacking against the walls, rest of the ceiling and walls that collapsed. In the south wall, near the southwest corner, there is a tiny hole through which filters a thin thread of light.

From this hole in the wall you can spy on the entrance to the tower. There is always a kobold stationed inside this room, ready to give the alarm signal to its comrades. The access to this room is through a portion of collapsed wall in area 5.

KOBOLD WARRIOR

AC: 7 **HD:** 1/2 (1-4) **HP:** 3
Movement: 9 m **Morale:** 6
Attack: 1 attack with a short sword, **damage:** 1d6-1
Saving Throw: 1st Level Warrior
Alignment: Chaotic
Treasure: 11 cp
XP Value: 5



4. ROOM OF THE HIDDEN TRAPDOOR

A stout wooden door is in your way.

This door's lock is protected by a poisoned needle trap. Any Thief who attempts to open it will suffer 1d4 points of damage and will be paralyzed for 5 turns if the mechanism is not discovered.

After opening the door, you find yourself in a medium sized room, about 18 x 21 meters. There is nothing in the chamber except a big pile of rubble, planks and rags in the center of the room.

There is a secret trap door on the ground, cleverly hidden below some rags (to be easily concealed and still able to be opened from below), more or less in the center of the room. This is the entryway to the underground level of the tower.

5. CHAMBER ATTACHED TO THE KITCHEN

This room does not have any furniture, you find it partially littered with rubble and loose stones belonging to walls and roofing.

This room can be accessed through the kitchen, area 6.

6. KITCHEN AND STORAGE

You find yourself in what is obviously a kitchen. The fire still crackles in the hearth and next to it there are piled boxes, pots, bales, sacks of provisions, cooking utensils, small and large barrels that hold liquids, drinks, butter, fat and oils. In the middle of the room there is a long table ready to accommodate half a dozen diners, with a smaller round table off to one side. On both there are a considerable number of knives, trays, dishes, pottery, waste and filth that gives off a foul smell. Several small creatures roam nervously, hiding behind furniture, armed with sticks and kitchen knives.

The kobolds found here by the adventurers serve as occasional cooks. They defend themselves in accordance to their capabilities, utilizing any weapons at hand, such as kitchen knives and clubs.

KOBOLD COOKS (4)

AC: 7 **HD:** 1/2 (1-4) **HP:** 3, 1, 3, 3
Movement: 9 m **Morale:** 4
Attack: 1 attack with a club, **damage:** 1d4
Saving Throw: 1st Level Warrior
Alignment: Chaotic
Treasure: None
XP Value: 4



7. COMMON HALL

This seems to be the most important chamber in the complex, at least if you consider its size. Right in front of you, on the eastern wall, between two large columns, there is a masonry pit. Some stone rubble and debris is scattered around the room. On your right, near the entrance, you see over half a dozen mattresses. Next to these are some containers, boxes, small chests, along with a big pile of ragged clothing.

Inside the chests, unusually tidy thanks to the efforts of the Orcus acolyte in charge of them, the adventurers will find: A small dark blue linen sack closed with a drawstring, a set of small colored pebbles, one Visirtan deck of cards, a few short clay pots, an oval clean chamber pot, three razors with worn but sharp blades, a coarse cameo showing a black circle on a dark violet background (value is 10 gp), a lock of red hair tied with black ribbon, a tube of thin metal containing a whitish cream with almond odor (healing ointment, when applied to a wound heals 1d6 points of damage and is able to neutralize poison like the spell of the same name), a corn pipe with a scorched yellow nozzle and the bowl blackened by the use, and a leather bag full of leaves with a very pleasant aroma (devil herb, can be smoked: initial side effect of -1 to Wisdom, gains a +2 bonus to STR for 1d3 hours), 25 gp, 98 sp, and 151 cp.

8. MAIN ROOM

A thick iron bar gate separates this room from the common hall. A hoist mechanism at the right of the archway serves to lift it. It works perfectly the way it is now, but it could be blocked with a lock.

The room serves as a bedroom. There is a comfortable bed in a corner, along with a small dresser and a couple of wooden carpets. A large chest made of thick heavy oak timbers sits at the foot of the bed. Along the west wall there is a large closet, a small table and a bathtub filled with murky water.

The acolyte responsible for ordering, commanding and controlling the kobolds in the first level lives here. These kobolds never go down to the underground level.

CLERIC, ACOLYTE OF ORCUS (1)
AC: 6 **HD:** 1 **HP:** 5
Movement: 9 m **Morale:** 7
Attack: 1 attack with a dagger, **damage:** 1d4
Saving Throw: 1st Level Cleric
Alignment: Chaotic
Spells: *Cure Minor Wounds*
Treasure: *two keys, one opens the chest and the other one opens the door lock.*
XP Value: 10

Chest: The chest is locked. Inside you will find 23 gp, 49 sp, 69 cp, a silver and copper bracelet with a snake carving, a hair pin made of electrum studded with two fake pearls, a wooden spoon with a gold-edged rim, a cotton hose lined in thin leather, a set of fine sewing needles made out of polished iron, a couple of reels of silk thread, a set of slippers made out of cow hide, a mirror with a small handle, large golden hoop earrings (worth 1 ep), two woolen shirts, a brush for clothes made of animal bone, a silver bell and a copy of a dark green leather bound book titled “History of Robleda, The Pearl of the Mark”.

Bathtub: Inside the tub, hidden in the turbid water, there is a magnificent dagger with a sharp blade embed into a golden handle encrusted with ivory plaques representing tiny scorpions. It is a magic dagger +1 to attack rolls.

UNDERGROUND OF THE TOWER OF THE SWAMP

In this subterranean level lies Cartaramûn and the main rooms of his acolytes; their cells and their supplies. Cartaramûn can be found here most of the time, working in his lab, which also serves as a torture chamber. He plans to gain enough power to be able to control the undead that live in the crypt and erect a temple to Orcus.

