LOW FANTASY GAMING

— DELUXE EDITION —



LESS MAGIC. MORE GRIT.

Stephen J. Grodzicki

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CONTENTS

What is Low Fantasy Gaming 4
Core Features 5
How to Play 6

Creating a Character 9

Attributes 10
Str, Dex, Con, Int, Perc, Will, Cha 11
Luck 12

Races 13
Human, Dwarf, Half-Skorn 13
Elf, Halfling 14

Classes 15
Artificer 16
Barbarian 20
Bard 22
Cultist 24
Fighter 30
Magic User 33
Monk 35
Ranger 38
Rogue 41

Unique Features 43

Skills 49

Party Bonds 51

Equipment 53
Common Equipment 53
Uncommon, Rare Equipment 54
Gear Packs 56
Animals, Vehicles, Lifestyle, Services 57
Buildings & Construction 58
Melee Weapons 59
Ranged Weapons, Armour 61
Shields 62

Doing Things 63
Kinds of Checks, Modifiers 63
Degrees of Success, Contests, Group Checks, Retries 64
Party Challenges, Percentile Checks 65

Combat 66
Initiative & Turn Order 66
Delay Action, Ready Action, Initiative Variants 67
Move 68
Action 72
Martial Exploits 73
Fighting Styles 76
Miscellaneous Factors 77

Injuries & Healing 79
Staggered, All Dead, Mostly Dead, Injuries & Setbacks 79
Short & Long Rests 81

Magic 83
Sensing Magic, Arcane Sorcery, Spell Interruption, Dark & Dangerous Magic 83
Spell Duration, Illusions, Divine Blessing 87
Divine Rebuke 88
Rites of Atonement 90
Spell Lists 91
Spell Descriptions 93

Advancement 110
Downtime 111

GM TOOLS 113
Blackpowder & Ships 114
Ship Statistics 120
Disease 123
Parasites 124
Dungeon Room Generator 126

Exploration 129
Travel Speed, Weather 130
Overland Events 131
Underground Events 133
Voyage Events 135

Flight Events 136
Random Encounters 139

Hirelings 157
Names 158
Hireling Backgrounds, Quirks 159
Hireling Traits, Gear 160
Hireling Catchphrase 161
Pets, Hireling Advancement, Payback 162

Madness 163
Madness Traits 163
Severity & Penalties 164
Healing, Progression & Remission 165

Mass Battle 167
Party Spotlight, Critical Events 167
Event Points, Sudden Twists 172
Unit Combat, Turn Order 174
Ranged Attacks, Movement 175
Melee Attacks, Victory Points, Misc 176
Units 177
Unit Advancements, Final Confrontation 179

Monsters 181
Special Traits 181
Boss Monsters, Custom/Improv Monsters 184
Monsters by HD & Page 185
Animals (ordinary) 186
Monsters 188

Morale 224
NPC Reactions 224
Reaction Table 224

Rival Adventurers 225
Special Abilities 227

Tavern Brawls 228

Traps 230
Where & How, Search Events 230
Three Second Trigger, Simple Traps 231
Triggers & Counters, Attack Modes 232
Bypasses, Cost & Availability 237
Complex Traps 238

Treasure 251
Carry Loot 251
Lair Treasure 254
Trinkets & Curios 255
Valuables 261
One Shot Items, Potions 264
Scrolls, Permanent Magic Items 266
Appearance 267
Attunement, Obvious Properties 268
Discreet Properties 271

Midlands 273
Other Settings 274

Appendix A: Spell Name Converter 275

Appendix B: NPC Generator 278

Appendix C: Unit Combat Cheat Sheet 281

Appendix D: Character Sheets 282

Index 284



WHAT IS LOW FANTASY GAMING?

Low Fantasy Gaming is a tabletop RPG built for gritty adventures in low or moderate magic settings.

Simple Rules
LFG has simple rules, flexible PC customisation, and an emphasis on Games Master (GM) rulings. It's a heady mix of the best old school, modern, and new game design, wrapped around a familiar d20 based core.

Fast & Engaging Combat
Combat is designed to be fast and engaging, with minimal waiting between turns. Creativity is encouraged via unique abilities, martial exploits and magic.

Dangerous & Gritty
LFG is genuinely dangerous; every skirmish takes a toll and the threat of persistent injury or death is never far away.

Quasi-Realistic World
LFG settings tend to mimic our own classical or medieval periods, with humans as the default PC race. Magic and fantastic monsters exist, but are relatively rare.

Treacherous Magic
Magic is not only rare, it is perilous and uncertain. Be it arcane sorcery or divine blessing, magic is a power not meant for mortals, and adventurers engage with it at their own risk.

Bold Adventurers
LFG is about exploring the unknown, delving into the lost places of the world to unearth new mysteries. Player characters are not epic heroes charged with saving existence; they are bold adventurers seeking fortune and glory.

Open Sandbox
LFG is made for short, episodic adventures in an open world. Mechanics and random tables support GM improvisation, empowering the referee to handle any situation or side trek.

Generic Ruleset
LFG is a generic ruleset, easily adapted to most low or moderate magic worlds. Some roleplaying aspects relating to the *Midlands Low Magic Sandbox Setting* (p.273) are incorporated however (eg: gods and spell names).



CORE FEATURES

LFG is d20 based, with the following features:

- **9 Classes**: Artificer, Barbarian, Bard, Cultist, Fighter, Monk, Ranger, Rogue & Magic User; only two of which involve magic.
- **12th Level Max** eliminates the most powerful spells, and keeps the mightiest monsters scary.
- **Unique Features**: every 3rd level design your own PC ability in conjunction with your GM, or choose from 36 examples.
- **Roll Equal or Under** for attribute checks (inc degrees of success), making every stat point matter.
- **Skills** provide access to a level based **Reroll Pool**, smoothing the fickleness of d20 probability distribution.
- **Willpower & Perception** attributes replace Wisdom.
- Diminishing **Luck** attribute replaces saving throws and powers some **Martial Exploits**.
- **Minor, Major & Rescue Exploits** on top of damage, not in lieu, promote improvised stunts and moments of greatness.
- **Dangerous Combat**: Dropping to zero hp requires a roll on the *Injuries & Setbacks* table and healing is delayed by 1d3 minutes (magical or otherwise). Players don't roll to find out if their PC is *All Dead* or *Mostly Dead* until the battle ends, and someone checks the body.
- **Party Retreat & Chase** rules allow the GM to throw whatever makes sense at the party, unshackling them from balanced encounters and quarantined zones.
- ***5* minute Short Rests** allow PCs to attempt Willpower checks to recover hit points and class abilities, encouraging the party to push on rather than camp.
- **Long Rests** take 1d6 days (or 1d4 in a safe, comfortable environment), mitigating the nova, rest, repeat problem for adventures with long periods between battles (eg: wilderness treks).
- **Dark & Dangerous Magic** tests and **Divine Rebuke** tests make all spell casting inherently uncertain. No at-will, teleport, mind reading or resurrection magic. Magic Users are less reliant on spells, proficient in one handed weapons and light armour.
- **Evocative Spells**: Spells have been tweaked and renamed, eg: *Silent Image, Invisibility, Magic Missile* and *Hold Monster* are instead *Shadows & Dust, A Wisp Unseen, Lash of Unerring Pain* and *Crush of the Warp*.
- **Rare Magic Items**, with obvious and discreet attunements, that unlock as users level up.
- A host of **GM Tables** (weather, traps, treasure, exploration, random encounters, madness, hirelings, disease, ship combat, mass battle, NPC quirks, etc) for easy improvisation.
- **Online Play Support**: an LFG character sheet is available for online play via Roll20 (we are exploring options with Fantasy Grounds).
- **Open Game Content**: 99% of LFG text is "Open Game Content" under the Open Game Licence.
- **Rules as Guidelines**. The GM is the final authority on all LFG rules, which are expected to be tweaked to fit table preferences.

How to Play

The basics of playing a tabletop RPG are very simple. One player is known as the Games Master (or "GM"); this player runs the overall game and plays all the characters the other players don't (the Non Player Characters or "NPCs"). For example, the GM plays the world's monsters, merchants, inn keepers and evil sorcerers.

The other players control a single adventurer each, also known as a Player Character or "PC"; a Fighter, Barbarian, Rogue, Bard, Ranger, Monk, Artificer, Cultist or Magic User. The player characters are the central protagonists in the game, like the main characters in a novel, TV show or movie. The players might also control NPC hirelings and pets (if any).

The game generally unfolds with the GM describing the situation at hand, including where the adventurers are and what they can see and hear. The players then tell the GM what they want their PCs to do. The GM decides whether the attempted action succeeds, fails, or if some dice need to be rolled to determine the outcome.

An example of play appears below.

GM (Steve): *Okay, as you stroll down the alley way, you hear a sudden squeal, then a body falls from the sky above you, landing on the cobblestones with a bloody thud!*

Tom: What? A body? Where the hell did it come from?

Jessica: Is the guy dead? Is it a man or woman? What are they wearing?

GM: *The inn beside you is two storeys high. Your torchlight just reaches the rooftop; you can make out two humanoid shapes withdrawing from the roof's edge.*

Tom: Hold up - as soon as I see the humanoids on the roof, I throw my spear at one.

GM: *OK, so Kruncor is throwing his spear. Tom, make a Dex check to see if Kruncor reacts fast enough before the figures disappear. Jessica, to answer your questions; the body is a man, in wealthy merchant robes of red silk. Definitely dead. <The GM rolls a secret Perception check for Tylithius, Jessica's adventurer, which succeeds>. You notice he's missing three fingers on his left hand.*

Mia: I crouch next to the body and search it. Anything good?

Jessica: Hey I was about to do that - we split whatever she finds!

Tom: OK I made my Dex check with a 12, so I react quick enough. I throw my spear, yelling out "*What the hell, berk!*" ... let's see <Tom rolls his attack and damage> ... I hit AC 18, and damage is 8, assuming that's a hit?

GM: *Yep you easily hit, even with cover <the GM knows the target's AC is 12>. Your spear strikes one of the figures, who yells out in pain... <the GM rolls a Dex check, which fails> .., and he topples off the roof, hitting the ground with a horrible splat!*

Tom: LOL! Classic Kruncor!

Jessica: Yeah that's the Kruncor we all know and love. Right, I loot the new dead guy!

GM: *OK then; Mia - you don't find anything of much value on the dead merchant. Interestingly his money pouch has been cut from his belt. Jessica - the latest dead body is a man wearing street rags, there's a bloody knife, 3 gp in loose coins and a money pouch with another 82 gp.*

Jessica: Haha oh yeah!

Mia: We're splitting that!

GM: *Tom - what does Kruncor do while Damasus and Tylithius are looting?*

Tom: Can I climb up the side of the inn?

GM: *Of course you can. If you want to do it in a hurry though you'll need to make either a Strength or Dex check, your choice. The athletics skill applies if you have it.*

Tom: Great, I'll go Strength <rolls 1d20 and gets 19, but Kruncor's Strength is 16, so the check is a fail>. Ah damn it. But I've got the athletics skill, so I can use a reroll – let's see, it's a 5, phew.

GM: *Sweet! <the GM knows a roll of 5 means a great success, as it is less than half Kruncor's strength score of 16). Kruncor scales the side of the inn like a monkey, leaping from one windowsill to another then hauling himself up onto the tiled roof. You see a one eyed female in street rags, menacing you with an iron baton. She hisses at you in common: "New to these parts, is ya? I'm with the ..."*

Tom: I grab her and throw her off the roof.

GM: *What?*

Tom: I grab her as she's talking, and fling her off the roof down to where Damasus and Tylithius are waiting.

Mia: Yep, Damasus stands up and draws her shortswords, ready for trouble. She knows what Kruncor's like.

GM: *OK. Everyone roll initiative, we're about to start combat.*

Game Dice

LFG uses several kinds of dice, identified by how many sides they have. For example, a single six sided die is referred to as "1d6", while 4d6 means roll four six sided dice and total the result. The four sided die is "1d4", eight sided die is "1d8", ten-sided die is "1d10", twelve sided die is "1d12", and the twenty sided die is "1d20".

If you need to roll "1d100", roll 1d10 twice using the first throw as the tens and the second throw as the ones (eg if you rolled 3 and 9, the result would be a 39). 1d66 is similar but uses 1d6s instead. For 1d2 roll 1d4 and divide by two (round up), for 1d3 roll 1d6 and divide by two (round up), and finally for 1d5 roll 1d10, divide by two, and round up.

Round Down

If a rule instructs you to divide an amount, round down unless indicated otherwise.




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CREATING A CHARACTER

If you're not the GM, you'll need to create an adventurer (a player character or "PC") that you control during the game. This generally involves the following steps (not necessarily in this order):

(1) Make up a character name.

(2) Roll up Attributes (p.10): Strength, Dexterity, Constitution, Intelligence, Perception, Willpower and Charisma, and calculate your *Luck* score.

(3) Choose a class (p.15): Artificer, Barbarian, Bard, Cultist, Fighter, Monk, Ranger, Rogue or Magic User.

(4) Choose skills (p.49).

(5) Create a short background and/or roll for starting bonds with your party allies (p.51).

(6) Roll starting gold (p.15) and buy starting equipment (p.53), or gain your class Gear Pack if your GM is using this option (p.56)

If your table is allowing adventurer races other than human, you will also need to select a race (p.13).

Zero Level Ordeal

Alternatively, your GM might run you through a "Zero Level Ordeal" scenario to create your party. In this case, each player starts with 3 or 4 random zero level PCs, most of whom are not expected to survive. Those that do earn 1st level in a class of their choosing, with organic bonds forged from their baptism of fire.

Call of the Colossus is a Zero Level Ordeal for LFG, and includes special alternate rules for PC creation (free PDF via DTRPG or the LFG site).



ATTRIBUTES

The seven core attributes of a character are **Strength** ("**Str**"; physical power), **Dexterity** ("**Dex**"; quickness and coordination), **Constitution** ("**Con**"; endurance and physical grit), **Intelligence** ("**Int**"; smarts, knowledge, problem solving), **Perception** ("**Perc**"; alertness and observation), **Willpower** ("**Will**"; self-identity and mental toughness) and **Charisma** ("**Cha**"; influence and leadership).

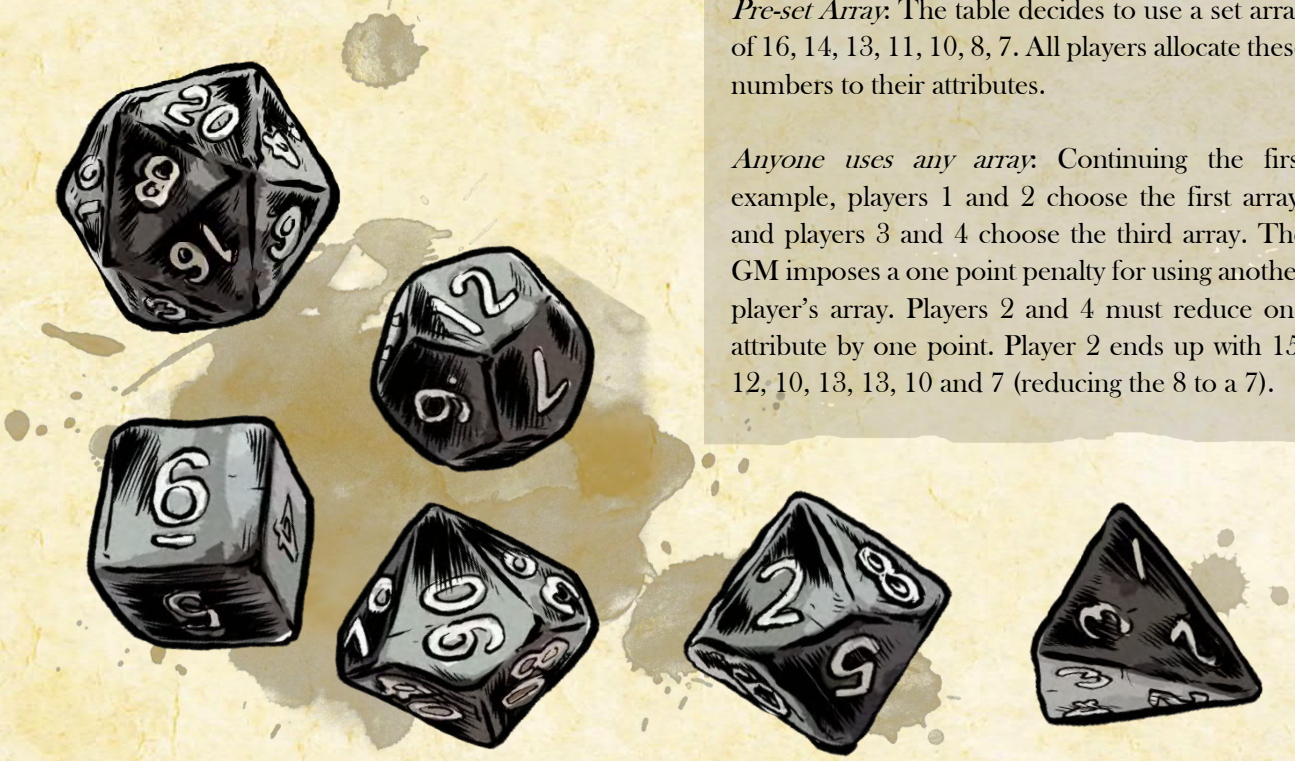
A character's attributes are determined as follows:

1. Each character starts with one automatic score of 15.

2. Roll 4d6, totalling the highest three dice (or simply 3d6, GM's call). Make this roll six times and note the results.

3. Allocate the six rolls, and the automatic 15, to attributes as you see fit.

The humanoid maximum for any attribute is 18. Magical or other effects might allow you to exceed this maximum on occasion.