1. ACCESS HATCH TO THE SUBTERRANEAN LEVEL OF THE TOWER

Among the rubble, hidden under rags, and an old thick and frayed fishing net, you discover a small wooden trap door in the floor, with thick brass hinges and blackened iron ring. The door opens by pulling on the ring, revealing a trail of worn stone steps. Wet, cold air hits your face when you peek down. There is a distant, barely perceivable murmur, like a strange rhythm beating on a loose drumhead.

A Dexterity roll will be necessary to avoid slipping and falling down the stairs. If any adventurers fall, they will take 1d6 damage and make a noise so loud as to warn anyone on the lower level.

Once you descend, a narrow, dark corridor lies before you. The pulsing sound becomes more intense.



2. STORAGE ROOM

To your right, as you advance to the turn of the corridor, you see a large door made of thick oak slats, reinforced by an iron band. The door is closed. There is a keyhole on the right side.

Cartaramûn carries the key on him at all times.

If the players somehow get to open the door (either by tearing it down or picking the very difficult lock), read the following paragraph:

Once the door is opened, the rectangular room behind it is 6 meters long and 3 meters wide. The floor is moderately clean and there are torches with blackened ends that appear to be frequently used. Stacked against the wall, there are a dozen barrels with large cork stoppers. On your right there is a pile of brown bags covered in a thin layer of fine white powder. Apart from this, there are leather sacks and smaller bags that contain various foods and spices: rosemary, lavender, and a little bag with about two kilograms of salt, sugar beet, wheat toast, corn cobs, salted fish, beer kegs, jars with white wine, and old liquor.



This room is used as main warehouse of the complex and may serve to provide food for the adventurers.

Corridor Turn

When you turn to the left, the corridor goes straight ahead 20 meters more to end in a rough stone wall. At the beginning of the hallway there are two iron doors, one in front of the other. Both are quite damaged, showing large rusted areas and black round studded keyholes each. A bit farther, on the wall at your right, three more doors await, with panels made of wooden boards embed between sturdy iron bars.

All doors are closed, but they have no lock.

3. TORTURE CHAMBER

The room has a rectangular shape, it is spacious, with a vaulted ceiling made of red brick. In the center there is a large solid wood table, iron riveted in the corners from which thick chains finished with metal shackles hang. The table has some brownish stains in the middle section, which is slightly concave. On the front wall, the farthest from you, on the right, you see some kind of vertical bronze chest shaped as an antique catafalque in whose lid the figure of a woman of expressionless face wearing a sparse and simple tunic has been roughly sculpted.

There is a slit on the metal where the eyes of the woman should be. Next to it, in the northeast corner of the room, there is a big square well. Next to the center door there is a sinister wooden artifact with a series of pulleys and ropes extending from it. An anvil and some tools like hammers, pliers, chisels and saws, lie on a little table on the opposite side, close to the western wall.

Next to this working table there is a huge dark wooden chest reinforced with thick metal bands and closed with a big lock. You can see a rickety old bed on its side, with a worn woolen blanket on top.



Generally we can find Cartaramûn in this room, working on his malevolent schemes or torturing some poor creature (there are some torture instruments in the room the reader must have identified, like the woman shaped catafalque which has a hinged front and spike covered interior, known as the iron maiden), or resting, since he also employs the room as a bed chamber. Cartaramûn is the dangerous cleric of Orcus who has held the tower as a base of operations with his band of faithful kobolds. He plans to convert the old watchtower into a chapel consecrated to the dark god of the undead and attract followers to his cult.

Cartaramûn has a 30% chance of being here accompanied by one of his four acolytes, which are usually found elsewhere, either on the first level bossing around the kobolds or in the underground, busy with other work.

CARTARAMÛN **3rd Level Human Cleric**
AC: 2 **HP:** 16
Movement: 9 m **Morale:** 7
Attack: 1 attack with a magical hammer (+1),
damage: 1d4+1
Saving Throw: 3rd Level Cleric
Alignment: Chaotic
Spells: *Cause Fear, Cure Minor Wounds, Charm Serpents*
Treasure: magic hammer +1, 40 gp and 71 sp, 1 potion that *Cure Minor Wounds*, 1 scroll with *Cure Disease*, 4 keys (1 for the cells, another for the lock in the chest, a third opens the warehouse and the forth grants access to the crypt).
XP Value: 300

Within the large chest there is only a dangerous spitting snake that the evil cleric of Orcus keeps here. It will attack anybody who dares to open the trunk, except if that is Cartaramûn himself.

SPITTING SNAKE
AC: 8 **HD:** 1 **HP:** 6
Movement: 9 m **Morale:** 7
Attack: 1 bite or spitting venom, **damage:** 1d4 + venom
Saving Throw: 1st Level Warrior
Alignment: Neutral
Treasure Value: None
XP Value: 13

4. GUARDS CHAMBER

This room is the source of the strange beat the adventurers heard earlier. The closed door is unlocked, so it can be easily opened. In this room there are three acolytes of Orcus, Cartaramûn's servants, who will attack anyone who disturbs their prayers.

CLERICS, ACOLYTES OF ORCUS (3)
AC: 6 **HD:** 1 **HP:** 4, 5, 5
Movement: 9 m **Morale:** 7
Attack: 1 attack with daggers, **damage:** 1d4

Saving Throw: 1st Level Clerics

Alignment: Chaotic

Spells: *Cure Minor Wounds*

Treasure: *All the acolytes carry a brass key in their tunics that can open their corresponding cell.*

XP Value: 10

Once the adventurers open the door, read the following paragraph:

Three humans dressed in black robes recite a sinister chant at unison, as one of them hits a small drum made with human skin and bones.

Once the adventurers enter the room, the acolytes will cease their prayers and immediately attack the invaders. When adventurers have dispatched the minions, read the following paragraph:

This room is full of small rustic furniture made of dark and knotty wood. There is a simple table surrounded by stools. On the walls there are shelves full of small, everyday objects such as clothing, an enameled basin, brushes and a few blank scrolls. In front of you, against the wall, there is a large wooden wardrobe. Inside you can find different dirty clothes, hoses and some smelly slippers. In a corner, there is a full set of armor of good manufacture and a giant mace, apart from a pair of boots, a silver dagger and a backpack.

The full armor is built exclusively for humans.