Alternative Methods

Some tables dislike random attribute generation because certain players might roll very high and others very low. If you prefer a more even starting point, you might consider:

I. Using a pre-set array of your own devising (eg: 16, 14, 13, 11, 10, 8, 7), or

II. Allowing any player to use the array rolled by any other player, but with a small penalty (1d3 points at the GM's discretion), assigned as the player wishes.

Example

Default method: The first player starts with one automatic 15, then rolls 4d6 (drop the lowest) six times, resulting in final numbers of 15, 12, 10, 13, 13, 10 and 8. A second player scores 15, 12, 10, 9, 11, 12, 9. A third player scores 15, 16, 12, 6, 7, 9, 10. A fourth player scores 15, 11, 13, 10, 8, 7, 11. Each player keeps their own rolls and allocates them to the seven attributes for their adventurer.

Pre-set Array: The table decides to use a set array of 16, 14, 13, 11, 10, 8, 7. All players allocate these numbers to their attributes.

Anyone uses any array: Continuing the first example, players 1 and 2 choose the first array, and players 3 and 4 choose the third array. The GM imposes a one point penalty for using another player's array. Players 2 and 4 must reduce one attribute by one point. Player 2 ends up with 15, 12, 10, 13, 13, 10 and 7 (reducing the 8 to a 7).

Attribute Modifiers

If an attribute (except *Luck*, see later) applies a modifier, use the bonus or penalty below:

SCORE	MODIFIER
3-4	-3
5-6	-2
7–8	-1
9–12	+0
13–14	+1
15-16	+2
17-18	+3
19+	+4 or more

Strength (Str)

High Str means your adventurer is physically strong, making it easier to perform acts of physical power, and granting bonuses to attack and damage rolls with melee weapons.

Dexterity (Dex)

High Dex means your adventurer is well coordinated and has good reflexes, making it easier to perform agility related actions, and granting bonuses to attack and damage rolls with ranged weapons, including thrown weapons. Dex also affects your Armour Class (how hard you are to hit), your general capacity to avoid physical danger, and your turn order in combat.

Constitution (Con)

High Con means your adventurer is hardy, physically resilient and difficult to kill, granting bonus hit points and making it easier to resist poison, disease and fatigue.

Intelligence (Int)

High Int means your adventurer is quick witted, knowledgeable and has excellent problem solving skills. A high Int adventurer gains additional languages, has a broad depth of knowledge with good recall, and is adept at separating truth from untruth.



Perception (Perc)

High Perc means your adventurer is naturally alert and observant, with excellent night vision (compared to most humans) and acute hearing. Perc affects an adventurer's capacity to avoid ambushes, detect traps and notice clues others might miss, including body language cues.

Willpower (Will)

High Will represents robust self-confidence, mental fortitude and drive, granting bonuses to resist fear, charm, madness and other mind based spells and effects. Importantly, Will also governs the capacity to rally between battles, allowing an adventurer to fight harder for longer.

Charisma (Cha)

High Cha represents an inspiring persona with strong natural charm and persuasiveness. A charismatic adventurer finds it easier to influence others, and gains bonuses to hireling morale. Cha may also reflect physical beauty.

LUCK

Every adventurer has a special eighth attribute called *Luck*. Primarily representing fate and good fortune, *Luck* also reflects a character's accumulated experience dealing with perilous hazards and dangers. There are two kinds of *Luck* rolls: *Luck* saves and *Luck* checks.

Luck Saves

Luck saves are for resisting serious adverse effects such as spells, traps, special monster attacks or major environmental hazards (particularly those with an area of effect). *Luck* saves are made in response to an attack or active danger, as opposed to an action you instigate, which are generally covered by attribute checks.

Luck Checks

Luck checks are primarily for Major Exploits, Rescues (see *Combat*) and Party Retreats, which rely on the *Luck* resource to pull off.

Starting Luck

At the start of an adventure, a character's *Luck* attribute is equal to 10 + half their level (round up). To make a *Luck* roll, roll 1d20 and apply any modifiers. If the result is equal to or less than the current *Luck* attribute, the test is successful. Note that a character's *Reroll Pool* (p.49) is available for all *Luck* rolls. A successful *Luck* roll means the character avoids the threat (or lessens its effect), or performs the intended martial exploit.

A *Luck* check or save may be modified by an attribute bonus or penalty, depending on the nature of the attack or hazard. For example, an adventurer's Dex modifier applies to dodging out of the way of a *Lightning Bolt* spell. In such a case the notation would be a *Luck* (Dex) save.

Every time a character *succeeds* in a *Luck* roll, their *Luck* attribute is reduced by 1 point, to a minimum of half their level (round up). *Luck* is not reduced on a failed check.

Other Uses

Luck is a flexible and ephemeral quality however, with some additional uses (eg: *Party Retreat* p.68). Your table might allow further applications.

For example, a GM might compare *Luck* scores to decide which PC is initially targeted by a trap or monster, call for a check to see whether a guard patrol turns the corner at a critical moment, or to determine whether an old lantern has any oil left in it. Such "oracle" like uses of *Luck* to determine independent parts of the game world do not reduce a PC's *Luck* score.

Similarly, PCs might find other uses for *Luck*, subject to GM agreement. In playtesting for example, one player made a *Luck* check to choose their summoned monster instead of rolling for it (via *Call Forth Simulacra*). In this example, the PC's *Luck* score was reduced as normal.

Regaining Luck

Generally speaking, *Luck* returns at a rate of 1 point per long rest (see page 81).

Designer's Thoughts

Although hit points, spells and other abilities tend to replenish regularly, relying on *Luck* gets riskier the longer an adventure goes on.

Diminishing *Luck* is intended to serve several purposes. Firstly, players must make choices about when to use their *Luck*. Secondly, it ratchets up the danger as the adventure progresses. Thirdly, in conjunction with short rests (p.81) and random encounters, it incentivizes pressing on with an adventure rather than looking for a place to camp.

For longer adventures, or for tables who like to engage in frequent side treks, you might consider allowing *Luck* to replenish more quickly. Perhaps 1 point is restored at certain adventure milestones, at the start of each play session, as a further short rest recovery option, etc.

RACES

In a low magic world, humans are often the only race available as adventurers. If demihumans exist at all, they tend to be NPCs, living in relatively small populations located in isolated corners of the realm. The GM determines which non-human races, if any, are available to choose from as PCs. Five example races are provided below.

Humans

Humans are the default race, with a flair for problem solving and adaptability. They exhibit wide variability and often enjoy the largest population centres. If the GM allows other races, humans gain +1 die to their *Reroll Pool*.



Dwarves

Dwarves are naturally hardy and highly resistant to arcane forces. A dwarf has advantage when resisting poison and magic of all kinds. Magical healing, including that from potions, only has half the usual effect on dwarves.



In addition, dwarves have a 50% chance of sniffing out a handful of gold coins, or a single gemstone, within 60 ft (this chance may increase for large quantities at the GM's discretion). All dwarves suffer from gold lust and take great pride in their honour and ancestry. The GM may require a Will check to resist new opportunities for riches, or to keep from retaliating against a perceived slight.

Dwarves have better night vision than most humans, but are just as blind in the absence of light. The deep roads are well lit if dwarves are nearby.

Half-Skorn

Half-Skorn (see *Skorn* p.214) are taller than most humans, invariably heavy set, with pinkish skin, wide jaws and small, misshapen ears. Naturally strong and bug resistant, they gain advantage on strength related tests (excluding melee attack and damage rolls) and to avoid disease. Half-Skorn have poor memory and analytical ability however, suffering disadvantage on intelligence related checks.

Prone to instincts for war, conquest and strife, many half-skorn find it difficult to maintain peaceful lives. The GM might require a Will check to resist demonstrating dominance or fearlessness, particularly in the face of overt challenge.

Like dwarves, half-skorn have better night vision than most humans, but are just as blind in the absence of light.

Elves

Elves possess a natural grace and agility that puts humans to shame. An elf has advantage when making all Dex checks and *Luck* (Dex) saves. Elves have fragile constitutions however, and suffer disadvantage on *Luck* (Con) saves and Con checks, excluding *All Dead or Mostly Dead* tests.

Furthermore, elves are haughty and aloof by nature, an artefact of their extraordinarily long lives. The GM might require a Will check to resist demonstrating elven superiority or disinterest when the opportunity arises.

Elves do not sleep, instead entering a trance like contemplation for six hours. They remain semi alert for danger during this time, but suffer a -3 penalty on sight based Perc tests.

Like dwarves, elves have better night vision than most humans, but are just as blind in the absence of light. In the shadows of the elder forests, elves employ soft lighting to guide their way.



Halflings

Halflings are 3 ft tall, nimble and light footed, sometimes mistaken for human children at a distance. They have a natural gift for hiding, dodging, and moving silently, and are seemingly blessed with good fortune.



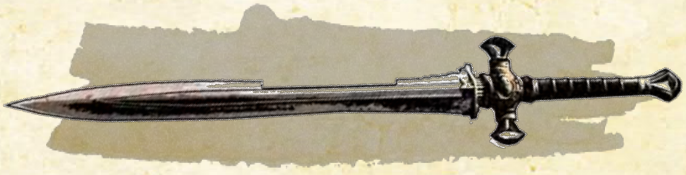
Halflings gain advantage when making stealth related checks, and increase their starting *Luck* and AC by 1 point. PC allies within sight or hearing also increase their *Luck* by 1 point (not cumulative if multiple halflings).

A halfling's small stature imposes disadvantage on strength related checks (excluding melee attack and damage rolls), and prohibits them from wielding large weapons such as greatswords, polearms and longbows. They require two hands to use longswords or similar moderately sized weapons (they do not gain the usual +1 damage bonus for doing so, if applicable). Smaller arms such as shortswords and shortbows may be used as normal.

Halflings are highly curious, and overly fond of comforts such as rich foods, alcohol, pipeweed and sleep. Their lifestyle costs are doubled (p.57). The GM might require a Will check to resist their prying nature, or to avoid opportunities for indulgence.

CLASSES

After determining Attributes and *Luck*, the next step is to choose a class. There are nine classes in LFG: *Artificer, Barbarian, Bard, Cultist, Fighter, Monk, Magic User, Ranger* and *Rogue*. Not all classes will suit all games (particularly the artificer, cultist and monk), so check with your GM which classes are available. Alternatively, if you have something else in mind, work with your GM to create a new class, using the defaults as a guide.



Hit Points

Hit points represent a mix of physical injuries and more intangible qualities such as fighting spirit, combat experience, stamina and luck. Most damage is scrapes and bruises, but if reduced to half maximum hit points (known as *Staggered*), the character shows significant signs of trauma. If reduced to zero hit points, the character is unconscious or incapacitated, and may die or suffer a longer term injury (see p.79).

All 1st level adventurers start with max hit points for their class. When advancing from 1st to 9th level, hp increases by their class hit die roll, plus the bonus indicated on the class tables (plus Con bonus, if any). From 10th to 12th level, hp increases only by the fixed amount shown on the class tables. GMs that prefer lower average hp might substitute larger dice rolls and remove the class bonus (eg a Rogue rolls 1d8 instead of 1d4+4 hp, a Fighter 1d10, etc).

Example
A 1st level Barbarian with Con 16 (+2 modifier) starts with 14 hit points (6+6+2). At 2nd level, the player rolls a d6, scoring a 3, gaining a total of 11 (3+6+2) hit points, for a grand total of 25 hit points at 2nd level. At 10th level, the Barbarian's hit points increase by 4 (fixed amount by class).

Unique Features

Every 3rd level, devise one new ability, trait or theme for your adventurer. Feel free to borrow feats, class abilities, perks and so on from other RPGs, modified to suit LFG. The advancement need not be limited to traditional class themes, allowing for a degree of multi-classing.

The open nature of these Unique Features requires some table discussion to keep things balanced and consistent with the genre of your game. Consider these advancements under constant playtesting and subject to tweaking. For those uncomfortable with creating their own Unique Features, some examples appear on p.43. Conversely, for more experienced players, GMs might allow a bonus Unique Feature at 1st level to allow for greater PC customisation.

Players favouring simplicity might ignore this advancement altogether, or increase a single attribute by 1 point instead (maximum 18).

Languages

Each adventurer begins the game knowing how to read, write and speak their native language (plus "common") and a number of bonus languages equal to their Int modifier. If your adventurer has a negative Int modifier, that character never learnt to read or write, and speaks only their native language (and a smattering of "common").

Starting Gear & Gold

Each character starts the game with 3d6 x 10 gold pieces ("gp"), except for fighters who start with 5d6 x 10. This gold may be spent on items from the *Equipment* chapter, or similar items with the GM's approval. Any unspent gold is retained to spend during the game.

Alternatively, for speedier equipment selection, the GM might allow you to choose a Gear Pack instead (see p.56).

Artificer

You are an artificer, an expert alchemist and forge master, gear priest and black powder savant. You might be a reclusive tinker, a burly gadgeteer, a fume addled apothecary or an arrogant steamsmith.

Hammer in hand and hellfire at your belt, you travel abroad in search of inspiration, putting your unique devices to the test. Most folk brand you a menace; a heretic meddling in secret and unstable forces, destined for an early grave. And perhaps they're right. Yet no man lives forever, and all kingdoms fade; what matters is whether your next discovery will change the world.

Key Attribute: Intelligence (Min 15).

Hit Points: 1d3+3 (plus Con bonus if any) per level up to 9th level, then 1 hp/level.

Armour and Shields: Light, Medium armour.

Weapons: One handed weapons, light crossbow, sling.

Skills: Apothecary, General Lore plus 4 of the following: Acrobatics, Animal Lore, Athletics, Deception, Detection, Gather Information, Insight, Persuasion, Sailing, Sleight of Hand, Stealth, Traps & Locks.

ARTIFICER ATTACK BONUS						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Bonus	0	1	2	2	3	4
Level	**7**	**8**	**9**	**10**	**11**	**12**
Bonus	5	5	6	7	8	8



Alchemy & Mechanica (1st level)

As an artificer, you are privy to secret lore governing the fundamental forces of the natural world, enabling you to invent unique devices and mixtures. By 1st level, you have crafted a number of inventions equal to your Int modifier. Each level thereafter you create one additional invention, and if desired, may substitute one known invention for another.

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81). Each time you use this ability, choose one of your inventions to apply. If an invention requires a Int check, you may use your *Reroll Pool*.

- *Black Powder Weapon:* You have created one (and only one) prototype black powder weapon: Two handed, Range 120 ft, 4d4 damage, reload as crossbow. Damage dice that roll 4 are rolled again and accumulate. On a natural 19 attack roll, a random body part is injured (roll

1d6 and consult the *Injuries & Setbacks* table). The weapon is loud, preventing stealth. On a fumbled attack, the weapon malfunctions, rendering it a club until repaired (per shield rules p.62). Once created, you may wield the weapon like any other (does not require expending uses of *Alchemy & Mechanica).* If the weapon is lost or destroyed, you may create a replacement during downtime.

- *Breathing Mask*: You may activate an independent air supply as part of your action or in response to a gas attack. You are immune to gas attacks and may breathe underwater for 1d6 x 10 mins. In certain situations you might be able to share your air supply with others, dividing the duration by the number of users (GM discretion).



- *Chaintooth Weapon:* You have created one (and only one) prototype chainsaw melee weapon (or other mechanized melee device, eg: piston hammer, torch mace): Two handed, 2d4+1 damage, damage dice that roll 4 are rolled again and accumulate. On a natural 19 attack roll, a random body part is injured (roll 1d6 and consult the *Injuries & Setbacks* table). The weapon is loud, preventing stealth. On a fumbled attack, the weapon malfunctions, rendering it a club until repaired (per shield rules). Once created, you may wield the weapon like any other (does not require expending uses of *Alchemy & Mechanica).* If the weapon is lost or destroyed, you may create a replacement during downtime.

- *Corroding Spray*: As part of your action you may cause a single metallic object within 5 ft (eg: weapon, armour) to rust, crack or otherwise be destroyed. If the target object is carried, a *Luck* (Dex) save resists. Enchanted objects or special metals (eg silvered) are immune.

- *Flash Rig*: When hit by a melee attack from a sight based opponent, you may activate a blinding flash via a modified bracer or other worn item, imposing a 66% miss chance on the attack.

- *Fume Flask*: You may spend an action to hurl a gas device up to 90 ft, causing one of the following non-magical but spell like effects in a 10 ft radius (your choice): *Insidious Slumber*, *Fetid Fog of the Rotting Horde,* or *Writhing Fog*. The cloud duration is 1d6 x 10 mins.

- *Hellfire Glass*: You may spend an action to hurl an explosive device up to 90 ft, blasting a 10 ft radius for 2d4 damage plus 1d4 every odd level beyond 1st (no save). Damage dice that roll 4 are rolled again and accumulate. Hellfire glass may not be used if the artificer is within an enemy's melee reach. The device may also be set as a trap using a fuse, timer, tripwire or

similar. If multiple devices are combined into a single trap, each additional glass alternates between adding 1d4 damage or increasing the blast radius by 5 ft (maximum 20 ft).

- *Ironward:* When hit by a metal based attack (sword, arrow, trap blade), you may make an Int check to activate a magnetic pulse, deflecting the attack at the last moment.

- *Thunder Gauntlet:* You may spend an action to channel a shockwave at a single target within 5 ft, hurling it 2d4 x 5 ft. A creature gains a *Luck* (Con) save to resist. Larger than man sized targets, or fixed objects, are generally immune (GM discretion). You may launch yourself using this ability.

- *Mutagen:* You may use one of these highly unstable and taxing concoctions as part of your action, granting a random benefit for 2d6 rounds. Only one mutagen may be active at a time. When a mutagen expires, there is a 50% chance the artificer suffers 1 point of attribute loss (determine randomly, excluding Int). Roll 1d8 to determine the effect:

    1. Str increases to 17.
    2. Dex increases to 17.
    3. Str & Dex increase to 17.
    4. Spend an action to *spit poison* at a single target up to 15 ft (*Luck* (Con) save or paralysed for 1d4 hours). Unused spit turns inert when the mutagen expires.
    5. You exude eye watering fumes, causing all creatures within 5 ft to make a *Luck* (Con) save on their turn or suffer blindness until the start of their next turn.
    6. As *Hunger for Blood* (self only).
    7. As *Demonic Convergence*.
    8. Restore 1d10 hp each round on your turn (ends if reduced to zero hp).

- *Truth Serum*: If injected or ingested, this serum causes the target to blurt out honest answers to questions posed for 2d6 rounds (*Luck* (Will) save resists).

- *Xray Goggles*: For one round, you gain xray like vision in a 30 ft cone with a 10 ft base, able to penetrate 1 ft of metal, stone, earth or wood. A thin sheet of lead blocks the effect.

Generally speaking, other classes do not have the expertise (including making on the fly calibrations and dosing adjustments) or acquired tolerances to make effective use of your inventions.

Troubleshooter (2nd level)

Once per point of Int modifier per adventure, you may attempt to improvise a jury rigged device or ad hoc mixture to bypass a current obstacle, or assist the party in some other way. A successful Int check is required (*Reroll Pool* available), modified at the GM's discretion. The device is fashioned from spare parts and chemicals, scavenged or adapted from nearby materials, or borrowed from companions. The GM determines whether a proposed item is possible in the circumstances, and how long it takes to create. Some examples might include:

- A primitive but serviceable parachute.
- Tailored acid that melts through a lock in a few moments before turning inert.
- One shot flare gun or magnetic grapple.
- Fusing agent to bind two inanimate objects together.
- Sticky gloves to climb a sheer surface.

The devices and mixtures are temporary and makeshift, lasting up to 1d4 hours at best. At the GM's option, highly improbable or complex items might also cost 1 point of *Luck*.

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Major Breakthrough (5th level)

At 5th level, you make a major breakthrough or new discovery, enabling the following benefits:

- *New Alchemy & Mechanica:* During downtime, you create a new *Alchemy & Mechanica* invention, adding it to your known abilities. Work with your GM to determine the details, subject to playtesting, etc, like a *Unique Feature*.

- *Field Repair*: Once per adventure, you may spend 1d6 x 10 mins to repair a broken or damaged item (eg shield, weapon) in the field, using your carry tools, spare parts, etc.

- *Replacement Limb:* During downtime, at a cost of at least 1,000 gp (GM determines), you may permanently replace a lost limb with a clockwork, steam and/or canned lightning powered facsimile, eliminating injury penalties. The subject permanently loses 1 Con but gains +1 AC. Secret compartments, tool and/or weapon attachments might also be possible at the GM's option. Maximum one limb per subject.

Supercharged (7th level)

At 7th level, you may reroll any or all *Alchemy & Mechanica* related damage dice, or your initial *Mutagen* roll. Each individual die to be rerolled costs one *Reroll* die.

House of Gears (10th level)

At 10th level, you may establish an artificing facility, complete with a mine, forge, workshop, laboratory and apprentices. As Master Mechanica, you set the facility's goals and objectives, and direct the activities of your crews.



Barbarian

You are a barbarian, a savage warrior from the tundra, mountains, deep forests or sandy wastes. You might be a Viking raider, a Conan like behemoth or an Amazonian warrior woman.

Unlike soft city dwellers, your long exposure to harsh elements has equipped you with primal ferocity, acute instincts and formidable endurance. You are well versed in the use of weapons, but prefer armours that do not hinder your natural athleticism. Most barbarians are superstitious, illiterate, and have an abiding distrust of magic.

Key Attribute: Constitution.

Hit Points: 1d6+6 (plus Con bonus if any) per level up to 9th level, then 4 hp/level.

Armour and Shields: Light, Medium armour and shields.

Weapons: Any except crossbows.

Skills: Animal Lore, Wilderness Lore, plus 4 of the following: Acrobatics, Athletics, Apothecary, Deception, Detection, Divine Lore, Gather Information, Insight, Leadership, Persuasion, Sailing, Stealth.

BARBARIAN ATTACK BONUS						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Bonus	1	2	3	4	5	6
Level	**7**	**8**	**9**	**10**	**11**	**12**
Bonus	7	8	9	10	11	12



Ferocious Rage (1st & 7th level)

As a barbarian you may harness a primal and ferocious rage. You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81).

To enter or end a rage, you must declare such during your turn, or you may trigger it in response to suffering damage or being subjected to a charm, fear or madness effect during someone else's turn.

Your rage lasts a number of rounds equal to your Con modifier (if triggered after your turn, that round doesn't count). Your rage is loud and guttural, ruining any chance of stealth. You may speak, but most words are incomprehensible, and you cannot cast spells.

Whilst raging, you gain a +2 bonus on Str and Con checks, as well as attack rolls, damage rolls and *Luck* saves. In addition you become immune to, or suspend, charm, fear and madness effects, and

all damage you suffer is halved (including damage that triggers a rage).

At 7th level, while raging, if you are reduced to zero hit points, you may choose to make a *Luck* (Con) save to be reduced to 1 hit point instead.

Born to the Wilds (1st level)

The constant trials of the wilderness have sharpened your survival skills. You have advantage whenever you make a check related to Wilderness Lore (see *Skills*).

Sixth Sense (2nd Level)

At 2nd level, you have survived long enough to cultivate a sixth sense for hidden danger. You have advantage when making checks to resist ambush or surprise.

Unique Feature (3rd, 6th, 9th & 12th level)

See pages 15, 43.

New Skill (4th & 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Killer Instinct (5th level)

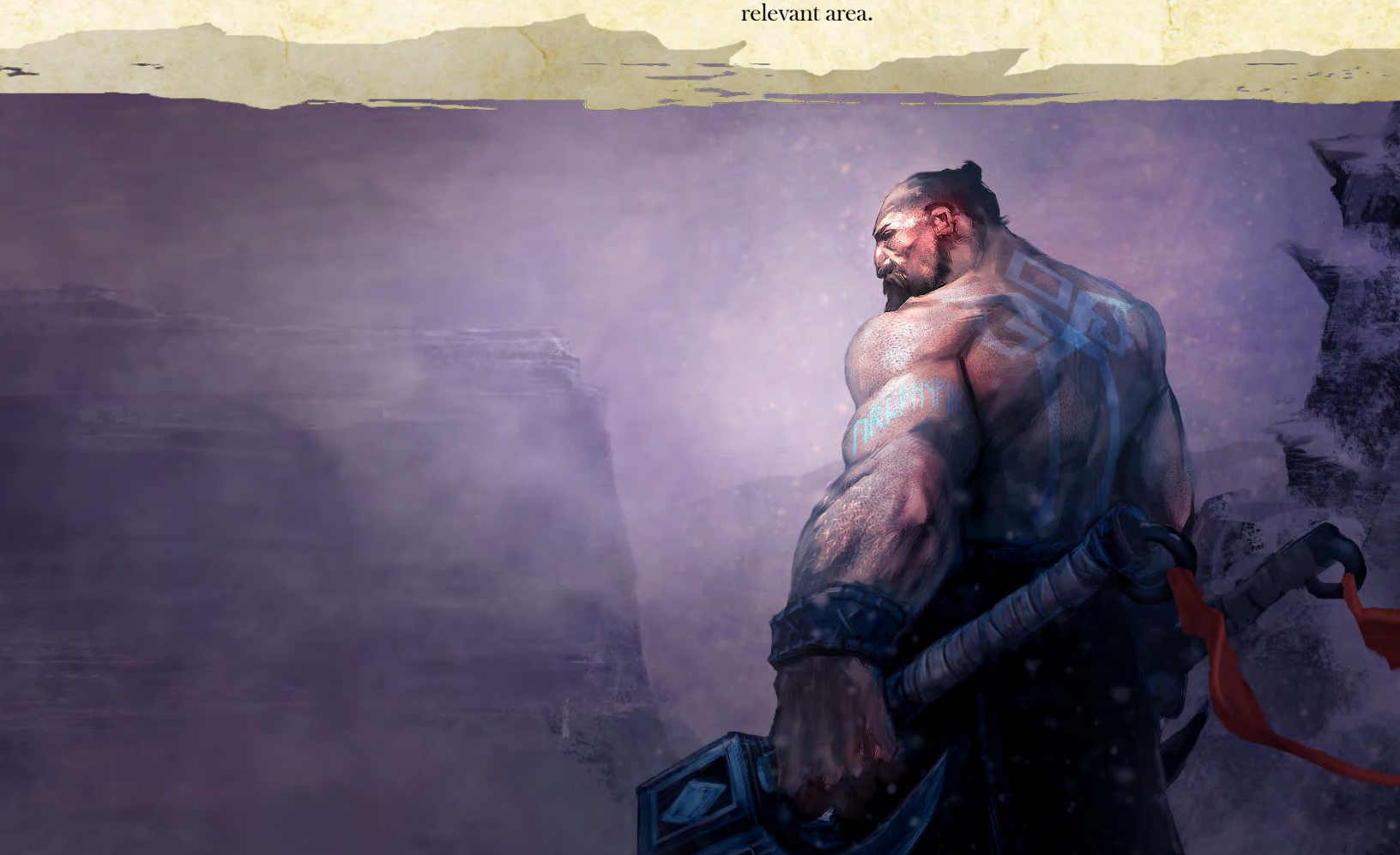
At 5th level, you perfect your primal fighting instincts, causing critical hits with weapons on a natural 1d20 roll of 19-20. Additionally, any weapon attack that reduces a target to single digit hit points (9 or less) reduces the target to zero hit points instead.

Second Attack (7th level)

At 7th level, you may spend a *Reroll* die to make a second attack that turn (if two weapon fighting, you do not gain a second extra attack).

Chieftain (10th level)

At 10th level, you attract or take control of a tribe of barbarians who swear fealty to you. As tribal head, you may direct the tribe's activities. Some tribes mark out territories while others follow shifting migration patterns. In either case, your tribe develops an unmatched knowledge of the relevant area.



Bard

You are a bard, a charismatic wanderer; part artist, diplomat and warrior, as skilled with blades as you are with ballads. You might be a fearsome skald, a celebrated performer or a master of whispers. In your travels you draw knowledge from all corners, forging alliances and extracting secrets from those who should know better.

A bard's influence fortifies the company, strengthening bonds and the common will to prevail. With the right words and deeds, the bard elevates the party beyond the sum of its parts.

Key Attribute: Charisma.

Hit Points: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level.

Armour and Shields: Light, Medium armour and shields.

Weapons: Any.

Skills: Choose any 7: Animal Lore, Apothecary, Arcane Lore, Athletics, Deception, Detection, Divine Lore, Gather Info, General Lore, Insight, Leadership, Persuasion, Sailing, Sleight of Hand, Stealth, Traps & Locks, Wilderness Lore.

BARD ATTACK BONUS						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Bonus	0	1	2	2	3	4
Level	**7**	**8**	**9**	**10**	**11**	**12**
Bonus	5	5	6	7	8	8



Inspire Greatness (1st level)

Your unifying presence inspires the party to moments of greatness. You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81).

When you use this ability (no action cost), provided an ally is within 120 ft and can see or hear you, you may grant your ally a bonus equal to your Cha modifier on one roll. You may choose to use this ability after seeing the result of the roll. You may use this ability on your own rolls provided you can see or hear an ally within 120 ft.

Silver Tongued (1st level)

Bards have the gift of the gab and are skilled in the art of soliciting rumours, gossip and other information. You have advantage when taking actions related to the Persuasion or Deception skill (choose one) and Gather Information, and when conducting performances to entertain or inspire.

Bardic Knowledge (2nd level)

By 2nd level, your studies have earned you an ear for languages and a wide knowledge of different cultures. You may make a Cha check to understand or communicate in a language you don't formally know (speaking in short sentences and comprehending the gist of what is said or written). Additionally, you have advantage when recalling lore relating to history, culture (including myths and legends) and etiquette.

Unique Feature (3rd, 6th, 9th & 12th level)

See pages 15, 43.

New Skill (4th & 8th level)

At 4th and 8th level, you gain one new skill.

Rare Fighting Techniques (5th level)

At 5th level, you employ a mix of rare and unconventional fighting techniques, acquired through study or travel. Your weapon attacks cause critical hits on a natural 1d20 roll of 19-20. Additionally, provided an ally is within 120 ft and can see or hear you, they may reroll any fumbled attack rolls (no *Reroll* die cost). You may use this ability to reroll your own fumbled weapon attacks, provided you can see or hear an ally within 120 ft.

Rallying Shout (7th level)

At 7th level, once per round, you may spend a *Reroll* die to permit an ally within 120 ft who can see or hear you to reroll a failed weapon attack. You may use this ability to reroll your own failed weapon attack, provided you can see or hear an ally within 120 ft.

Network of Informants (10th level)

At 10th level, you establish a network of contacts with yourself at the centre. Your network spans multiple cities and covers a broad spectrum of society. The members tend to be an eclectic bunch with skills and talents in most fields. As principal, you set the network's overall objectives and direct its activities (as much as that is possible).



Cultist

You are a cultist, the devoted servant of a god, daemon or other cosmic entity distant and inscrutable. You might be a pious priestess, an unflinching inquisitor, or a haunted warlock struggling to avert a terrible doom.

Like all travellers of perilous lands, you are familiar with weapons and armour, mindful that the divine help those who help themselves. Yet in your hour of need, when the flesh fails and the shield splinters, you call upon your goddess for aid. And if you have kept the tenets, and earnt Her favour, She answers.

Key Attributes: Willpower.

Hit Points: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level.

Armour and Shields: Light, Medium Armour and shields.

Weapons: Bludgeoning, and any weapons sacred to the cult's ethos (GM's call)

Skills: Apothecary, Divine Lore, plus 4 of: Arcane Lore, Athletics, Deception, Detection, Gather Information, General Lore, Insight, Persuasion, Sailing, Stealth, Wilderness Lore.

CULTIST ATTACK BONUS						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Bonus	0	1	2	2	3	4
Level	**7**	**8**	**9**	**10**	**11**	**12**
Bonus	5	5	6	7	8	8



Blessings (1st Level)

As an agent of the gods, cultists may petition their patron for aid in the form of supernatural blessings and miracles (see p.87).

At 1st level, the cultist knows a number of blessings equal to his Will modifier. Each level thereafter the cultist learns one additional blessing, and if desired, may substitute one known blessing for another. You begin an adventure with one use of this ability per level. Each time you use this ability, choose one of your known blessings to apply. You may regain expended uses by taking short or long rests (p.81).

All cultists may choose to learn the following blessings:

- *Blessed Weapon*: One weapon the cultist touches counts as magical for 1d6 x 10 minutes (no action).

- *Holy Smite*: As part of a melee attack, instead of rolling damage, you cause maximum weapon damage plus your level. The attack counts as magical. This ability may not be used more than once per round.

- *Lay on Hands:* The cultist may spend an action to heal a touched target 1d4 hp per cultist level, plus the cultist's Will modifier. If the target has zero hp, the wounds mend slowly over 1d3 minutes (the target does not regain hit points or consciousness until the 1d3 minutes passes).

- *Mend Injury*: as *Solace of Argona*. This ability may not be used more times than half the cultist's level (round up) per adventure.

- *Purge Affliction*: As *Purge the Accursed*. This ability may not be used more times than half the cultist's level (round up) per adventure.

- *Sense Abomination*: The cultist may spend an action to detect *Undead*, *Demons* and *Aberrations* (including their direction) within 120 ft for 2d6 rounds.

- *Spell like Blessing*: Each time you choose this ability, gain a blessing that mimics one of the following spell effects: *Pierce the Veil, Lucent Emanation, Sever Arcanum* or *Cleansing Charm*.

- *Turning*: The cultist may spend an action to brandish their holy symbol to turn 1d8 + level *Undead, Demons* or *Aberrations* within 60 ft. If a target's HD are less than half the cultist's level they are automatically destroyed. Targets with HD equal to or lower than the cultist's level gain a *Luck* save to resist fleeing for 1d6 x 10 minutes. Targets with more HD than the cultist are unaffected.

- *Watched Over*: The cultist and all PC allies within 20 ft gain +1 AC as long as the cultist is above zero hp. Once known, this blessing is always active, and does not require expending a blessing use.

Sacred Lore (1st level)

Cultists gain advantage on all checks relating to Divine Lore, holy or unholy, including deities, undead and demons.

Child of the Gods (2nd level)

The cultist is blessed by their patron, increasing their maximum *Luck* by 1 point.

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).



Church Militant (5th level)

By 5th level, divine providence guides your hand to strike true. Your weapon attacks cause critical hits on a natural 1d20 roll of 19-20.

Second Attack (7th level)

At 7th level, you may spend a *Reroll* die to make a second attack that turn (if two weapon fighting, you do not gain a second extra attack).

Temple (10th level)

At 10th level, the cultist may build or is appointed a temple dedicated to her god, drawing lay worshippers, new initiates, and fervent protectors. As High Priestess, you control the temple and direct the activities of the faithful.