5. CELLS

The thick bar gates have been covered with wooden boards and varnished with a mat yellowish substance. Each of the cell doors are locked by a brass lock that has been painted in black, giving the whole a rough finish.

These old cells, have been partially remodeled into comfortable bedrooms. They each have a mattress on a wooden platform, next to a small iron table with short legs. Each cell also has a wardrobe against the wall, facing the door. A small trunk sits in the corner.

The doors can be opened with the brass keys in Cartaramûn's possession, or the corresponding keys held by the acolytes. These cells serve as bedrooms for the three acolytes.

THE CHEST IN THE LEFT CHAMBER

A dangerous trap protects the chest (trap of negative energy explosion, 2d8 points of damage to everyone within three meters, saving throw against spells to receive half damage). The following objects can be found inside the chest: 125 gp, 296 sp, an earthenware flask containing a greenish blue liquid labeled "Ungoloz Lich Liquor" (actually, it is a potion to *Cure Critical Wounds*), a thin and transparent glass tube sealed with red wax that contains a reddish powder (when mixed with water, the powder creates an asphyxiating red smoke that yields 6d6+4 poison damage, saving throw versus poison for half damage), a little wooden receptacle with



cotton inside in which a tiny yellow ball looking like a seed can be found (yellow musk seed) and a polished gold hair brush (valued at 30 gp). They will also find linen breeches, baggy shirts with laces, and a note on parchment that reads: “the only light of Visirtan is the shadow of the Mark”.

THE CHEST IN THE CENTRAL CHAMBER

A magic trap protects the chest. It is a disease trap that transmits the *Vile Stiffness* upon contact, it has an incubation period of one day, the victim’s skin hardens, granting a +1 bonus to natural armor. 24 hours after that, this +1 changes into a +2 to the natural armor. On the third day, the armor changes to a +3, but the victim receives a -2 penalty to DEX. Each subsequent day the victim’s skin becomes more and more rigid, adding a +1 bonus to natural armor and an additional -2 penalty to DEX, both cumulative. This continues until the victim’s DEX descends to 0, indicating complete petrification. Apart from the trap, the characters will get a small box with two dry and rigid white worms (the antidote), a black ribbon with an ebony clip for hair, a necklace made of heavy metal beads in a golden color alloy, a rectangular wooden box to store scrolls and quills, an inkwell sealed with vegetal plaster, a keystone in wedge shape, a drill bodice made of cotton from Neferu, one medium sized flagon filled with a thick and oily liquid (*Cure Minor Wounds* potion), a crock of cerulean putty that smells of lavender (special facial makeup that confers a +1 to CHA for 1d4 hours when worn), a *Breathe Underwater* scroll, a small crystal sphere carefully placed in cotton and spongy moss (when thrown as a grenade it will produce 2d6 fire damage to all targets within a 3 meter radius).

THE CHEST IN THE RIGHT CHAMBER

A simple lock safely guards the contents of this chest. It contains 125 gp, a necklace made of gold and silver, a scroll of *Darkness*, a green crystal vial labeled as *Venom of the Melted Eyes* (it only reacts if it is applied to a wound or swelling; causes blindness if the saving throw against poison is failed), a bag containing a revolting eyeball wrapped in humid and dark fresh grass (humanoid child eyeball, an optional additional component for spells that grants a 20% chance of doubling the spell time effect) a metal scalpel of excellent manufacture, a lead block the size of a fist, a ceramic pot with an elongated neck that keeps a liquid that gives off a cold light orange vapor (the drinker must make a saving throw against paralysis or become sterile), an excellent dagger with a unique bluish metallic polished blade (magical dagger +1, shines in the presence of a dragon) and a ball of yellow wax with a pin stuck in it.

6. THE NARROW PASSAGE INTO THE FORGOTTEN CRYPT

The secret door that leads to this area of the complex is cleverly hidden. Once the opening mechanism of the door is located, a stone sliding panel will move aside. Once

opened, anyone standing in the doorway will be struck by a cutting blades trap that will appear from the ceiling. The trap is activated by a character standing in the doorway, followed by rolling 1d6. On a 1, the trap triggers. The Narrator should make this trap activation roll for every character that crosses the threshold of the door. If the trap is activated, a sharp scythe shaped blade descends causing 1d8 hit points of damage to the victim, and a 25% chance of amputating a limb, at the Narrator’s discretion.

After discovering the secret sliding door, a narrow excavated passage opens up and descends into the darkness. Dirt permeates every surface, thick and dusty spider webs tangle between the floor, the ceiling and the wet and rough walls. There is a guttural sound, barely audible, can be heard, brought by a slight current that scapes from the cold deepness. The darkness falls completely upon the gloomy cave, only broken by the source of light carried by you.

About halfway down the passage there is an ingenious pit trap. If the trap is activated (1 or 2 on a 1d6), the next character who passes over it will fall into a 9 meters deep pit (3d6 points of damage) filled with what appears to be dirty water. It is not. It is actually a green slime, and any character who falls in the hole will sunk about chest depth inside the creature.

GREEN SLIME

AC: 0 **HD:** 2 **HP:** 9
Movement: 1 m **Morale:** 2
Attack: 1, **damage:** special, 1d4 per assault (suffocating)
Saving Throw: 1st Level Warrior
Alignment: Neutral
Treasure: None
XP Value: 15

Only cold or fire can harm green slime. The green slime’s acid corrodes and destroys wood and metal in six assaults, whether magical or not, but it does not affect stone. Slime sticks to the skin upon contact; it begins to spread and covers the victim in four assaults. The sludge cannot be scratched away from the skin, it can only be destroyed. Burning the green slime off the victim causes half damage to the slime and half damage to the victim.

You continue down the narrow passage for about 8 or 9 meters until you reach a massive double door of finely carved stone. The doors are decorated with friezes showing various scenes of people writhing in pain as a host of skeletons wave arms at the dark sky that spits lightning at the land and the few trees left. On top of this evil mural, inside the curved doors lintel, you can see the horrible and gloomy skeletal figure wearing a worn out tunic staring the infinite from a stone throne with its blood colored eyes. Under the undead being you read an inscription recorded in Visirtan that reads: “Death is sweet, but its anteroom is cruel”.

There is an active magical trap on the doors. Any character that touches them without having deactivated the trap, will be paralyzed for a week unless a saving throw against paralysis is passed. Deactivating the trap is a matter of finding and pulling a hidden lever nearby.

This small crypt is the reason why Cartaramûn became interested in the tower. Buried in it is a powerful dervish (cleric), Orcus worshiper.

The cunning cleric knew from the existence of this place thanks to his studies in the secret order of Ôsman, and traveled here with his acolytes to occupy the tower and make use of the crypts aura to consecrate it to Orcus. The problem is that Cartaramûn was not strong enough to control the undead beings that lie with the buried cleric, so he decided to increase his power by torturing swamp creatures and travelers and committing various other terrible acts. He was in the middle of one of these misdeeds when he ran into the kobolds and recruited them. They did not doubt a second when offered the protection and refuge offered by Cartaramûn and his acolytes and eagerly joined his side.

7. THE CRYPT

The large double doors open outwards with a pull on the two bronze rings embedded in the stone. The newly opened room is freezing, turning your breath into fog. Once inside you will find yourselves in a rectangular room paved with large dark flagstones of enormous dimensions (4 x 6 meters). In each corner stands a fluted shaft column with a slight entasis at the middle. In the center of this cold room is a small baldachin roofed in stone under which there is a marble catafalque shaped like a man with a full armor set. On the left and right you discern some poorly maintained coffins spread on the dusty floor. Through the broken boards of the covers, skeletal arms and legs stand out. A bit farther, close to the side walls, there are a couple of open sepulchers, where corpses wrapped in shrubs rest. Here and there you see some bones that look human. But this is not the worst, since in the opposite wall to the entrance, on a platform built in a yellowish stone, a skeleton figure dressed in a dark ragged tunic is sit on a stone throne, utterly familiar to the adventurers that had just seen its portrait and motto carved at the door.

Once all the adventurers enter the room, three skeletons will assemble out of the bones spread on the floor and attack. The being in the throne is in fact an incorporeal who will attack the adventurers as well. This powerful undead was once the dervish who is buried in this crypt, Seramûn d'Urbra.

SKELETONS (3)

AC: 7 **HD:** 1 **HP:** 5 each
Movement: 9 m **Morale:** 12
Attack: 1 short sword, **damage:** 1d6
Saving Throw: 1st level warrior
Alignment: Chaotic
XP Value: 10

INCORPOREAL (1)

AC: 5 **HD:** 3 **HP:** 16
Movement: 9 m **Morale:** 12
Attack: 1 touch, **damage:** energy drain
Saving Throw: 3rd Level Warrior
Alignment: Chaotic
XP Value: 40

An incorporeal undead is a spirit with the ability to inhabit the corpse of any deceased humanoid. Incorporeal beings are dangerous because their attack can cause the loss of vital energy. With each hit, the target loses a level. A creature that has lost all its energy will become, in turn, an incorporeal after 1d4 days, under the influence of the original being. An incorporeal can only be harmed with magic weapons or weapons made of silver.

Inside the catafalque, there is an skeleton that seems very old, wearing a complete armor of antique and strange design. The rusty metal panels are joint with fist shaped bronze rings. In the chest plate under the thick dust and dry larva, a fume bluing shows the face of a woman with eyes lacking the pupils. The helmet's visor is raised, showing the skull with the jaw banging in a creepy expression. His hands rest on the lower torso grabbing a wicked looking sword in a very worn out scabbard. The sword is marked with runes in black stone forming the words "Souls Well".

The *Great Sword of Sacrilege* enjoys a +2 bonus against lawful or pious creatures and deals an additional 1d4 damage per strike. The possessor of the weapon can cast a spell of *Protection Against Good* once per day.

At the base of the throne there is a secret compartment that contains the following items: 1,200 gp, a magical scimitar +1 with a gold and ivory hilt, a bronze chainmail +1, a small glass receptacle containing whitish liquid on which floats a small crystal sphere that contains a flesh color liquor (portion to *Neutralize Poisons*), a tube with vermilion sealing containing a blue cobalt liquid mottled with white (*Cure Minor Wounds* potion), an oblong jar with an emerald green elixir smelling strongly of sandalwood (*Restoration* potion). Finally, the adventurers will find a jewel craved out of a precious greenish yellow stone that shows slight and intermittent amber reflections (-1 modifier to AC) and a hollow cylindrical object covered in leather that contains several scrolls: *Fireball*, *Magic Missile*, *Talk to Plants* and *Light*.

This is where the adventure ends. If the adventurers get to this point alive and eager to continue to the next quest, read the following paragraph to link this adventure with the next one "The Mines of Moorland".

You return to Robleda tired, hurt, and bruised. The apparent peace you felt when first visiting the Mark is dissipating as fast as your strength. Just after stepping on the villa, an errand boy delivers an urgent summons to you. It reads: "Your presence is immediately requested at the office of the Burgomeister of Robleda."

The Bugomeister will be angry and impatient to hear explanations about what happened at the tower.

It could be that the adventurers decided not to face Cartaramûn and his band alone and returned to Robleda to hire troops or get provisions. It could be that the Burgomeister even lent them some guards to get back to the tower and put an end to the dark cleric's misdeeds. Or maybe they will make it home with the head of Car-



taramûn on a basket as a present to the Burgomeister, in which case they will receive the pertinent XP that will help them to succeed in the following quest. This turnarounds are left for the Narrator to mediate.

THE MINES OF THE MOORLAND

This is a natural follow-up to the previous adventure “The Tower of the Swamp”. However, it can be played independently. If this is the case, you can start by reading these passages.

As you make your way through the merchant district, acquiring gear and looking for skilled warriors to join you in your adventures, an errand girl stops you and gives you a note. It reads: “Your presence is immediately requested at the Office of the Burgomeister. Come at once and do not delay.”