Tenets & Favour

Included with each god's description are example duties and strictures consistent with the cult's ethos. Tenets are intended as roleplaying differences between faiths, reasons to adventure, and ways for cultists to earn Favour.

In order to gain Favour, the cultist must take action promoting, enacting or adhering to one or more tenets. The GM determines whether a tenet is met and Favour bestowed. A cultist either has Favour or not. Acting contrary to a tenet generally strips the cultist of Favour if they have it (GM discretion, or a *Luck* (Cha) save might be called for). Consistently breaking one or more tenets not only strips favour, but may impose penalties on invoking blessings, or prevent any blessings until/if the cultist atones (GM's call).



If labouring under a *Divine Rebuke* that requires *Atonement* to absolve, the cultist cannot gain Favour until their atonement is complete.

Because cultists rely on Favour to invoke blessings reliably and without fear of *Divine Rebuke* (see p.87), it is recommended that GMs give PCs the benefit of the doubt when deciding whether a tenet is satisfied. At the GM's option however, repeatedly using the same tenet to garner Favour may become increasingly difficult over the course of an adventure.

Example

At dawn a Priestess of Argona obtains Favour by bolstering her allies' spirits with an inspiring hymn (*Foster hope*). An hour later she regains Favour by healing the wounds of an ally mid combat (*Aid the sick and injured*). As dusk falls, the priestess again tries to *Foster hope*, but this time the GM requires a one hour ceremony instead of a short prayer.

Example Gods

Five deities from the *Midlands* setting are provided below as examples. Each comes with suggested Tenets and Patron Benefits. GMs are encouraged to tweak or substitute as desired.

Argona (the Starmaiden)

Argona is the goddess of health, wealth, happiness and hope. In addition, she is venerated as a fierce protector of families, especially children, elderly and other vulnerable. She is usually depicted as a beautiful, raven haired woman with a trail of stars in lieu of legs.

Related Activities: Weddings, births, carousing, trade deals, healing and illness recovery, defending kith and kin. Her feast day is *Thanksgiving*.

Common Phrases: Argona protects. Starmaiden keep you. Health, wealth and happiness.

Common Icons: A star or stars. Shield with a star motif.

Tenets:

- Foster hope.
- Aid the sick and injured.
- Fight for those who cannot fight for themselves.
- Embrace toil and prosper.
- Celebrate good works.

Patron Benefits:

i. The cultist gains advantage on Apothecary related checks.

ii. Add the following to *Spell like Blessing*: *Deny the Nine Furies, None Shall Pass, Ward of Lost Souls.*

Baal (Lord of Crows)

Baal is the god of decay, suffering, disease and death. His name is commonly uttered to ward off his unwanted attention. Baal is usually portrayed as a floating skull, a murder of crows or an animate ooze.

Designer's Thoughts

In original LFG, the Magic User class encompassed all forms of magic, removing the need for a traditional "cleric" class.

The Cultist changes this unified magic paradigm by creating an implicit divide between arcane and divine power (even though a combined spell list remains). Like all LFG rules, GMs should ignore or change anything they don't like, including (especially) classes. Some GMs might permit both Cultists and Magic Users in their game, others just one, or neither.

Note that some Unique Features (eg *Divine Blessings*, *Spell Casting* and *Faustian Pact*) provide further options for (limited) themed magic.

Related Activities: Funerals, executions, palliative care, ancestor worship, spreading or resisting disease, torture, managing or ending suffering. Baal's feast day is the *Day of Dust.*

Common Phrases: No life without death. Bones and dust, blood and rust. All are equal before Baal. Baal's Balls!

Common Icons: Skull chalice. Crow(s). Ooze.

Tenets:

- Pray for the departed.
- Heed the suffering of others.
- End those that deserve death.
- Purge the undead and the demon, wherever they roam.
- Stifle disease.
- It is blessed to repurpose that which is in decay.

Patron Benefits:

i. *Shadow of Death*: when the cultist rolls a natural 20 on a melee attack roll, a living target with less HD than the cultist dies (no save). This is a magical effect and requires a DDM check. The cultist may choose not to invoke this effect.

ii. Add the following to *Spell like Blessing: Riddle of Bones.*

Graxus (the Iron God)

Graxus is the god of war, courage, struggle and glory. He is called upon in times of conflict and strife, either to rally strength or deflect his wrath. He is frequently depicted as a juggernaut of destruction; a towering half man, half iron fusing of steel and flesh.

Related Activities: Warfare, combat, fisticuffs, arm wrestling, exhortations of grit, bestowing of accolades. His feast day is *Ironvow.*

Common Phrases: By blood or blade! Victory and death! The Iron God cometh!

Common Icons: Anvil and skull. Iron fist. Crossed swords with a central eye.

Tenets:

- Test your mettle.
- Live boldly or not at all.
- Finish your foe without hesitation.
- Iron and steel are hallowed metals; treat them so.
- Bring glory to yourself and the Iron God.

Patron Benefits:

i. *Trained for War*: The cultist may use all melee weapons or heavy armour (choose one).

ii. *Offering of Blood*: The cultist may access their *Reroll Pool* for melee attack and damage rolls.

Shennog

Shennog is the goddess of night, darkness, mystery, deceit and madness. She is whispered to in times of treachery, despair and clandestine activity. Most descriptions of Shennog suggest a formless shadow, broken mirror or a giant spider.

Related Activities: Tending the mentally ill, false dealings, double crosses, stealth and infiltration, nocturnal affairs, subterranean exploration. Shennog has no known feast day (if there is one, it's kept secret).

Common Phrases: The darkest corners conceal the greatest secrets. Reject the mundane and embrace revelation. Mystery is the font of wonder.

Common Icons: Slender crescent moon forming a circle. Giant spider or webs. Cracked mirror.

Tenets:

- One secret for another.
- Invoke trickery and guile.
- Delve the dark places of the world.
- Embrace mystery and wonder.
- Consort with the mad and un-mad alike.
- Find comfort in the night.

Patron Benefits:

i. The cultist gains advantage on Stealth or Deception related checks (choose one).

ii. Add the following to *Spell like Blessing*: *Mantle of Many Faces, Place of Perfect Night, Shennog's Blessing.*

Soliri (the World Tree)

Soliri is the goddess of the sun, weather, nature and creation. She is implored to bless harvests, encourage fertility, and to repel darkness or ferocious beasts. She is commonly depicted as a female faced sun, a swarm of leaves, or a giant world tree.

Related Activities: Planting, harvesting, breeding, weather ceremonies, hunting, camping, raising bonfires. Her feast day is *Long Harvest.*

Common Phrases: The World Tree provides. Man too is a force of nature. Burn back the shadow!

Common Icons: Flaring sun. Stylized leaf. Colossal tree with great roots.

Tenets:

- Venerate the sun and flame.
- Explore the uncharted wilds.
- Give to the earth, take from the earth.
- Reject the hollow adornments and luxuries of convention.
- Root out and destroy abomination in all its forms.

Patron Benefits:

i. The cultist gains advantage on Wilderness Lore related checks.

ii. Add the following to *Spell like Blessing*: *Bestial Communion, Enduring Radiance, One with the Deep, Writhing Fog.*



Wodon

Wodon is the god of knowledge, art, wisdom and justice, beseeched when seeking insight, inspiration or truth. He or she (sex uncertain and used interchangeably) is portrayed as a giant owl, or a wizened human with two heads, one male and one female, leaning on a runed staff or stack of tomes.

Related Activities: Seeking or giving advice, study, investigation, meditation, artistic endeavours, justice. Wodon's feast day is *Reverie*.

Common Phrases: Wodon guide you. Knowledge is power. One cannot hide from one's self. Vengeance is a pit, justice a door.

Common Icons: Stack of tomes. Dual headed bust. Giant owl with a set of scales and/or hammer.

Tenets:

- Your word is your bond.
- See justice done.
- Learning is blessed; expand and strengthen your ken.
- Preserve the old lore and relics.
- Muse upon the wonderment of art.

Patron Benefits:

i. The cultist gains advantage on General Lore related checks.

ii. *Hammer of Judgment*: On a successful melee hit, the cultist may spend a *Reroll* die to knock the target prone, and blind them until the end of their next turn (no save, once per target only). This effect does not trigger a DDM check.

iii. Add the following spells to *Spell like Blessing*: *Inescapable Unmasking*, *Whispers of the Watchers.*



Fighter

You are a fighter, a veteran warrior expertly trained in weapons and armour. Perhaps you are a mail clad knight, an agile spearman, or a sharp eyed bowman. Fighters are versatile masters of all weapons, switching between armaments and fighting styles to best meet the foe at hand.

The fighter is the most heavily armed and armoured adventurer in the game. You are comfortable in the thick of battle, relying on brawn, steel and superior skill to win the day.

Key Attributes: Strength and/or Dexterity.

Hit Points: 1d5+5 (plus Con bonus if any) per level up to 9th level, then 3 hp/level.

Armour and Shields: Any.

Weapons: Any.

Skills: Leadership, Athletics, plus 4 of the following: Acrobatics, Arcane Lore, Deception, Detection, Divine Lore, Apothecary, Gather Information, General Lore, Insight, Persuasion, Sailing, Stealth, Traps & Locks, Wilderness Lore.

FIGHTER ATTACK BONUS						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Bonus	1	2	3	4	5	6
Level	**7**	**8**	**9**	**10**	**11**	**12**
Bonus	7	8	9	10	11	12



Adaptable (1st level)

Your combat expertise allows you to switch weapons and fighting styles at a moment's notice. At 1st level, the fighter knows a number of styles equal to his Strength modifier. Each level thereafter he learns one additional style, and if desired, may substitute one known style for another.

At 1st level, choose one of your styles to be your default style. When you gain a level, you may substitute your default style for another if you wish. You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81).

You gain the benefits of your default style at all times, except as noted below. When you use

Adaptable, choose one of your known styles and substitute it for your default style until the end of the combat. You may use *Adaptable* multiple times during the same combat if you wish. You may revert to your original default style at any time during your turn (no action, does not expend a use of *Adaptable*).

Using *Adaptable* is part of your normal action, and you sheath, stow and ready armaments (including a shield) at no action cost.

Example
Kruncor has *Two Hander* default style, and also knows *Protector* and *Ranged*. He automatically begins a battle with *Two Hander* (advantage on damage rolls with his Great Axe), but part way through expends one use of *Adaptable* to switch to *Protector* (gaining shield and Rescue benefits instead of advantage on damage rolls). A few rounds later Kruncor reverts back to *Two Hander* style (no action, no *Adaptable* use) to finish off the final enemy.

- *Charger*: When you take the charge action, enemies do not gain advantage on their attacks against you, and if you hit, the target must make a *Luck* (Str) save or be knocked prone or pushed up to 10 ft.

- *Dual Weapons*: If you are armed with two single handed melee weapons, every time you miss with your extra attack, you gain +1 to hit (cumulative) on subsequent extra attack rolls until it hits.

- *Long Reach*: If armed with a 10 ft reach weapon, you may block a 10 ft diameter area instead of 5 ft (p.68), and on a Nat 19 you may trip your foe.

- *Opportunist:* Once per turn, when you reduce a foe to zero hit points with a weapon attack, you may immediately make one free melee or thrown attack. You may declare the use of this ability after reducing a target to zero hit points (provided it is your turn).

- *Protector*: You automatically succeed on Dex checks to trigger Rescue Exploits, and shields grant you +2 AC instead of +1.



- *Ranged*: Targets lose up to 2 points of AC bonus gained from cover, and if you miss your target with a ranged or thrown attack, you never reroll the attack against an ally in the same melee (p.73).

- *Single Weapon:* If you are armed with a one handed weapon and your other hand empty, you gain a +2 bonus to initiative, interceptions, *Luck* (Dex) saves and reaction based Dex checks (including triggering Rescue Exploits).

- *Two Hander*: If you use a melee weapon two handed, you gain advantage when rolling damage.

- *Rearguard*: You may declare use of this style at the start of a round, prior to your turn. You adopt defensive manoeuvres, directing a tactical retreat as you guide your allies to safety. All party members gain advantage on any Party Retreat tests (see page 68).

- *Unarmed*: Your unarmed attacks cause 1d6 damage instead of 1d2. On a Nat 19, you may grab or disarm your foe.

Deadly Strikes (1st level)

Your weapons expertise helps you land crippling blows; your weapon attacks cause critical hits on a natural 1d20 roll of 19-20. In addition, if your weapon causes a special effect on a natural 19, the effect also occurs on a natural 20.



Supplies (2nd level)

By 2nd level, you naturally anticipate and prepare for dangers and obstacles that lie ahead. At any time during an adventure, you may automatically add 1d4 mundane items to your equipment list (the items must have a common theme). For example, you might gain additional coils of rope, a grappling hook and climbing boots, a cache of fire pots, and so on. Particularly expensive or bulky items may not be permitted at the GM's discretion. After using this ability, you may not use it again until you resupply at a village, town or city (the GM might impose additional limits).

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Master of Arms (5th level)

At 5th level, your weapon attacks cause critical hits on a natural 1d20 roll of 18-20. If your weapon causes a special effect on a natural 19, the effect also occurs on a natural 18 or 20.

Additionally, when you are hit by a melee or ranged attack, you may spend a *Reroll* die to force your opponent to reroll their attack and use the lowest result.

Second Attack (7th level)

At 7th level, you may spend a *Reroll* die to make a second attack that turn (if two weapon fighting, you do not gain a second extra attack).

Stronghold (10th level)

At 10th level, a fighter may raise a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. Over time the keep might attract villagers, and earn the fighter a title or rights to collect taxes.

Magic User

You are a magic user, a student of strange and supernatural powers that are not well understood. You might be a mysterious conjuror, a dread witchdoctor, or an eccentric sorcerer with a six demon bag.

Magic is the most multi-faceted power in the game: it can conjure lightning, invoke spirits, beguile onlookers or mend wounds in the blink of an eye. But there is a price to be paid, and no spell is uttered lightly. Like any adventurer, the magic user knows the value of a sharp blade and steady arm.

Key Attribute: Intelligence.

Hit Points: 1d3+3 (plus Con bonus if any) per level up to 9th level, then 1 hp/level.

Armour and Shields: Light armour.

Weapons: One handed weapons, light crossbows, sling.

Skills: Arcane Lore, Insight plus 4 of: Animal Lore, Athletics, Apothecary, Deception, Detection, Divine Lore, Gather Information, General Lore, Persuasion, Sailing, Stealth, Wilderness Lore.

Spell Casting (1st level)

A 1st level magic user knows one spell, plus a bonus number of spells equal to her Int modifier, which the player choses from the 1st level spell list (see the *Magic* chapter). Each level thereafter the magic user learns a number of spells equal to her Int modifier as chosen by the player (up to the highest level the caster knows, per the advancement table).



If a magic user finds any scrolls or spell books while adventuring, she may learn one extra spell (from the scroll or book) when advancing a level. Once per level a caster may also substitute one known spell for another spell.

When learning spells that unleash or affect specific elements, for example *Gift of the Fiery Furnace*, the magic user may learn an elemental variant instead (eg *Gift of the Frozen Vortex*).

At the start of an adventure, you may use a number of spells, of each spell level, as shown on the advancement table. You may regain expended spell uses by taking short or long rests (p.81). You choose which of your known spells to cast at the time of casting. Casting a spell requires concentration; if the magic user suffers any damage before her turn, she may not cast a spell that round.

Example
At the start of an adventure, a 5th level magic user may cast four 1st level spells, two 2nd level spells, and one 3rd level spell. When advancing from 5th level to 6th level, with Int 16 (+2), the caster learns two new spells, chosen from the 1st, 2nd or 3rd level lists. If the magic user found a scroll of 1st to 3rd level, she may also learn one spell from the scroll.

On a particular day, the magic user might cast *Insidious Slumber* four times, *Wings of the Starless Abyss* twice and *Gift of the Fiery Furnace*, or she might cast *Lash of Unerring Pain*, *Arcane Aegis* twice, *Insidious Slumber*, *Wings of the Starless Abyss*, *Bound by the Black Spiral* and *Gift of the Fiery Furnace*. Remember that if the magic user suffers any damage before her turn, she may not cast a spell that round.

MAGIC USER ATTACK BONUS & STARTING SPELL USES

Level	Attack Bonus	1st	2nd	3rd	4th	5th	6th
1	0	2	–	–	–	–	–
2	1	3	–	–	–	–	–
3	2	3	2	–	–	–	–
4	2	4	2	–	–	–	–
5	3	4	2	1	–	–	–
6	4	4	3	2	–	–	–
7	5	4	3	2	1	–	–
8	5	4	3	3	2	–	–
9	6	4	3	3	2	1	–
10	7	4	4	3	2	2	–
11	8	4	4	3	3	2	1
12	8	4	4	4	3	2	2

Attuned Mind (2nd level)
Every magic user develops a strong sense of arcana and resistance to attacks on her mental state, including charm, fear, madness, and so on. Practitioners have advantage when resisting mind related attacks and when sensing magic.

Unique Feature (3rd, 6th, 9th and 12th level)
See pages 15, 43.

New Skill (4th and 8th level)
At 4th and 8th level, you gain one new skill (the skill need not be on your class list).



Battle Magic (7th level)
At 7th level, you may reroll any or all spell damage dice, or reroll the number of targets affected by a spell. Each die to be rerolled costs one *Reroll Pool* die.

Tower (10th level)
At 10th level, a magic user may build a tower for herself to house her library, laboratory and so on. She will attract a mixed bag of mercenaries, strange servants, an apprentice, and perhaps even a few monsters. This motley crew will follow her orders for as long as they dare.