The adventurers arrive at the Burgomeister’s office to find him barking orders to a slender woman in mail. Once he notices the arrival of the adventurers, he tells the woman to sit down and welcomes the group. He runs a hand through his hair and explains that he has heard of your previous adventures, and has a job that “people of their skills should have no trouble with” and that he is willing to reward generously.



He goes onto explain that a wealthy nobleman came to the office a few days ago and described how he feared that his Villa would soon be under siege, and how he needed protection, or at least the scourge of possible attackers eliminated. The nobleman left his best warrior, Lidia, to oversee any operations. The Burgomeister tasks the party to take Lidia with them and root out whatever might be plaguing the Villa’s neighboring mines.

If the party has not yet dealt with Cartaramûn, the Burgomeister will instruct them to finish that business promptly, and return here once they are ready. Lidia is unwilling to join the party to assist with Cartaramûn unless the party can provide her several thousand gp and promise to pay for any healing or treatments she might need.

LIDIA

AC: 4

STR 16

INT 9

Human Warrior Level 1

HP: 7

DEX 11

WIS 10

CON 10

CHA 12

Attack: 1 long sword, 1d8; 1 bow 1d6 (24 arrows); 1 dagger 1d4

Equipment: Chainmail, medium shield, dagger, backpack, rope (10 meters), 10 pegs, mirror, 3 dry food rations, wine skin, 2 torches, flint and steel, a hammer and a small blanket.

Lidia is a woman who, though not very graceful, is somewhat attractive. Maybe it is her independent and daring attitude, or her rough and tomboy manners, but there is something about this woman that draws attention. Her hair is reddish, short, with small wicks of honey throughout. Her sunken eyes are light brown, marked with deep rings in a thin face. Her nose is small, in contrast to her full lips. Her chin is thin and sharp. She is strong and stout, and quite tall. She wears chainmail and carries a long sword and shield, along with a dagger and a well crafted short bow with the correspondent quiver with arrows.

Once prepared, you start your journey towards the distant abandoned mines. Just as you were recommended, you decide to avoid the Path of the Manticore and decide to travel across the fields from the eastern bank of the Willowcreek, through the Moors. Once you traverse the river, you go into the vast pasture fields. The weather is nice, just a bunch of cotton like clouds in a blue sky illuminated by the radiant sun. The birds sing among the bushes and a crow caws over the trees. Dozens of trails and glens intersect with roads of rural estates and sometimes you stumble with communal herds of the Council, guarded by several shepherds. Among the crags and cliffs you sometimes point out the silhouette of the Grazing Guards against the blue sky, always wary and vigilant of any danger that could menace the beasts and cattle.

After a day of pleasant travel, you begin to leave behind the populated area of the eastern edge of the Willowcreek where some brave families from Robleda have established their ranches and bouses. The terrain becomes rough and wild as the roads fade into earth and disappear. Soon, only your sense of orientation will lead you on the right direction. As night approaches a wolf howls in the remoteness, then another... and then a third beyond. Then, closer to you than the previous ones,

but still at distance, a powerful howl, strange and deep, resounds in the fields and mounds, making your blood run cold.

A slight breeze rises from the north, bringing to you a fragrant scent of lavender and wild wheat. The moon begins to rise, showing among the trees in a nearby ridge. Next to you, between the rocks that form a refuge from the wind, a small river bed seems like a good place to rest and set up camp for the night.

As you use to, you set up guard duty for the night. The moon shines in a sky full of stars.

Giant wolves will attack the party at some point in the night, around the third watch.

GIANT WOLF (3)
AC: 6 **HD:** 4 + 1 **HP:** 12, 9, 18
Movement: 10 m **Morale:** 8
Attack: 1 bite, **damage:** 1d8
Saving Throw: 2nd Level Warrior
Alignment: Neutral
XP Value: 125

After the agitated early morning, you pack again to continue the march to the mines. You are now certain that the environment you are traveling through is extremely dangerous. You are in the middle of a deserted countryside, very far from any civilized place. The relatively safe Path of the Manticore is now quite far north. It will be a couple days before you reach the mines, should you continue this pace and direction, but you have to stay aware to avoid trouble.

After walking during all morning and stop for a while to have something to eat, you resume your march. Suddenly, after descending an elevation, you get to a brook that twists and turns among two stone walls in what seems the dried course of a bigger stream of water. You have two choices, to climb up the walls to get through the obstacle, or what appears to be easier, descend to the bottom of the channel and continue at that level. The channel is dusty and dry because of the drought and only some small shrubs hold on. A couple of smooth and naked rocks, sculpted by the water course, stand out like skulls. Here and there holes and depressions in the rock can be guessed.

This valley is a magnificent site for some hungry ankhegs to attack our intrepid adventurers, once they pass through the center of the valley.

ANKHEG (1 or 2 at the Narrator's discretion)
AC: 5 **HD:** 4 + 2 **Morale:** 7
Movement: 10 m
Attack: 3 (2 pincers / 1 bite), **damage:** 1d10 / 1d10 / 1d8
Saving Throw: 3rd Level Warrior
Alignment: Neutral
XP Value: 200

Your anxiety grows with the passage of hours. The last events have been really hard and only the gods know what is still awaiting.

The evening quickly goes by and you will soon have to look for a safe place to spend the night. The wind blows again, cold as the winter

ice. Very close to where you are, in the slope of a nearby hill, a small group of poplars form what seems to be a good shelter to rest.

Next morning, after a calm night, you continue your travel. Just another day is left before arriving to your destiny. The undulated landscape is painted with green wild pastures and very few trees, although there are some small and medium bushes. Close to the horizon line you get to see the mine hills. You will get there before sunset, hopefully.

Finally, thanks to the indications you received at Robleda, you reach the entrance of the facility. From a small valley surrounded by hills you distinguish the south face of the mountain and the old track that gets to the mines. Night begins to fall when you are halfway, and a couple of torches shine at some distance. From your position you can not tell who or what is holding them. Next to the light a dark banner rises, on a high and big flagstaff.

As the Burgomeister feared, the mine has been occupied by a band of hobgoblins, dedicated to harass the nearby settlers. The leader of the gang, a bugbear named Zhulk, has stationed four sentries to guard the entrance under its clans' banner. Zhulk rarely leaves the safety of the mine, and is always accompanied by several hobgoblins and an ogre who acts as a bodyguard.