Monk

You are a monk, a pilgrim adventurer and martial artist, travelling the wilds in search of enlightenment. You might be a peacekeeping vagabond, a reclusive mystic or a vigilante drifter. Raised by your order, you lack family attachment and eschew material things, focusing instead on the perfect alignment of mind, body and spirit.

Unarmed and unarmoured, only a fool mistakes you for easy prey. A lifetime of training has forged you into a fearsome weapon; strong as the mountain and supple as the wind, you perform deeds others hold impossible. The embodiment of discipline, your warrior spirit burns brighter than the sun.

Key Attribute: Willpower

Hit Points: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level.

Armour and Shields: None

Weapons: Spear, shortsword, dagger, staff and sling.

Skills: Acrobatics, Apothecary, Athletics, plus 4 of: Arcane Lore, Deception, Detection, Divine Lore, General Lore, Insight, Persuasion, Sailing, Stealth, Traps & Locks, Wilderness Lore.

MONK ATTACK BONUS						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Bonus	0	1	2	2	3	4
Level	**7**	**8**	**9**	**10**	**11**	**12**
Bonus	5	5	6	7	8	8



Martial Arts (1st level)

Monks are masters of unarmed combat, causing 1d6 damage (plus Str modifier) with their hands, feet and other body parts. They may make an extra attack each turn with a punch, kick, headbutt etc as if armed with two weapons (p.76). This extra attack does not suffer disadvantage, unless the monk is also using a weapon two handed (p.76).

Monk Techniques (1st level)

Monks employ secret and highly effective fighting techniques, passed down from master to pupil over the centuries. At 1st level, the monk knows a number of techniques equal to his Will modifier. Each level thereafter the monk learns one additional technique, and if desired, may substitute one known technique for another.

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81). Each time you use this ability, choose one of your known techniques to

apply. You may use this ability as part of your normal action. If a technique requires a Will check, you may use your *Reroll Pool*.

- *Acrobatics (Formless Water)*: Until the start of his next turn, the monk gains a bonus equal to twice his Will modifier to AC, *Luck* (Dex) saves and defensive Dex checks. This ability may be triggered after being hit or otherwise targeted by an opponent (potentially turning a hit into a miss, etc).



- *Channel Spirit (Unchain the Dragon)*: The monk channels her spirit into her unarmed strikes, causing critical hits on natural 19-20 attack rolls, and bypassing immunity or suppressing regeneration the target has vs non-magical weapons. This effect lasts a number of rounds equal to the monk's Will modifier.

- *Deflect Projectile (Moon shields Sun):* When damaged by a non-magical ranged attack (dagger, arrow, boulder, etc), this ability may be triggered to negate it.

- *Strength of One:*
The monk increases her Str to 19 for one action.

- *Impossible Leap (Heaven's Leap)*: The monk may jump up to 30 ft in any direction. Some GM's might require a staff, creature or terrain to launch from.

- *Mind over Matter:* The monk may delay the effect of a bodily injury (see *Injuries & Setbacks* table; p.79) until the next long rest. Only one injury may be delayed at a time.

- *Moment of Clarity*: Until the start of his next turn, the monk ignores penalties due to poor visibility, and pinpoints invisible or hidden foes within 30 ft.

- *Perfection of Will* : When subject to an effect that requires a *Luck* (Will) save, the monk may make a Will check instead.

- *Purity of Self*: When subject to a disease or poison effect (magical or otherwise), the monk may make a Will check to negate it.

- *Redirect Attack (Fork the River):* When damaged by a melee attack, the monk may make a Will check to transfer the damage to another enemy instead (within reach of the monk or original attacker).

- *Stunning Strike (Iron Fist)*: On a failed *Luck* (Will) save, one target within reach loses its next action. Gigantic creatures may be immune to this effect, at the GM's discretion.

Open Hand Versatility (2nd level)

Monks are experts in controlling and subduing their opponents. On a natural 19 unarmed attack roll, the monk may grab, trip, disarm or push the target up to 10 ft.

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Enlightened Warrior (5th level)

At 5th level, you unlock glimmers of enlightenment, invigorating your physical, mental and spiritual being. You gain the following benefits:

- Open Hand Versatility applies on a natural 19-20 attack roll,
- Once per adventure, after a period of meditation and contemplation, you may spend a *Reroll* die to gain a useful insight. Bearing in mind your party goals, the GM will remind you of an important piece of information, spotlight an overlooked clue or connection, or provide some other inspiration, and
- Once per adventure, during your turn you may spend a *Reroll* die to end a magical effect you are subject to (if others are subject to the same effect, it does not end for them).

Counter Attack (7th level)

At 7th level, after being damaged by an enemy, you may spend a *Reroll* die to make a single unarmed attack against that foe. This ability may not be used more than once per round.

Monastery (10th level)

At 10th level, a monk may establish a monastery, complete with dedicated novices and a handful of older monks to guide them. As Grandmaster, you set your order's philosophy and objectives (which need not align with your original order).



Ranger

You are a ranger, a hunter of monsters and men; scout of the borderlands and sentinel of civilization. You might be a faultless tracker, a brave woodsmen, a grizzled beastmaster or a veteran explorer.

Bold and self reliant, your skill with the bow is rightly feared and your herbalist lore respected. Many consider you a lone wolf, but your party allies and beast friend provide all the fellowship you need. Beholden to none, you alone decide your fate; free as a bird and boundless as the sky.

Key Attribute: Perception

Hit Points: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level.

Armour and Shields: Light, Medium armour.

Weapons: One handed weapons, any ranged weapons except heavy crossbow

Skills: Animal Lore, Wilderness Lore, Stealth, plus 3 of: Acrobatics, Athletics, Apothecary Arcane Lore, Deception, Detection, Divine Lore, General Lore, Insight, Persuasion, Sailing, Traps & Locks.

RANGER ATTACK BONUS						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Bonus	1	1	2	2	3	4
Level	**7**	**8**	**9**	**10**	**11**	**12**
Bonus	5	5	6	7	8	9



Beast Companion (1st Level)

During downtime between adventures, you may gain a beast companion. Your companion is an especially smart, brave and loyal animal of small to moderate size (three examples are provided below). The two of you share a special bond and communicate using sounds, touch, hand gestures, body language and the like.

Your beast companion gains the following benefits:

- Maximum hit points, plus 2 hp per ranger level.
- To hit bonus, and critical hit damage, based on the ranger's level (per the Advancement Table).
- One skill that is reasonably applicable to an animal (Stealth, Athletics, etc).

- *Luck* attribute equal to the ranger's current *Luck*. The ranger's *Luck* is not reduced on a successful *Luck* save by the companion.

- Treated as a PC for the purposes of (i) morale, (ii) death, (iii) injuries, and (iv) healing.

- Shares the ranger's *Reroll Pool*.

Beast companions are the epitome of their species. Their natural aptitude, combined with the ranger's guidance, produces an animal uniquely suited to the rigours of adventuring.

Wolf, AC 11 + ranger's Perc modifier, HD 1+2, Bite 1d6+1, 19: target is knocked prone or grabbed, S15 D13 C16 I5 P14 W13 Ch7, L special, Mv 60 ft. The wolf gains advantage when tracking and on attack rolls when flanking an opponent.

Viper, AC 12 + ranger's Perc modifier, HD 1, Bite 1d3 + poison, 19: extra strong venom dose causing 2d6 damage, S10 D17 C14 I5 P13 W14 Ch6, L special, Mv 30 ft.

The viper is approximately 6 - 8 ft long, able to climb trees and squeeze into locations other beast companions cannot. It also detects body heat up to 10 ft distant (ignores visibility penalties against living targets). The viper's poison causes 1d6 damage (*Luck* (Con) save negates).

Owl, AC 12 + ranger's Perc modifier, HD 1d6 hp, Rake 1d4+1, 19: eyes bloodied; target blind until end of their next turn, S7 D16 C12 I5 P16 W15 Ch8, L special, Mv 90 ft. The owl can fly, and sees as well in darkness as in light (provided there is some light to amplify, for example moonlight). It gains the usual aerial combatant advantages (p.78).

Rangercraft (1st level)

Travelling the outlands is dangerous for large, well armed caravans, let alone solitary hunters, requiring rangers to hone a variety of survival talents. At 1st level, the ranger knows a number of talents equal to his Perc modifier. Each level thereafter the ranger learns one additional talent, and if desired, may substitute one known talent for another.

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81). Each time you use this ability, choose one of your known talents to apply. You may use this ability as part of your normal action. If a talent requires a Perc check, you may use your *Reroll Pool*.

- *Animal Ken:* The ranger and his beast companion may briefly exchange detailed information, including matters which might not normally be imparted by an animal (GM discretion). The GM might require a Perc check for especially complex information.

- *Anti-toxin Draught*: One target within reach may apply the effects of Anti-toxin (p.54). In addition, 1d4 attribute points lost due to poison are restored over 1d6 hours.

- *Instinctive Rescue:* The beast companion may perform a Rescue that targets the ranger (LFG p.75). If the GM agrees a Rescue is possible, the companion must make a Dex check and the ranger a Perc check. If successful the Rescue occurs. No *Luck* check is required. This ability is not available if the beast companion is incapacitated.

- *Nature's Venom*: After you hit with a weapon attack, you may impose a 75% chance that the target's next turn occurs

last in the initiative order. This is a poison effect.

- *Off Hand Adept*: If two weapon fighting (p.76), before rolling to hit with an extra attack this turn, you may choose to negate the usual disadvantage penalty for that attack roll.

- *Cover Fire*: If the ranger or an ally is hit by a ranged attack, you may force the attacker to reroll that attack and use the lowest result. The ranger must be armed with a ranged or throwing weapon and be within range of the attacker to activate this ability.

- *Ranger's Ointment*: For 1d6+6 hours, one target within reach gains advantage on rolls to resist adverse effects inflicted by cold, heat/fire and lightning (magical or otherwise).

- *Seasoned Explorer*: The ranger gains advantage on all checks related to Wilderness Lore. Once known, this talent is always active, and does not require expending a rangercraft use.

- *Sharpshooter*: Before rolling for damage with a ranged attack, the ranger may make a Perc check. If successful, the attack causes critical hit damage. This ability may not be used more than once per round.

- *Veteran Scout:* For 1d6 x 10 minutes, the ranger and beast companion leave no tracks, ignore armour penalties and move stealthily without slowing their normal move rate (if the GM normally requires such).

- *Slip Away*: The ranger gains the Rogue's *Skirmisher* ability until the end of her next turn.

Steady Shot (2nd level)

From 2nd level, when making ranged attacks, targets lose up to 2 points of AC bonus due to cover. Additionally, if you miss your target, you never reroll the attack against an ally in the same melee (LFG p.73).

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Master Hunter (5th level)

At 5th level, your ranged attacks cause critical hits on a natural 1d20 roll of 19-20.

In addition, your beast companion gains the following benefits:

- Hit points increase by 3 hp per ranger level (instead of 2),

- Gains the Rogue *Skirmisher* ability (using ranger level). If your companion already has the *Skirmisher* ability, it gains +1 AC instead.

Second Attack (7th level)

At 7th level, you may spend a *Reroll* die to make a second attack that turn (if two weapon fighting, you do not gain a second extra attack).

Outpost (10th level)

At 10th level, a ranger may secure an outpost as a base of operations in the wilds. Your outpost is patrolled and maintained by a rotating band of independent trackers, hunters and allied beasts. As High Ranger, you guide your band's activities, and develop an intimate knowledge of the area (including enemy settlements, threats, secret trails, etc).

Rogue

You are a rogue, a lurker in the shadows, gifted in acrobatics, stealth and sleight of hand. You might be a brave scout, a sly thief, a deadly assassin or a haughty pirate. In any guise, agility and cunning are the rogue's hallmarks.

Lightly armoured, you rely on speed and guile to keep you from harm, employing a range of tricks and deceits to maintain the upper hand. When you strike, your sword comes without warning, dropping opponents before they realise the true threat on the battlefield.

Key Attributes: Dexterity.

Hit Points: 1d4+4 (plus Con bonus if any) per level up to 9th level, then 2 hp/level.

Armour and Shields: Light armour.

Weapons: One handed weapons, light crossbow, short bow and sling.

Skills: Detection, Sleight of Hand, Stealth, Traps & Locks plus 4 of the following: Acrobatics, Arcane Lore, Athletics, Apothecary, Deception, Divine Lore, Insight, Gather Information, General Lore, Persuasion, Sailing.

ROGUE ATTACK BONUS						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Bonus	0	1	2	2	3	4
Level	**7**	**8**	**9**	**10**	**11**	**12**
Bonus	5	5	6	7	8	8



Backstab (1st and 5th level)

Rogues are masters of ambush and assassination. Once per turn, when making a melee attack against a target that is surprised by you, you gain +4 to hit and inflict an additional 1d8 damage. At 5th level your additional damage increases to 2d8.

Finisher (1st level)

Thieves, rogues and assassins develop a talent for picking off injured targets. Once per *Staggered* target (p.79), after you successfully hit with a melee attack, you may add your backstab damage.

Tricks & Techniques (1st level)

The rogue comes prepared with surprises up her sleeve, ready to exploit any advantage or opportunity. At 1st level, the rogue knows a number of tricks equal to her Dex modifier. Each level thereafter the rogue learns one additional trick, and if desired, may substitute one known trick for another.

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81). Each time you use this ability, choose one of your known tricks to apply. You may use this ability as part of your normal action.

- *Cat's Grace*: Subject to GM discretion, the rogue may turn a failed save or check relating to climbing, acrobatics or falling, into a success.

- *Choking Dust*: Up to 1d4 targets within 5 ft of the rogue must make a *Luck* (Con) save or be rendered mute for 1d4 rounds.

- *Blind Sense*: By applying the proper techniques, the rogue temporarily heightens her senses, halving the usual penalties for poor visibility. The effect lasts 1d6 x 10 minutes.

- *Flash Powder*: Up to 1d4 targets within 5 ft of the rogue must make a *Luck* (Dex) save or be blinded until the end of their next turn.

- *Glue Pot*: On a failed *Luck* (Str) save, one target within 30 ft cannot move from their current position until they use their action to break free with a successful Str check. Targets with Str 19+ are immune.

- *Hidden Blade*: The rogue may reroll a failed melee attack.

- *Quick Reflexes:* The rogue may reroll her initiative check and choose the best result.

- *Rapid Dose:* The rogue may apply a single dose of poison, or drink a potion (or similar).

- *Slippery Mind*: When the rogue is subject to magical forces that detect her thoughts or locate her, she may choose to make an Int check to fool, mislead or negate the effect. This ability lasts 1d6 x 10 minutes.

- *Smoke Bomb:* A smoke bomb may be thrown up to 40 ft. Thick smoke fills a 15 ft diameter, blinding those within and blocking line of sight. The smoke disperses in 1d4 rounds.

- *Unseen Whip*: On a failed *Luck* (Dex) save, one target within 10 ft is tripped, pulled up to 10 ft, or disarmed.

Generally speaking, other classes do not have the expertise required to make effective use of these specialised tools and techniques.

Skirmisher (2nd level and 7th level)

By 2nd level you are a natural skirmisher, attacking swiftly then disengaging before your target can properly retaliate. When you are subject to a free attack due to your movement, the enemy suffers disadvantage on the attack roll. At 7th level, if you are hit by such an attack, you may spend a *Reroll* die to turn the hit into a miss.

Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Lethal Precision (7th level)

At 7th level, you may reroll any or all of your backstab damage dice and use the best result. Each damage die rerolled costs one *Reroll* die.

Thieves' Guild (10th level)

At 10th level, a rogue may establish a guild formed of local thieves, cutpurses and scoundrels. These shadowy figures are surprisingly loyal and willing to take great risks for their Guildmaster, just so long as she keeps the opportunities flowing.

UNIQUE FEATURES

Some example *Unique Features* (class advancements at 3rd, 6th, etc) appear below. Each may be selected once only, unless the GM determines otherwise. "Crossclass" feats are only available to PCs of a different class.

Most UFs include three tiers, representing low, moderate and high power versions. Each tier accumulates upon the last. The GM decides which power level UFs operate at in their campaign (either globally or on a per ability basis, bearing in mind the specific PCs involved), or might allow players to cherry pick benefits from the list.



Tables should in no way feel constrained by these examples. GMs and players are encouraged to customise what follows to suit their game, and/or use them as guides for their own creations.

ADAPTABLE (Crossclass)
You gain a limited version of the Fighter *Adaptable* ability. Learn two fighting styles (you do not gain a default style). You begin an adventure with two uses of this ability.

ALCHEMY & MECHANICA (Crossclass)
You gain a limited version of the Artificer *Alchemy & Mechanica* ability. Gain one invention. You begin an adventure with two uses of this ability (if applicable).

ARMOUR MASTER	
1	While wearing armour, you reduce all damage suffered by 2 points.
2	You may spend a *Reroll* die to reduce the damage of an attack by your level.
3	The PC may make a *Luck* save to negate a single physical attack that reduces them to zero hp (once only, then the armour requires repair, similar to a shield p.62).

ARMOUR TRAINING	
1	Gain proficiency in the next level of heavier armour or shields.
2	Gain proficiency in the next level of heavier armour and shields.
3	Gain proficiency in all armour and shields.

AWAKENED HOST	
1	You unlock mental powers by tapping into your corrupted bloodline (these are magical effects). Once per adventure, you may cast *Strange Joining*.
2	Once per adventure, you may cast *Gaze of Beguilement*.
3	Once per adventure, you may cast *Soothing Edict*.

BORDERLANDS SCOUT	
1	Gain a +2 bonus on Wilderness Lore checks.
2	Gain a +2 bonus on Detection checks.
3	Gain a +2 bonus on Stealth checks.