ENTRANCE HOBGOBLINS (4)
AC: 6 **HD:** 1 + 1 **HP:** 6, 5, 4, 7
Movement: 9 m **Morale:** 8
Attack: 1 spear, **damage:** 1d6
Saving Throw: 2nd level Warrior
Alignment: Chaotic
XP Value: 15
Treasure: 10, 11, 2, 8 sp and 23 cp

1. The Slope of the Lookouts

Once the sentinels in the slope have been neutralized, the old mine entrance is some meters farther. The ragged and dirty banner on the floor is stabbed to the floor with a blood covered axe. A single toothless human skull on a post marks the entrance.

2. The Entrance Chamber

The wet entry room to the underground mines' complex has a vaulted ceiling, 4 meters high at its center. The walls are built of large stone blocks, while the floor is made of rough tiles. Small cobwebs decorate the ceiling. In the northwest corner there is a simple wooden door with a good sized lock. To the south a descending ramp, leads onward. You hear the sound of water in the background. A humid air stream emerges from the cavernous depths.

Obviously, this is the entrance to the facility. There will be no one here if the 4 hobgoblins guarding the slope have been defeated.





3. NATURAL CAVE AND LAKE

The cave descends 170 meters, leading to a huge natural cavern formed by water that floods the area. There is a small bay of coarse sand and pebbles that borders the north side of the underground lake. All kind of filth and rubbish is scattered on the beach. It seems as if it were a makeshift landfill. There is a mountain of debris near the shore of the lagoon.

The water has a black color and stinks. It is quiet and cold.

Adventurers may notice something in the trash heaps, something moving. Two giant centipedes will immediately attack.

SCAVENGER CENTIPEDE (2)

AC: 8 **HD:** 2 **HP:** 15
Movement: 6 m **Morale:** 7
Attack: 1 bite, **damage:** 1d8 + poison
Saving Throw: 2nd Level Warrior
Alignment: Neutral
XP Value: 100

The creature is a kind of worm that has a segmented body with many legs. It is about 3 meters long, and looks like a cross between a giant green larvae and a cephalopod. A stale and foul odor accompanies the creature. The creature bite injects a poison that causes blindness for 1d4 days (saving throw against poison to avoid the effect). Only a *Cure Disease* spell can eliminate the effects of this poison.

4. DOORWAYS

This small chamber looks like a hall, since there are several doors at the walls. There are also racks and shelves full of weapons and tools of all kinds. In the southwest corner, stacked against the wall, there are dozens of arrows with black plumes, along with half a dozen of bows. In the south wall there is a little bronze torch holder with a flaming torch. Opposite this, on the north wall, there is a heavy iron door. There also exists another door in the center of the west wall apart from the one used to enter the room in the southeast corner.

There are 5 very rough scimitars made of a dark metal of low quality (scimitars are considered long swords for damage purposes), 3 short swords, two big battle axes with handles wrapped in tough leather, 5 throwing axes, 4 simple rusty daggers, 10 spears, 6 javelins and a handful of darts.

5. COMMON DINING ROOM

This is a medium sized chamber with several rough wooden tables with stools scattered around. Against the east wall sits a large hearth, with big cauldrons hanging on hooks above a big fire. On the walls and floor there are multiple different items to cook, apart from little clay pots containing ingredients and condiments. On the north wall you see some greasy barrels with some kind of filthy booze. A dark cloud floats in the air, probably result of a poor ventilation and a bad chimney damper.

The room reeks of vomit and wine, while rats scurry around, squeaking and squealing.

There is nothing of interest in this room, which clearly serves as a dining room. The barrels contain hobgoblin grog, made of stale wine and rum.

6. EXIT TO THE CAVE OF THE LAKE

This room is almost empty except for a couple of simple stools next to the northwest corner. Some books on the wall hold several sheep fur jackets, stinky and dirty. In the southwest corner there is a bronze chamber pot full of a whitish foamy liquid. An arch on the wall, next to the books, gives access to a big natural cavern with sandy floor.

Here is the exit to the lake. The foamy liquid is nothing but the animal fat the hobgoblins use to waterproof their cloaks.

7. NATURAL CAVE OF THE LAKE

A large natural cavern opens to the south. The sound of moving water echoes across this huge space. The sand and pebbles squish beneath your feet. There are several scraps and filth scattered everywhere. To the south, sand becomes thinner as it approximates to the shore of the natural lake that covers the south part of the cave. Next to it, there are some rusty metal cages about two meters high and just one square meter area, with thick steel chains and locks. All of them are open, but one, in which a skinny middle aged man is imprisoned, barely dressed in a loincloth. He remains in a squatting position, in a very unnatural posture, like if he was dozing. Also next to the dock there is a boat with rows that might be able to carry three or four people.

The caged man is a shepherd captured by the evil hobgoblins a week ago, together with his flock. They have been feeding on the sheep and goats and planned to leave him for the end. The man, named Jarvis Labbey, is in a sorrowful state, although if healed he would be willing to help his rescuers as much as possible. Apart from this, Jarvis has little information to provide, except that the leader of the hobgoblins is a huge, menacing bugbear. The lock on his cage is not difficult to pick.

Jarvis, in his day, served with the Duke's militia, so, for all practical purposes, can be considered a level 1 Warrior.

An aboleth lives in the lake, and will go after anyone who attempts to cross the water. This creature looks like a huge prehistoric fish, about eight meters long from head to tail, with four tentacles extending three meters off the back of its head. Its rubbery skin is greenish blue with gray spots on both sides that secrete a fetid translucent slime. These horrible monsters are famous for their intelligence and malevolence. Jarvis and the goblins are unaware of the existence of this creature.

ABOLETH

AC: 5

HD: 6

HP: 30

Movement: 40 m (swimming)

Morale: 7

Attack: 4 tentacles + special attack,
damage: 1d6 / 1d6 / 1d6 / 1d6

Saving Throw: 8th level Warrior

Alignment: Chaotic

XP Value: 600

It has four long tentacles to smite its enemies and, in addition to the damage caused, the victim must make a saving throw against poison, or will slowly begin to rot away. For the next 1d4 days, the victim of the attack will begin to ooze yellow mold and will turn into a mass of fungus if not healed by a *Cure Disease* spell.

The aboleth poses an almost unsurmountable threat for the adventurers given their actual level, so it is recommended that you, as the Narrator, attempt to dissuade the players from navigating the lake. Maybe you can remind them of the old legends about the mine, which was indeed abandoned due to the monster's presence. If they still decide to risk it, it is possible that the aboleth does not notice their presence. The Narrator should roll 1d6, a result of 1 or 2 will indicate that the monster has detected them and will attack. Otherwise, adventurers will be able to travel to the other side of the lake, but when they decide to return, you should roll the dice again to see if the aboleth senses them.

Should the players reach the other side, read the following passage:

7A. THE OTHER SIDE OF THE UNDERGROUND LAKE

After the turbulent voyage, you arrive into a small dark sand beach full of little stinky holes, filled with filth and rotten aquatic plants. There are many fish bones and other garbage. Some little white crabs with chitinous shells run among the waste. A small shed with a wooden door closed with a rusted chain is waiting for you at the end of the little sand cave. Bones with evident teeth marks are stacked in front of the door.

The shed is barely a hut, crudely made out of wooden boards and iron studs. A single chest sits in the center of the shed. The chest contains the following: an eye patch adorned with a sapphire and moonstone (125 gp), one fire opal pendant with a chain made of fine gold (75 gp), a gold comb in the shape of dragon (worth 325 gp), a a redish liquid with milky consistence (*Fire Resistance* potion), a dark green potion (*Cure Disease* potion), a wooden wand with a crystal embed at the end (*Wand of Light*), two scrolls (*Levitate* and *Phantasmal Force*). At the bottom of the chest is a trident beautifully crafted. The shaft is engraved with old runes that read, "Waves". This is a magical trident +2 that grants the one holding it the ability to breathe underwater. The trident causes 1d10+2 points of damage.



On this side of the lake live some espumarios (page 88), that will attack at sight. These are amphibian creatures usually associated to the aboleth that are generally found in underground caves, together with their host. They are said to be former humans that once suffered the attack of the aboleth and that after turning into a mass of fungus, they suffered a second transformation until becoming espumarios.

ESpumARIOS (5)

AC: 6 **HD:** 2 **HP:** 10
Movement: 9 m **Swimming:** 9 m **Morale:** 7
Attack: 1 bite, **damage:** 1d6
Saving Throw: 2nd Level Warrior
Alignment: Chaotic
 They suffer a -1 bonus to all their attacks when out of water.

8. CELL OF THE COCKATRICE

From the last area, exit to the cave, after leaving to the west and turning north, a large barred door with a big lock will be in front of you. Heavy chains also secure the door, and an extra lock. A hobgoblin sits guarding the door.

By the door stands a bored hobgoblin guard who will immediately attack anyone who approaches.

HOBGOBLINS (1)

AC: 6 **HD:** 1 + 1 **HP:** 6
Movement: 9 m **Morale:** 8
Attack: 1 spear, **damage:** 1d6
Saving Throw: 2nd Level Warrior
Alignment: Chaotic
Treasure: 8 sp and 23 cp. *The goblin also has the key to the door.*
XP Value: 15

Once opened, the chamber will reveal itself, bare of any furniture, except for a few chains. A small and strange creature moves on the floor. It looks like a regular cock, but it is a rather dangerous being that will attack at the adventurer's sight.

COCKATRICE. MAGICAL BEAST

AC: 6 **HD:** 5 **HP:** 24
Movement: 30 m **Flying:** 60 m **Morale:** 7
Attack: 1 peck or claws, **damage:** 1d6 + special attack that petrifies when getting in contact with the beak or claws if the victim fails a saving throw.
Saving Throw: 4th Level Warrior
Alignment: Neutral
XP Value: 375

9. GREAT MEETING AND REST CAVERN

After passing through an arch in the wall, 15 or 20 meters heading north along a corridor, a big cavernous room can be glimpsed. A great noise comes from there, where dozens of goblinoid creatures

laugh, fight and scream. The room is enormous and spacious, with a very high ceiling (6 meters). Many animal skins and furs lie scattered on the floor, and the same applies to garments, leather armor, all kinds of weapons, some barrels and furniture (stools and some tables), diverse chamber pots and a big chest. Many goblins of the three subspecies rest in the room, playing, eating and drinking.

In this great cavern Zhulk, the bugbear chief of the goblin band, can usually be found. He will always be accompanied by no less than six hobgoblins and Tur-Úno, his faithful ogre bodyguard who will defend his boss to the death.

ZHULK, THE CHIEF BUGBEAR (1)

AC: 3 **HD:** 3 + 1 **HP:** 16
Movement: 9 m **Morale:** 9
Attack: 1 axe, **damage:** 1d6 + 1
Saving Throw: 3rd Level Warrior
Alignment: Chaotic
Treasure: 125 gp, 65 sp, 19 cp, and brass key that opens the trunk.
XP Value: 75

HOBGOBLINS (6)

AC: 6 **HD:** 1 + 1 **HP:** 6, 5, 4, 7, 7, 6
Movement: 9 m **Morale:** 8
Attack: 1 spear, **damage:** 1d6
Saving Throw: 2nd Level Warrior
Alignment: Chaotic
Treasure: 10, 11, 2, 6, 5, 8 sp and 23 cp.
XP Value: 15

TUR-ÚNO, THE OGRE

AC: 5 **HD:** 4 + 1 **HP:** 26
Movement: 9 m **Morale:** 10
Attack: 1 huge club, **damage:** 1d12+2
Saving Throw: 4th Level Warrior
Alignment: Chaotic
XP Value: 125

Zhulk stores in a big chest all the loot obtained by the band until the moment. It is locked and contains the following items: 745 gp, 202 sp, 389 cp, 2 dark green amethyst (100 gp each), a teal piece of jasper in milky white veining (50 gp), 12 freshwater pearls with blackish irregularities (10 gp each).