COMBAT MEDIC	
1	During a short rest, you may automatically restore half of a touched target's lost hit points (or your own). The target may not benefit from other short rest healing during the same rest. This ability requires access to a healer's kit. You begin an adventure with one use of this ability.
2	Once per adventure, you may spend an action to grant a touched target (or yourself) another *Luck* save vs ongoing poison or disease.
3	Once per adventure, after combat, you may grant a touched target (or yourself) advantage on a check or save to avoid permanently losing a limb/organ.

DANCE OF DRAGONS	
1	If you are unarmoured (and not grabbed or overly encumbered) add your Will bonus to your AC.

2	In response to being hit by a ranged attack, spend a *Reroll* die to immediately gain up to three quarters cover, possibly turning the hit into a miss (no action, but there must be sufficient cover within 10 ft).
3	If you make a successful *Luck* (Dex) save, and would normally take half damage, you may spend a *Reroll* die to take no damage instead.

DAUNTLESS	
1	You are immune to fear effects.
2	Gain advantage on *Luck* (Will) saves.
3	You are immune to madness effects.

DIVINE BLESSINGS (Crossclass)
You gain a limited version of the Cultist *Blessings* ability. Choose a god, gain its tenets (not Patron Benefits) and learn two blessings. You begin an adventure with two uses of this ability.

ELEMENTALIST	
1	Once per adventure, you may spend an action to magically control an element within 30 ft, generating one of the below spell effects: **Air**: *Thunderous Invocation* (wave form). **Earth/Stone**: *Arcane Aegis.* **Fire**: *Fire Lash* (as *Lash of Unerring Pain,* but made of fire and may also target objects, in which case a ranged attack roll is required to hit a moving object). **Water**: *Bloodbound* (as *Bound by the Black Spiral*, but single target only).
2	You may use this ability twice per adventure.
3	You may use this ability three times per adventure.

FAME or INFAMY	
1	When you enter an outpost or village, you may make a Charisma check. On a great success, at least some of the residents recognise you, and have heard of your past deeds (choose at least one deed). The GM has right of veto for remote locations.
2	When you enter a town, you may make a Charisma check. On a great success, a significant number of the residents recognise you, and have heard of your past deeds (choose at least one deed). The GM has right of veto for remote locations.
3	When you enter a city quarter, you may make a Charisma check. On a great success, at least some of the residents recognise you, and have heard of your past deeds (along with those of close allies; choose at least one deed). The GM has a general right of veto for cities.

FAUSTIAN PACT	
1	You have a magical pact with an immortal being (non-deity) beyond the Veil. Once per adventure, in exchange for a price or debt brokered with the GM, you may spend an action to invoke a spell of 2nd level or lower (cast at your level). If no agreement can be reached, your action is wasted.
2	You may invoke a spell of 3rd level, at the additional cost of 1 *Luck* point.
3	When you use this ability, instead of a spell, you may invoke a supernatural effect that operates like a Rescue Exploit (no action, negotiate a price/debt as normal). The usual Dex and *Luck* checks (p.75) are required. The Rescue may target yourself if you wish.

FEROCIOUS RAGE (Crossclass)
You gain a limited version of the Barbarian *Ferocious Rage* ability. You may rage only when *Staggered*, and do not gain +2 to Str/Con checks, to hit, damage or *Luck* saves. You begin an adventure with two uses of this ability.

INSPIRE GREATNESS (Crossclass)
You gain a limited version of the Bard *Inspire Greatness* ability. You begin an adventure with two uses of this ability.



IRON GRIT	
1	Increase your hit point maximum by 2 per level.
2	Whenever you suffer a critical hit, you may make a Will check to turn it into a normal hit instead.
3	Gain advantage on *All Dead or Mostly Dead* checks.

KAROK ENVOY	
1	Gain a +2 bonus on Persuasion checks.
2	Gain a +2 bonus on Deception checks.
3	You own a servitor (dwarf slave from *Dol-Karok* in the *Midlands*), who accompanies you on your journeys, acting as a porter, guard, etc. Treat as a PC for death, injuries and healing. Roll twice on the *Hireling Advancement* table (p.162).

MARKSMAN	
1	When using ranged weapons, you do not suffer disadvantage when shooting further than standard range, and never roll to see if you inadvertently hit an ally in melee with your target.
2	You reroll fumbled attacks with ranged weapons.
3	Before the first round of a new combat (assuming you are not surprised), you may make a free ranged attack against one target.

MONK TECHNIQUES (Crossclass)
You gain a limited version of the *Monk Techniques* ability. Learn two techniques. You begin an adventure with two uses of this ability. These abilities do not function if you are wearing medium or heavy armour.

ORDO MALEFACTOS	
1	You automatically sense magic within 30 ft (per p.83), and gain a +2 bonus on all attribute checks and *Luck* saves vs magic.
2	On a natural 1 *Luck* save vs magic, you may reflect the attack back at the source.
3	Once per adventure, you may attempt to dispel a magical effect (treat as *Sever Arcanum*, but cannot be interrupted like normal spell casting).

PACK TACTICS	
1	On your turn, you may spend a *Reroll* die (no action, max once/turn) to grant an ally an immediate move or attack. The ally must be able to see or hear you. You begin an adventure with one use of this ability.
2	When you roll a critical hit, you may make a Cha check. If successful, you may spend a *Reroll* die per (1) above (does not count as expending a use of this ability).
3	When you are reduced to zero hp, you may immediately grant a move or attack per (1) above, without spending a *Reroll* die (does not count as expending a use of this ability).

PILFER POUCH			
1	Your hands have a mind of their own, regularly pocketing random objects and stowing them. You may spend an action to dig through your pouches to discover a forgotten item (roll d100). You begin an adventure with one use of this ability.		
2	You may use your *Reroll Pool* when using this ability.		
3	Instead of rolling d100, you may make a *Luck* check to select an entry from the d100 table (GM veto applies).		
1-2	Roll on the *Trinkets & Curios* table	51-52	Roll d66 on the *Carry Loot* table.
3-4	Ball of string	53-54	10 ft silk rope
5-6	Fishing hook	55-56	Trip wires
7-8	Small mirror	57-58	Skorn tooth
9-10	Oil flask	59-60	Candle
11-12	Gemstone (1d6x20 gp)	61-62	Pipe & pipeweed
13-14	Random poison	63-64	Lockpicks
15-16	Iron spike	65-66	Spyglass
17-18	Ink bottle	67-68	Signal whistle

19-20	Manacles	69-70	Bag of flour
21-22	Firepot	71-72	Flask of grease
23-24	Magnifying glass	73-74	*Silvered* dagger
25-26	Box of snuff	75-76	Bag of caltrops
27-28	Chalk	77-78	Holy water
29-30	GM special	79-80	Roll twice
31-32	Iron tongs	81-82	Tin of wax
33-34	Deck of cards	83-84	Flint & steel
35-36	Bag of marbles	85-86	Wolfsbane
37-38	Signet ring (2d6+15 gp)	87-88	Roll 1d20 on the *Valuables* table
39-40	Anti-toxin	89-90	Salt pouch
41-42	3 ft *cold iron* chain	91-92	Hardtack 1d6 meals
43-44	Random holy symbol	93-94	Ferret or similar animal
45-46	Jar of bees	95-96	Spices
47-48	Acid flask	97-98	Ale flask
49-50	Healing herbs (as potion, once per adventure)	99-100	Random potion (once per year)



RANGERCRAFT (Crossclass)
You gain a limited version of the *Rangercraft* ability. Learn two talents. You begin an adventure with two uses of this ability.

ROGUE TRICKS (Crossclass)
You gain a limited version of the Rogue *Tricks & Techniques* ability. Learn two tricks. You begin an adventure with two uses of this ability.

SEA DOG	
1	Gain the Sailing skill, and advantage when climbing ropes and rigging, to keep your balance amid slippery or tilting surfaces, and in social interactions with boat folk.
2	Gain a loyal and highly intelligent bird, cat, monkey or similar pet, with *Luck* 10, +1 hp per PC level, treated as a PC for morale, death, injuries and healing. If your pet dies, you may acquire another during downtime.
3	Gain a secret treasure map. If you manage to acquire the hidden booty, it comprises 1 x *Lair Treasure* equal to your HD, plus 1 permanent magical item.

SECRET HISTORY	
1	Reveal a secret background that no-one suspected. Gain a related skill, and your extra background might also prove useful for skill related checks (p.49).
2	Gain a useful related contact who is a past ally, owes you a favour, or has goals aligned with yours.
3	Gain a powerful related benefactor whose goals are consistent with your own, for now. Your benefactor is willing to assist you with significant resources, but will expect a favour in return.

SHIELDMAIDEN	
1	If you are proficient in and using a shield, gain +2 AC (instead of +1).
2	After performing a shield punch attack, you may spend a *Reroll* die to avoid losing your shield benefits.
3	You may use your shield to negate two attacks instead of one before repair (p.62).

SIGN OF THE SILVER WOLF	
1	When making *Luck* rolls, on a natural roll of 1-3, your *Luck* is not reduced.
2	Once every 24 hours, you may reroll a fumbled attack.
3	If your allies are within sight or hearing of you when making *Luck* rolls, on a natural roll of 1-3, their *Luck* is not reduced.

SIGNATURE WEAPON	
1	Choose one weapon type. While using such treat your damage dice as exploding (ie if you roll the highest value, roll again and accumulate).
2	Once per adventure, while using your signature weapon, you may perform a Major Exploit without reducing your *Luck*.
3	Once per adventure, while using your signature weapon, you may spend a *Reroll* die to turn a missed attack into a hit instead.

SKILL PRODIGY	
1	Gain a new skill or choose one you already know. Gain advantage whenever making checks related to that skill.
2	Your great success range when using the skill increases by 2 (halve the attribute, then add 2).
3	If you do fail a relevant skill check, the GM may choose to award a partial success, or success at a cost, instead.

SLIPPERY BASTARD	
1	Gain a +3 bonus when attempting to escape bonds, manacles, webs, nets, being grabbed, etc, and *Luck* saves for *Party Retreats*.
2	When you are hit by a free attack due to your movement, you may spend a *Reroll* die to force the attacker to reroll. You must accept the result of the new roll.
3	Subject to GM veto, you may attempt escape even in situations where escape would normally be impossible (eg: by spitting up a tiny piece of lockpicking wire concealed in a false tooth, extreme body contortion, manipulating double jointed shoulders/elbows/wrists/knees, etc).

SLOW BURNER	
1	While *Staggered*, gain a +2 bonus on attack rolls.
2	On a natural 1 attack roll, restore a *Reroll* die (max once per short rest).
3	While *Staggered*, gain adv on all *Luck* saves.

SPELL CASTING (Crossclass)
You gain a limited version of the Magic User *Spell Casting* ability. Learn two 1st level spells. You begin an adventure with two 1st level spell uses of this ability, and a DDM tally of 4.



THIEVES' GRACE	
1	Gain a +2 bonus on Sleight of Hand checks.
2	Gain a +2 bonus on Traps & Locks checks.
3	If damaged by a trap, the damage you suffer is reduced to 1d100 percent (eg: on a roll of 43, you suffer 43% of the damage rolled).

THUEL ROUGHRIDER	
1	Normal animals under your care (max Cha bonus, +1 per odd level) gain advantage on morale checks, and are treated as PCs for injuries, healing and death. If you direct your animals to return home or to camp, etc, they automatically find their way.
2	When riding a horse or other large mount, the creature's speed increases by 20 ft, and you gain advantage on any animal related checks (riding, jumps, coaxing action, etc).
3	Your mount gains +2 to AC and attack rolls, +2 hp per level, and uses your current *Luck* score (your *Luck* is not reduced if the mount makes a save).

WEAPONS TRAINING	
1	Gain proficiency in one melee weapon or one ranged weapon.
2	Gain proficiency in one melee and one ranged weapon, or two melee weapons, or two ranged weapons.
3	Gain proficiency in all melee and ranged weapons.



SKILLS

Each adventurer begins the game with a number of skills as outlined in the class descriptions. Adventurers also gain an additional skill at 4th and 8th level. Skills grant a +1 bonus on any related attribute check (modified attributes are capped at a maximum of 18), and grant access to the adventurer's *Reroll Pool* on a failed check. The various skills and typical related attribute(s) are outlined in the table on page 50.

Skilled vs Unskilled

At the GM's discretion, some actions might require a specific skill or background to attempt at all, to qualify for a great success or avoid a terrible failure, or result in other modifiers reflective of experience. For example, the Apothecary skill might be required to concoct an emergency antitoxin mid-dungeon, or an adventurer with Wilderness Lore might automatically avoid getting bogged in a swamp.



The Skills table indicates which attribute(s) usually pairs with each skill. In some instances however a different attribute might apply. For example, the GM might rule that intimidating an NPC with a show of strength calls for a Str check, but will permit a reroll if the adventurer is skilled in Leadership (usually associated with Cha).

GMs are encouraged to modify the list to better suit their gaming preferences. For example, if your table prefers not to roll for social skills and instead rely on player skill, you might remove Leadership, Persuasion, Insight and Deception.

Similarly, if the single Detection skill is too broad, you might replace it with Spot, Hearing and Search skills, and so on.

Reroll Pool

If an adventurer fails an attribute check, but has a relevant skill (or possibly background, see below), the player may choose to reroll. Each adventurer begins an adventure with one *Reroll Pool* die per level. You may regain expended dice by taking short or long rests (p.81). The *Reroll Pool* may only be accessed once per attempted action. If advantage or disadvantage applies to the check, the *Reroll Pool* allows only one die to be rerolled.

Reroll Pool dice may also be used for all *Luck* rolls, Short Rest recoveries, and *All Dead* or *Mostly Dead* tests.

Backgrounds

In addition to skills, players may choose or create a themed background or profession for their adventurer (eg: soldier, pirate, hermit, criminal, disciple, merchant, farmer, etc).

If an action has a close connection with a character's background, but isn't a recognized skill, the adventurer's *Reroll Pool* may be available for that task. For example, a merchant background might allow a reroll on an Int check to appraise treasure, or a builder background might permit an Int reroll to identify weak points on a stone walkway.

SKILLS		
SKILL	**USUAL ATTR**	**WHEN RELEVANT**
Acrobatics	Dex	Jumping, tumbling, parkour, escapology, tests of agility and reaction (inc Interceptions and triggering Rescue Exploits, but not initiative).
Animal Lore	Int	Animal behaviour, animal handling, mounted combat, driving carts & carriages, animal training, veterinary lore, bestial monster lore.
Apothecary	Int	First aid, injury recovery, poisons, biology, disease.
Arcane Lore	Int	Sensing nearby magic, recalling magical lore, fantastic monster lore, alchemy.
Athletics	Str or Con	Running, climbing, swimming, jumping, tests of physical power including grappling, breaking down a door, knocking an enemy prone, pushing a foe backwards, and so on.
Deception	Cha	Telling convincing lies, impersonations, making and using disguises and forgeries. Often opposed by Int (Insight).
Detection	Perc	General state of alertness as well as purposeful searching. Detecting traps, ambushes, clues, secret doors and so on.
Divine Lore	Int	Specialized, obscure or forbidden religious lore, rites, and creatures (holy and unholy).
Gather Information	Int or Cha	Rumour hunting, rumour mongering, canvassing for witnesses or a missing person or item, extended researching (eg: monster weaknesses or other specifics, the location of a lost ruin, etc).
General Lore	Int	The general catch all lore skill, recalling a broad range of historical, scientific, religious and political information (but not *Arcane, Animal*, *Divine* or *Wilderness Lore*).
Insight	Int or Perc	Discerning cues and subtleties suggestive of lies, exaggeration, honesty, and so on, with a view to gauging a person's true intentions. Often opposed by Cha (Deception).
Leadership	Cha	Inspiration, morale, intimidation, teaching, having orders obeyed.
Persuasion	Cha	Debating, convincing, negotiation, diplomacy, etiquette.
Sailing	Str or Int	Navigating and operating ships (including airships if applicable), rafts, canoes, etc. Also includes fishing and swimming.
Sleight of Hand	Dex	Picking pockets, palming, hiding small objects on your person or planting objects on others.
Stealth	Dex	Hiding and moving silently. Often opposed by Perc (Detection).
Traps & Locks	Dex	Picking non-magical locks, setting and disarming non-magical traps. Noticing traps is covered by Perc (Detection).
Wilderness Lore	Int	Wilderness survival, herbalism, foraging, hunting game, tracking. Might include some relevant non-magical monster lore (GM's call).

PARTY BONDS

For quick and easy party cohesion, it is recommended that each player generate one or more bonds with their fellow adventurers. Roll twice on the table below and choose the most appropriate and/or fun connection.

The examples provided are for inspiration, and should be modified to suit your campaign. They are primarily in the vein of prior professions, or significant past events, but could easily be rejigged as ongoing concerns.