Apart from the coins, there are many curiosities here, like a silver jug, a small gold bracelet engraved with scenes of beautiful birds flying, two *Stone to Flesh* scrolls, one potion labeled "Mereret" (*Cure Serious Wounds* in the language of Neferu), a translucent potion with white lumps floating in it (*Breathe Underwater* potion) and a felt bag with an "M" embroidered in gold thread and some Orc Kragg. Orc Kragg is an alcoholic beverage much appreciated by orcs and goblins. It is extremely strong and tastes horrible to anyone else. Drinking a pitcher of this infamous liquid will make anyone not an orc, goblin, hobgoblin or bugbear dizzy for a couple of hours.

BACKERS

GRAND MERCHANT

Tesoros de la Marca

MERCHANT

Jose Fernandez
Sphärenmeisters Spiele

TITAN

Alberto Gómez
aleksandar stossitch
Andy Lever
Angela Rivera Campos (Ghilbrae)
Anibal J. Delgado
Brandon Ording
Brett Easterbrook
D. Weeks
Damian Breen
Dawn Fischer
Dennis A. Pascale Jr.
DM Dwayne Wallace
doube8infinity8
Emiliano Marchetti
Frédéri "Volk Kommissar Friedrich"
POCHARD
J. Patrick Walker
Jean "ALAHHEL" Fridrici
Jeremy Kear
Jeremy Ligman
Jon Hermsen
Jorge Carrero
JorgeP
Khanach
LATERRADE Morgan
Luis García Castro
Martin Franklin
Martin Legg
Marty Chodorek
Miguel Angel Friginal
Morgan Hazel
Morte Oakley
Pablo Ruiz Múzquiz (Diacritica)
Roddy McCahon
Ron Yonts
Scott Cambers
Sean Anderson
Sean K King
Sebastian Dietz
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Wajanai Snidvongs
William Scheina
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LEGEND

Allan MacKenzie-Graham
Carlos A. Steffens, Esq.
James Auwaerter

HERO

Borja Guillén "Saddin Konnin"
Chad Patterson
David J. Clark
Nicolas Vandemaele-Couchy
Paul MacDonald
Sean D. Parker

NOBLE & INTERNATIONAL NOBLE

Aaron Reimer
Adam Muszkiewicz
Adam W. Roy
Alberto Bermudo Delgado
Andrew "TreekillerX" Davis
Andrew Cady
Andrew DiNovo
Arnaldo "Kurono" Lefebre Piñeiro
Arthur Braune
Barry Silverman
Bastian Flinspach
Ben Newton
Bill Webb
Bob Humphrey
Bobloblah
Boris J. Cibic
Brad Johnson
Brent Walters
Brett Bozeman
Bruce R Cordell
Casey Finley
Charles Cameron (AKA) Total-D4
Chris Delaney
Chris Fitzgerald
Chris Perkins
Christian Selzam
Christopher E. Gerber

Dan Jacobs
Daniel Bell
Darin Stahl
Darren Buckley
David A. Nixon
David Bresson
David DeRocha
David Dierks
David Gibson
David Ginsburg
Derek "Geekpreacher" White
Derrick "Omote" Landwehr
Doc Ezra
Doug Bartholomew
Dr. Eric Lai
DrunkenPrayer
Ed Moretti
Ed Ritsch
Eric B Lawson
Eric Schmid
Erik Tenkar
Fenway5
Fito Garcia
Fran J. López
Francis Richardson
Franz Georg Rösel
Gauthier Descamps
Gene Scott Swift
Glenn Dean
Gonzalo Agulló Fernández
H&M Pumple
Harry Culpan
Heather Leigh Hamilton
Hector 'chuch068' Varela
Henry Wong
Ian McFarlin
Ignacio Conesa Zamora
Iker Eginosa 'BatOutOfHell'
J. D. Beers
jack Gulick
jack r wynn
Jake Parker
James J. Zecca
Jason Blalock
Jason Paul McCartan
Jeff Brooks
Jeff Wells
Jenaro
Jennifer Fuss
Jeremy Quinn Adams
Joel Rojas

John Gardner
Jolly Blackburn
Jon "tacojohn" Hershberger
Jonathan "Maliloki" Cormier
Jonathan E. Perkel
Jörg Bours
Jorge Carreras
Jorge Prieto
Joseph and Erlyn Fuentes
Joseph DeSimone
Juanfran Alcántara
Keith Nelson
Keith Preston
Keith R. Hayden
Keith Sletten
Kevin Watson
Kimmo Warma
Kylar Blackheart
Lakus & Galian
Lao T'Meng
Lester Ward
loic guimmará
Lloyd Rasmussen
Mac Dara Mac Donnacha
Macharius Tolentino
Marc Young
Marcus "Chaosmeister" Burggraf
Mark Donkers
Mark L. Smith
Mark W. Bruce
Markus Plate
Matthew Skail
Matthew Teets
Matthew Wasiaik
Matthias Weeks
Maurice (Moe) Tousignant
Michael Hansen
Michael Hatton
Michael P. Groark
Michael Stevens
Michal "Zdan" Zdancewicz
Mike Sierra Tango
Monte Cook
Murray K Dahm
Nathan C. Mezel
Nicholas Lim
Omer Ahmed
Pablo Claudio Ganter García
Paco García Jaen
Pascal "Plageman" Pflugfelder
Patricio Gonzaga
Patrick Henry Downs
Paul Ryan
Paul Vermeren
Pedro Valle Javier
Phillip Broomall
Posr
pumchu

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Taurus

ABANDONED FORT

Barrow

Black Forest

Patisaded Fort

White Rock

Lafdag Loch

Swiftpass

PASTURE MOOR

Poplar Grove

Gnolltower

Osman

Robleda

Nidaros

Raven Forest

The Sacred Valley

GNOLLBEEZ

VISIRTAN

Rains of Ibnath

Calvera

Blue Hills

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MOUNTGOBLIN

Pirates Sand Dunes

Shoret Le

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Utmose

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