1d20	BOND WITH PARTY MEMBER
1	Pirates or sailors on the notorious galley *Green Devil*, under the command of *Captain Scasali*.
2	Lone survivors of the *Blackbrand Mercenary Company*, destroyed in a recent engagement with bitter rivals, the *Shenzu Raiders*.
3	Students under the tutelage of the very famous (and highly respected, or feared) *Master Macau*.
4	Bounty Hunters that worked together to take down *Madame Iossa* and her sidekick, the infamous *Ufreg the Hammer*.
5	Guards or Militia patrolling the merchant quarter of *Neferai City,* when the violent *Silk Riots* erupted.
6	Devotees of a similar philosophy, religion or other teachings, under the direction of *Mistress Aria*.
7	Partners in *Ficklebender's Delicate Draperies*; a failed (or otherwise disappointing) rare clothing and textiles business. Smuggling unrelated contraband may or may not have been part of the business model.
8	Bodyguards to *Lady Horruck, Duchess of the Vander Lowlands,* and day to day director of *Horruck's Arms & Armour*.
9	Inquisitors that investigated and expunged the dark *Witches of Whitefern*.
10	Indentured gladiators of the dreaded *Ogorien Fighting Pits*.
11	Conmen, muscle or other agents working closely with *Arbus Twolicks*, the best thief in all of *Sump Town* (even if he does say so himself).
12	Siblings or cousins (adopted or otherwise). Possibly with an evil, bankrupt, sick, missing or filthy rich parent or other close relative.
13	Drinking buddies from way back, frequenting the dubious *Five Rats Tavern*, and well known by *Mr Boddic*, the proprietor and former soldier of fortune.
14	Chain gang prisoners who built the *Northern Highroad* between *Thussleton* and *Port Redbank*.
15	Caravan guards on the months long expedition out from *Westbrook*, through the *Suuvea Jungle*, finally arriving in remote *Innoqueb City*.
16	Explorers, herbalists or surveyors of the northern reaches of the sprawling *Sunhorn Mountains*.
17	Defenders (or captive residents) in the *Siege of Ironhall*.
18	Indebted to the same crime boss, *Guildmaster Marakett*.
19	Monster hunters who dispatched the much maligned *Ogre* twins*, Sorg & Grunkor*.
20	Soldiers at the infamous *Battle of Lowcrag*.




DEAN SPENCER

EQUIPMENT

The equipment lists below provide the usual price range for each type of item, with variance for availability, quality and decoration. Class based Gear Packs are also provided on p.56 to help speed PC creation, if desired. Note 1 gold piece (gp) equals 10 silver pieces (sp).

Gear Availability

At the GM's option, buying uncommon or rare equipment might call for a Charisma or other check by the interested PC, requiring a great success for rare items. Modifiers may apply depending on the circumstances, for example the particular city, supplier, legality, etc. Items from small outposts and villages are generally one rarity category higher than normal.

Suggested quantities, and possible wait times (if the GM decides the items are not immediately available, or if the PC wishes to try again after a failed attempt) appear below. Fantastic items such as magic swords are unique and generally not for sale. As always, GM discretion applies.

GEAR RARITY	QUANTITY	WAIT TIME
Common	Available	Available
Uncommon	2d4	1d6 days
Rare	1d3	1d6 weeks
Very Rare	1	1d6 months

Portable Light Sources

With respect to lighting, torches burn for a few hours and create a 30 ft radius of light. A pint of oil in a lantern burns for approximately eight hours, casting a 30 ft radius of light. A bullseye lantern creates a beam of light 60 ft long but only 10 ft wide.



Common Equipment (1d3 gp)

Common equipment is available in most towns and some villages. Some examples are provided below. For smaller quantities use sp instead.

Arrows or Bolts (20), Bell (steel, 5), Block & Tackle, Candles (10), Canvas (large), Case (waterproof, map/scroll), Chain (10 ft), Chalk (10 sticks), Chest, Clothes (inc footwear, cloaks, etc), Crowbar, Camping Kit (Backpack, Bedroll, Belt pouch, Flint & Steel, Waterskin), Fishing Net (large), Flask (steel), Grappling Hook, Hammer, Ink (1 oz), Ladder (10 ft), Lamp, Lantern (bullseye or hooded), Mirror (small steel), Oil (2 pints), Parchment (5 sheets), Pickaxe, Pole (10 ft), Pot (iron), Sack (large, 5), Rations (1 week), Rope (60 ft), Sealing wax, Shovel, Signal Whistle (steel), Iron Spike (5), Tent (2 person), Tool, Torch (5).

Common equipment is largely self-explanatory. On occasion the GM might allow a bonus on a task for using the right kind of tool (eg: a crowbar might grant a +2 bonus when breaking open a door).

Uncommon Equipment (2d10+10 gp)

Examples of uncommon equipment that adventurers often find useful are included below. The GM determines any benefits provided, in consultation with the player.

Boot blade (concealed), Caltrops (bag of 50, action to throw in 5 ft radius, Dex check or half movement until spend turn tending to feet), Clothes with secret pockets, Disguise Kit (clothes, dye, powder, etc), Holy Symbol (wooden or silver), Holy Water (one vial – see Undead p.183), Hunting Trap, Lock (standard quality), Manacles, Musical Instrument, Parchment suitable for a spell scroll, Pommel Blade (spring loaded), Secret Sheath, Signet Ring.



Rare Equipment (5d10+50 gp, or more)

Examples of rare equipment are provided below. These items tend to require unusual components, long and difficult manufacturing processes, or rare specialized skills. They are typically found in cities or well stocked towns, as opposed to villages or small outposts.

Acid

A vial of acid is useful for (slowly) melting through locks, hinges, chains and other items. It can also be thrown (range 40 ft) at an enemy, causing 1d6 acid damage.

Anti-toxin (1 dose)

Anti-toxin administered within one minute of being poisoned grants the user a second *Luck* save to resist the poison or some other beneficial effect at the GM's discretion. It does not undo any attribute drain or hit point damage already caused, but will stave off further loss, paralysis or death. Anti-toxin may also be taken ahead of time, granting the same protection for 2d6 rounds.

Compass

Magnetic compasses may or may not be available depending on the game world. Historically speaking they appeared in China by about 200 BC, and made their way to Western Europe by the 13th Century. An explorer armed with a map and compass is unlikely to become lost and has advantage on navigation checks. Compasses can be misled however by natural anomalies in the earth, iron armour and other gear.

Fire Pot

A favourite among alchemists everywhere, the fire pot is a thrown missile weapon (range 40 ft) which explodes in a 5 ft radius, causing 1d6 fire damage and creating a thick cloud of smoke (33% miss chance, disperses after 1 round). Unattended combustibles in the area tend to catch fire.

Forged Papers

From time to time, adventurers might find a use for forged party invitations, identity documents, maps, merchant charters and other written works.

Healer's Kit (10 uses)

If a party member has the Apothecary skill and a healer's kit, each character recovers a bonus 1d4 hit points after a long rest. Additionally, tending with the Apothecary skill allows a character to roll

with advantage for injury recovery times. Finally, an apothecary might be able to delay the onset or reduce the severity of poison and disease, at the GM's discretion. Each use of the Apothecary skill in this manner consumes one use of the kit's supplies (bandages, healing herbs, poultices and salves, etc).

Hook Hand
For those adventurers, thieves, pirates or other unfortunates absent a hand or forearm, the practicalities of a hook hand or similar prosthesis cannot be understated. Hook hands cause 1d4 damage if used as a weapon and may be attached to customised shields. Advanced mechanical hand replacements are not unknown, with life like shapes and colours, hidden compartments, swappable tools or weapon grafts, more complex movement range, etc.

Jewellery
Like today, jewellery is available in a wide range of styles, quality and price, and may be demonstrative of wealth, artistry or social status.

Magnifying Glass
A magnifying glass can assist in locating miniscule clues, starting fires (magnifying daylight) and appraising small objects such as gemstones.



Peg Leg
A lower leg prosthetic to replace lost limbs beneath the knee. With practice the subject will be able to walk at the same speed as a normal humanoid. The user suffers disadvantage on movement based Dex checks, including *Luck* (Dex) saves. Advanced mechanical leg replacements are not unknown, with life like shapes and colours, hidden compartments, more complex movement range, etc.

Poison (1 dose)
Poisons come in a wide variety of effects, but the most common types cause hit point loss and/or attribute loss. More potent poisons may cause paralysis, sleep, and even death. Some poisons take hold immediately whilst others require a number of rounds or hours before applying their effect. Different poisons are administered in different ways, by skin contact, blood injury, inhalation and/or ingestion. Applying poison to a weapon takes an action, and remains on the weapon until a strike is delivered or 1 minute passes (at which time the poison has either run off the blade or become inert after exposure to air).

The GM decides which poisons (if any) are available for sale on a case by case basis. Some example poisons are provided below (see also *Trap Poison* p.235).

- *Giant Centipede poison*: as the monster entry.
- *Elderberry Toxin*: applied by injury or ingestion, causes 1d4 Dex loss. *Luck* (Con) save resists.
- *Fireblood*: applied by injury, causes 2d6 damage plus 1d3 Str loss. *Luck* (Con) save for half.
- *Choking Spore*: distributed in a 5 ft radius, must be inhaled, causes 1d3 Con loss for the next 1d4 rounds. *Luck* (Con) save resists.
- *Ghoulsheen Admixture*: applied by injury, immediate paralysis for 1d4 rounds. *Luck* (Con) save resists.
- *Whisperfog:* Applied by contact (not injury; does not work on an injured target). Fall asleep for 1d4 minutes, plus loss of short term memory for the prior 1d6 x 10 minutes. *Luck* (Con) save resists.

Poisoner's Ring
This special ring includes a small secret compartment to store one dose of poison or some other tiny object. Some variants include a pop out needle.

Thieves Tools
A mix of skeleton keys, picks, files, saws, clamps and pliers, this tool kit allows a character to pick locks or disarm traps. Without such a kit, improvised tools will generally be required.

Sextant and Nautical Almanac
Armed with a sextant and nautical almanac, an explorer might be able to determine the correct course using celestial navigation. The process is not easy and requires accurate measurement of the angle between the moon and sun, and a series of difficult computations. The process takes about half an hour, at which point an Int check is required. If successful, the explorer deduces her current longitude and latitude.

Spyglass
A portable telescope allows the user to see up three times as far as normal. Also a fashion item among pirates.

Tripwires
Commonly a spool of thin fishing line, strung between ankle height weights topped with bells or connected to a trap of some kind (such as a brace of rigged crossbows on a wooden frame).

Gear Packs

For convenience, class based Gear Packs are provided below to speed starting equipment choice. Each PC also receives (i) one melee weapon, (ii) one armour, (iii) one shield (if available to that class), and (iv) 1d6 gp left over.

Note that Gear Packs are more generous than standard starting gold. Gear packs might also be useful for improvised NPC adventurers or loot (choose the appropriate class pack, or roll 1d10, if 10 GM's choice or *Carry Loot* instead).

GEAR PACKS	
(1) Artificer	Backpack, coin pouch, bedroll, rations (1 week), waterskin, tinderbox, lantern & 1d4 oil flasks, 1d2 fire pots, 10 ft chain, 10 ft pole (in three sections, slots together), spare tinker parts.
(2) Barbarian	Backpack, coin pouch, bedroll, rations (1d6 days), waterskin, tinderbox, 1d6 torches, totem object, anti-toxin herbs (1d2 doses), spear or short bow & 10 arrows.
(3) Bard	Backpack, coin pouch, bedroll, rations (1 week), waterskin, 1d6 torches, tinderbox, instrument (if desired), a few pages of parchment, quill & ink, jewellery (50gp), *Ghoulsheen* poison (1 dose).
(4) Cultist	Backpack, coin pouch, bedroll, rations (1 week), waterskin, 1d6 torches, holy symbol, sacred book, healer's kit, 1d4 vials of holy water.
(5) Fighter	Backpack, coin pouch, bedroll, rations (1 week), waterskin, 1d6 torches, tinderbox, climbing gear, 1d6 iron spikes, 50 ft hemp rope, whetstone, secondary weapon.
(6) Magic User	Backpack, coin pouch, bedroll, rations (1 week), waterskin, lantern with 1d4 oil flasks, tinderbox, scrolls of secret lore, acid (1 dose), 1d2 fire pots.
(7) Monk	Backpack, coin pouch, bedroll, rations (1d6 days), waterskin, 1d6 torches, tinderbox, healer's kit, 100 ft silk rope, book of teachings (or other record, eg carved sticks, tattoos, etc), sacred icon (if desired).
(8) Ranger	Backpack, coin pouch, bedroll, rations (1 week), waterskin, 1d6 torches, tinderbox, small tent, fishing gear, 50 ft hemp rope, 1d2 hunting traps, 1d2 trip wires, long/short bow and 20 arrows.
(9) Rogue	Backpack, coin pouch, bedroll, rations (1 week), waterskin, shuttered lantern & 1d3 oil flasks, tinderbox, *Fireblood* poison (1 dose), bag of caltrops, 100 ft silk rope, grappling hook, thieves' tools.

ANIMALS	
ANIMAL	**PRICE**
Donkey	1d6+6 gp
Hound, War	2d10+10 gp
Horse, Draft	1d10+40 gp
Horse, Riding	2d10+50 gp
Horse, War	5d20+300 gp
Hunting Bird	2d10+100 gp
Monkey	2d10+30 gp
Pony	1d10+20 gp

Animal barding, if available, is more expensive than human armour (up to ten times as much).

VEHICLES & SHIPS	
VEHICLE	**PRICE**
Carriage	5d20+50 gp
Cart	1d6+10 gp
Chariot	3d20+200 gp
Galley	30,000 gp+
Longboat	10,000 gp+
Rowboat	3d20 gp
Sailing Ship	10,000 gp+
Wagon	2d10+20 gp
Warship	25,000 gp+

LIFESTYLE EXPENSES	
LIFESTYLE	**PRICE/DAY**
Street	Nil
Poor	5 sp
Average	2 gp
Rich	10 gp
Filthy Rich	30 gp+

Lifestyle costs cover food, drink, shelter, clothing and utilities. Rich and Filthy Rich lifestyles might also involve servants, livestock, land, special functions, and so on.

FOOD & SERVICES	
SERVICE OR HIRELING	**PRICE/DAY**
Single cheap meal/drink/room	2 sp/1sp/5 sp
Single expensive meal/drink/room	2gp/1gp/5gp+
Coach ride or Messenger (1 week travel)	5 sp
Professional (guide, mercenary, soldier, alchemist, architect, carpenter, bricklayer, gem valuer, locksmith, etc)	5 gp
Rare Expert (sage, famous bard, gladiator champion, reclusive assassin, etc)	Varies
Voyage on Sailing Ship	2 gp
Unskilled (porter, labourer, funeral mourners, etc)	5 sp



BUILDINGS & CONSTRUCTION		
BUILDING	**PRICE**	**DESCRIPTION**
Simple wooden building	200 gp+	Single storey. 30 ft x 30 ft.
Simple stone building	1,500 gp+	Single storey. 30 ft x 30 ft.
Complex wooden building	500 gp+	Double storey or higher. Barred windows. 30 ft x 30 ft.
Complex stone building	5,000 gp+	Double storey or higher. Barred windows. 30 ft x 30 ft.
Gatehouse	7,000 gp+	Stone building, wooden gate reinforced with iron, iron portcullis. 40 ft x 40 ft.
Small Tower	15,000 gp+	Stone, 40 ft tall, 20 ft diameter. Walls 10 ft thick.
Medium Tower	25,000 gp+	Stone, 60 ft tall, 30 ft diameter. Walls 14 ft thick.
Large Tower	50,000 gp+	Stone, 90 ft tall, 60 ft diameter. Walls 18 ft thick.
Small Keep or Temple	80,000 gp+	Stone, 150 ft x 150 ft x 60 ft tall. Perimeter walls 20 ft tall and 8 ft thick.
Castle	250,000 gp+	Stone, 600 ft x 600 ft x 80 ft tall. Perimeter walls 30 ft tall and 12 ft thick.
Large Castle	750,000 gp+	Stone, 1000 ft x 1000 ft x 100 ft tall. Perimeter walls 40 ft tall and 20 ft thick.



Weapons

Every adventurer needs at least one reliable weapon by her side, preferably more. Example weapons of average quality and price are provided below. Weapons made from special materials cost substantially more, sometimes up to 100 times as much.

METAL	SPECIAL QUALITY
Adamantine	Cannot be seriously damaged by mundane means. +2 Str bonus when breaking things.
Cold Iron	+1 to hit and damage against *Demons* and *Undead*, and bypasses their immunities and/or resistances.
Mithral	+2 initiative bonus. Doubles throwing weapon distance or may throw other single handed weapons (eg longsword) up to 30 ft.
Silvered	+1 to hit and damage against *Lycanthropes* and *Aberrant Terrors*, and bypasses their immunities and/or resistances.

Special Metals

Silvered weapons are a silver-steel alloy useful against *Lycanthropes* and *Aberrant Terrors*. Weapons forged of *cold iron* (the oldest and purest iron ore, mined deep and sometimes exhibiting mild ferromagnetism) are best against *Demons* and *Undead*. *Mithral* is a fey metal, incredibly light and flexible. *Adamantine* is the hardest metal known to man, impervious to mundane forces once tempered.

An item cannot combine metal properties. There is something about the forging process that nullifies any prior property.

Weapon Properties

Note some weapons cause a special effect on a natural 1d20 roll of 19. The GM may permit adventurers (and possibly some rare NPCs) to avoid this effect by making a successful *Luck* save. Most melee weapons require the attacker to be within 5 ft of their opponent, but some weapons have a 10 ft reach (ie striking range, as identified in the table).



MELEE WEAPONS			
WEAPON	**DAMAGE**	**COST**	**PROPERTIES**
Battle Axe	1d8	5 gp	+1 damage if used two handed. On a natural 19 to hit roll, the target must roll on the *Injuries & Setbacks* table (players may choose to make a *Luck* save to negate). Also good for chopping through trees, doors, chains and chests.
Club	1d6	Free	Often masquerades as a tree branch, fire log or table leg.
Dagger or Knife	1d4	1 gp	May be thrown up to 40 ft. Easily concealed. +2 on initiative checks (not cumulative with another dagger or shortsword).
Great Sword, Axe, Hammer	1d12	30 gp	Two handed. Suffers disadvantage in cramped quarters. On a natural 19 to hit roll, you daze, rattle or unbalance your foe; they automatically act last next round.
Light Hammer or Mace	1d6	3 gp	May be thrown up to 25 ft. On a natural 19 to hit roll, you knock your target prone, or backwards up to 10 ft.
Light Axe	1d6	2 gp	May be thrown up to 25 ft. On a natural 19 to hit roll, the target must roll on the *Injuries & Setbacks* table (players may choose to make a *Luck* save to negate). Also good for chopping through trees, doors, chains and chests.
Flail	1d6+1	8 gp	On a natural 19 to hit roll, you trip or disarm your foe.
Heavy Mace or Hammer	1d8	10 gp	+1 damage if used two handed. On a natural 19 to hit roll, you knock your target prone, or backwards up to 10 ft.
Lance	2d4+1	8 gp	Double damage via mounted charge.
Longsword, Bastard Sword or Rapier	1d8	15 gp	+1 damage if used two handed (excluding rapier). On a natural 19 to hit roll, you disarm your foe. Rapier gains +2 bonus on Interception checks.
Polearm	1d10	20gp	Two handed. Suffers disadvantage in cramped quarters. May make melee attacks up to 10 ft distant.
Shortsword	1d6	6 gp	On a natural 19 to hit roll, you disarm your foe. +2 on initiative checks (not cumulative with another shortsword or dagger).
Spear	1d6+1	3 gp	+1 damage if used two handed. May be thrown up to 50 ft. May make melee attacks up to 10 ft distant.
Staff	1d6	1 gp	+1 damage if used two handed. May make melee attacks up to 10 ft distant. Great for hiking, monks and the elderly.
Whip	1d4	6 gp	On a natural 19 to hit roll, you trip or disarm your foe. May make melee attacks up to 10 ft distant.

Ranged Weapons

Ranged weapons allow the user to attack from a safe distance. Ranged weapons and ammunition may be forged of special metals, just like melee weapons.

If the GM chooses to track ammunition, there is 50% chance of retrieving each piece used (90% for special metals). Ranged attacks may be made up to twice the listed range but suffer disadvantage beyond standard range.



Armour & Armour Class

Most adventurers choose to wear some kind of protective armour to help ward off blows. An unarmoured person has Armour Class (AC) 10, plus their Dex modifier. Armour adds to AC making it harder to be hit. A character's AC = 10 + their armour AC bonus + Dex modifier (if any).

RANGED WEAPONS				
WEAPON	**DAMAGE**	**COST**	**RANGE (FT)**	**PROPERTIES**
Heavy Crossbow	2d8	100 gp	200	Two handed. On a natural 19 to hit roll, the target is knocked prone. Costs an action to reload, but if the user suffers damage during a reloading round, the action is lost.
Javelin	1d6	3 gp	70	May be used in melee without disadvantage.
Light Crossbow	2d4+1	35 gp	150	May be fired with one hand. Two hands to reload. Costs an action to reload, but if the user suffers damage during a reloading round, the action is lost.
Long Bow	1d8	50 gp	250	Two handed.
Short Bow	1d6	25 gp	150	Two handed. More concealable and less bulky than the Long Bow. May be used while mounted.
Sling	1d4	1 gp	100	May be fired with one hand. Requires two hands to reload. Stones are free.

Heavier armours impose penalties on certain actions, as indicated in the table below. Armour may be made of special metals, similar to weapons. Prices and availability are left to GM discretion.



Shields

In addition to providing +1 AC, a shield may be used to negate a single directional attack, be it a sword strike, lightning bolt or dragon bite.

To use this ability, a player simply declares that the shield negates the hit or damage. The shield cannot be used again in this manner until it is repaired (a task of several hours, requiring materials, tools and often a forge). The damaged shield continues to provide +1 AC. In some instances, the GM might rule that a *Luck* check is required to avoid destruction of the shield, or to preserve the +1 AC bonus until repaired.

ARMOUR	AC	COST	PROPERTIES
Light Armours: Heavy Robes, Hide, Leather, Studded Leather.	+1	5 gp	None.
Medium Armours: Chain shirt, Scale shirt, Breastplate, Bone, Reinforced Hide, Monstrous Chitin.	+3	40 gp	-2 penalty on Move Silently & Swim checks.
Heavy Armours: Plate mail, Splint armour, Chain mail, Ring mail.	+5	100 gp	-2 penalty on Move Silently, Intercept, Swim, Jump & Climb checks.
Shield	+1	20 gp	See rules for shields.
Silvered	Intelligent *Lycanthropes* and *Aberrant Terrors* must make a Will check to attack a target wearing this armour instead of another target, and fumble on a 1d20 roll of 1-3 when making melee attacks.		
Cold Iron	Intelligent *Demons* and *Undead* must make a Will check to attack a target wearing this armour instead of another target, and fumble on a 1d20 roll of 1-3 when making melee attacks.		
Mithral	Medium and Heavy Armour incur no action related penalties.		
Adamantine	Armour cannot be seriously damaged by mundane means. Any critical hits suffered become normal hits instead.		

DOING THINGS

During a game session, players generally interact with the game world by asking the GM questions and describing the actions their adventurers carry out. Straight forward actions happen automatically, like opening most doors or talking to NPCs, and impossible actions are generally vetoed by the GM on the spot.

In between these are actions that are reasonably possible but have significant uncertainty attached to them. In such a case, the GM makes a ruling about how the uncertainty will be resolved (using the existing rules as a guide), and dice are rolled to determine the outcome.

Common uncertain actions include making attacks, resisting hazardous effects such as poison, or negotiating with a merchant.

Kinds of Checks

Most uncertain actions are resolved through one of the following rolls:

1. Attribute check (eg: a Strength check).
2. Attack roll (see Combat).
3. *Luck* save or *Luck* check (see *Luck*).
4. Party Challenge (a series of actions over time in montage style), or
5. Percentile check (outlined below).

Attribute Checks

All attribute checks (Str, Dex, etc) are made with a 1d20 roll. If the roll is *equal to or under* the attribute the action is successful (do not apply attribute modifiers to this roll). A natural 20 always fails, even if the character's attribute is 20+ (eg some monsters have 20 Str).

The GM might apply miscellaneous modifiers depending on the circumstances. Attribute checks are most commonly used when an adventurer proactively attempts to do something, like climb a wall, swim across a lake, or sneak up on a foe. Attribute checks are sometimes also used to represent struggling with another character to achieve a contested purpose (see Contests below). Resisting minor external forces might also call for an attribute check (eg: avoiding a falling tree branch). More serious external threats (most magic, poison, disease, special monster attacks, and so on) require a *Luck* save to resist (see *Luck*).

Skills grant an adventurer a +1 bonus on relevant attribute checks, and also allow access to the adventurer's *Reroll Pool* after a failed roll.

Example
An adventurer with Str 13 wants to break down a sturdy door. The GM rules that a Str 16 character would automatically open the door, but requires a Str check from this character.

The player throws 1d20 and rolls a 14, more than Str 13, which would normally mean failure. However the adventurer is skilled in Athletics, boosting his Str to 14, turning the check into a success.

If the roll had been 15 or higher (a fail), the player would have had the option of using a *Reroll Pool* die to reroll (due to training in Athletics, p.49).

Modifiers

Modifiers are at the GM's discretion. Minor beneficial or adverse circumstances typically apply a 1 or 2 point modifier to an attribute. Modified attributes are capped at a maximum of 18.

Major beneficial circumstances allow the player to roll 2d20 instead of 1d20 and use the best result (this is called rolling with "*advantage*"). Similarly, for major adverse circumstances, the player rolls 2d20 and uses the worst result ("*disadvantage*"). A combination of minor and major circumstances might involve a mix of static modifiers and

advantage or disadvantage. GMs are encouraged to use as many or as few modifiers as they like.

Degrees of Success or Failure

From time to time it may be useful to know how greatly an adventurer succeeds or fails at an action. In such a case, rolling equal to or less than half the attribute (round down), represents a great success as opposed to an ordinary success. The GM may rule that in certain situations, having the right skill or background is required to qualify for a great success.

Similarly, rolling more than 1.5 times the attribute (round down) is a terrible failure instead of an ordinary failure. A natural 20 is usually a terrible failure, regardless of the character's attribute. The GM might rule that having the right skill or background automatically negates a terrible failure.

If there are any situational modifiers, these are added to the attribute before halving/multiplying.



Example

A character with Dex 9 and a +2 situational bonus, for a total Dex 11, attempts to disarm a trap. On a result of 5 or less, the outcome is a great success, such that the PC might be able to harvest a dose of poison from the needle trap after disarming it. Conversely, a result of 17 or more represents a terrible failure, and the adventurer might inadvertently spring the trap!

Contests

If two characters are in direct contest, both characters roll and whoever succeeds by the greatest margin wins. Ties mean the status quo remains, or might require a reroll at the GM's discretion. Contests might involve the same kind of attribute roll (eg: opposed Str checks when arm wrestling), or different attribute rolls (eg: a Dex vs Perc check when a beastman tries to hide from an adventurer).

Representative & Group Checks

Sometimes GMs prefer to make a single check to represent a group of monsters (to save time), or allow the whole party to succeed in a task as long as more than half the group succeeds. If half succeed and half fail, the GM might require one of the failing characters to make a *Luck save* for the group to succeed. Representative and Group checks are commonly used for stealth and observation.

Retries

Sometimes a player fails an attribute check and wants to know if they can try again. The GM decides this on a case by case basis. Generally speaking, a retry is permitted only if the situation changes in a favourable way. For example, if an adventurer fails to remember some obscure lore, she might need to access a library to earn a retry. On the other hand, a GM might allow retries to break down a door, reasoning that the door grows weaker with each attempt.

Designer's Thoughts
The problem with frequent retries is they take risk out of the equation, making succeeding at a task less satisfying. Sometimes adventurers simply fail at what they attempt to do. When that happens, it's time for the player to think outside the square and find another way forward (or sideways).

Party Challenges

In some cases the GM might employ a *Party Challenge* to resolve time consuming or ongoing tasks, adjudicating what occurs in a summary montage. Example scenarios that might suit Party Challenges include wilderness exploration, gathering information in a city, sneaking about inside a warehouse avoiding guard patrols, etc.

The process is outlined below:

- GM rolls 2d6 or decides (moderate 5, difficult 8, hard 11) how many successes are needed to conquer the challenge.

- Players suggest courses of action working towards the goal. The GM decides which checks if any might be required.

- Subject to GM discretion, a PC cannot use the same attribute, skill or ability twice in a row. This is intended to encourage variety in approach, rather than repeating the same high percentage tactic over and over (which whilst statistically prudent, tends to make for a dull session).

- If checks are required, *Great Successes* count as two successes, and *Terrible Failures* count as two fails.

- If the PCs fail a total of 3 checks or activities, the undertaking is unsuccessful. Depending on the scenario, and number of successes, the GM might allow for some form of partial or secondary success.

Percentile Check

From time to time the GM may rule that a simple percentile check will resolve the uncertainty of a situation. For example, a GM might decide there is a 40% chance of a wandering monster crossing paths with the party in a dungeon every hour, or a 30% chance that a wandering bard recognizes one of the adventurers from his home town.

In combat, percentile checks can sometimes be helpful to decide which adventurer a monster targets next. Certain powerful monsters also have percentile based abilities, such as magic resistance or a dragon's breath weapon recharge chance.



COMBAT

Initiative & Turn Order

When combat is joined, game time is broken down into flexible rounds, up to a few seconds per round. During this time characters take turns resolving their actions until everyone has had a turn, at which point either the combat ends, or a new round begins. The order of combat is as follows:

1. **Surprise Round**. The GM determines if one side or the other is entitled to a free round as a result of surprise (eg: during an ambush, p.77).

2. **Players Roll for Initiative.** Each PC makes a Dex check. If the PC fails, they act after the monsters. If they succeed, they act before the monsters. On a great success, they also act before any *Boss* monsters. If two (or more) PCs fail or succeed, players work out the order between themselves, or alternatively the character with the best margin goes first.

3. **Resolve Turns.** Each turn, a character may take one action and one move. Remember that if a character suffers any damage before their turn, they may not cast a spell that round.

4. **Combat Ends or New Round.** The round is complete. If the battle is not finished, a new round begins at step 2.



Designer's Thoughts
The initiative change from original edition is intended to speed up combat whilst retaining some variation in turn order. It does however make Dex a more desirable stat. GMs concerned about such might consider giving PCs a set "Initiative" attribute of 10, or equal to the average of Dex and Int. For example, a character with Dex 15 and Int 9 would have Initiative 12.

Delay Turn
A character may delay their action until after another character's turn is complete.

Ready Action
A character may ready an action in response to another event at the GM's discretion. The player describes the triggering event and the character takes her action simultaneously with the triggering event. If the two acts cannot occur simultaneously, a Dex contest determines who acts first. If the triggering event does not occur, the character's action is generally lost (GM discretion).

Initiative Variants
For those GMs interested in trying some variant initiative rules, three further options are provided below.

#1: Original LFG Initiative
Each player rolls 1d20 for their adventurer, and the GM rolls for the monsters, acting in order from highest to lowest. Some GMs prefer to make a single roll for all monsters, possibly with a separate roll for monster leaders. Initiative might be checked just once per combat, or at the start of every turn (rolling each turn gives more unpredictability, but slows combat).

#2 Turn Cards
In this initiative variant, instead of rolling dice to determine turn order, cards are drawn from a deck. Each PC has one card in the deck. Monsters are generally represented by a single card, although Boss monsters get their own. The GM might also give spell casters or other special NPCs their own cards.

Initiative is determined by drawing cards from the deck. A single card is drawn and that character (or group of monsters) acts. Once that turn is complete, a second card is drawn, revealing the next character (or group of monsters) to act, and so on, until all combatants have had a turn. At the end of the round, the cards of all surviving combatants are reshuffled, ready to begin the next round. The effect of this variant is that no-one knows who will act next until the current turn ends and the next card is revealed.

At the GM's discretion, PCs or monsters with an initiative bonus (eg when using a shortsword granting +2 initiative) gain a second card in the deck (increasing their chances of acting earlier). The character acts when the first card is drawn (ignore the second card).



#3 Five Finger Countdown
In this variant, when the GM indicates it's a player's turn, that player has to the count of five to declare their PC's action & move, or they automatically take the dodge action and forfeit their movement. Delay Action is not available under this variant. The GM indicates the count by extending the fingers on one hand. The effect of this variant is faster, more spontaneous, and more dangerous combat, but may frustrate those who prefer nuanced party co-ordination.

MOVE

A character may take one move each turn, generally up to 30 ft on foot, but a character might be able to jump or leap in addition to this base movement. A move incorporates minor necessary conduct such as opening doors, climbing ladders, swinging from a rope, etc. Moving silently, or hiding, is also part of your movement, assuming suitable terrain is available (the GM decides whether hiding is possible). Being stealthy usually requires a Dex (Stealth) vs Perc (Det) contest.

A move cannot be broken up with an action; an attack, casting a spell, and so on ends the move. Note that flying creatures and enemies riding mounts may make attacks part way through their move, provided the movement continues in one direction. Movement speed might be reduced due to poor visibility, when climbing, negotiating difficult or hazardous terrain, etc (GM discretion).

Double Move

A character may spend their action to gain a second move.

Charging

A charging character moves up to twice as far as normal (minimum 10 ft), and makes a melee attack (including any extra attack or second attack) with a +2 bonus. Until his next action however, all attack rolls against the character have advantage. Charging uses up the character's move and action.

Withdrawing & Free Attacks

If a character attempts to move out of an opponent's melee reach (or attempts to move more than 5 ft away from an opponent with 10 ft or 15 ft reach), the opponent gains one free melee attack against the character.

Blocking an Area

A man sized character effectively blocks an area about 5 feet in diameter, and enemies cannot move through this space without first removing the defender in some way. Very large or small creatures might ignore blocking (GM's call).

Intercepting

If a character is (i) not surprised, (ii) not in melee, (iii) hasn't moved this turn, and an enemy wishes to move within 30 ft, the PC may attempt an intercept. A Dex check is required (modified by armour), in which case the intercepting character moves herself into melee with the enemy (at some point before the enemy completes its intended movement). If a character attempts to intercept before her first turn in a new combat, the Dex check is made at disadvantage.

Standing Up from Prone

Standing up from prone costs half of the character's movement (ie usually 15 ft).

Falling

A common adventurer past time is falling from great heights onto hard surfaces. Every 10 ft an adventurer falls causes 1d6 damage (cumulative). A *Luck* (Dex) save reduces the damage by half. At the GM's option, sufficiently long drops automatically result in (explosive) death.



Party Retreat

At the start of a round, if the whole party wishes to flee from a battle, they must first explain to the GM how escape might be possible. If the GM agrees, a

group *Luck* check is required, possibly with Str or Con checks to carry away unconscious allies.

If successful, the whole party reduces their *Luck* by 1, and the adventurers manage to break away from the battle with incapacitated allies over their shoulders (or otherwise in tow, as explained by the players). Depending on the circumstances, fleeing may lead to a *Chase*.

If unsuccessful, the GM might permit any individually successful adventurers to flee, but the remaining PCs remain behind. The party, or any remaining PCs, may attempt to flee again next round if desired.

Chases

Characters sometimes get themselves into chase situations that aren't much fun using the (predictable) standard movement rules. Presented below is an abstract chase system that attempts to recreate the frenetic pace of an exciting pursuit. As always, what follows is just a guide, and GMs are encouraged to tweak chases as they see fit.

Setup

- The chase has two sides: the chasers and the quarry.
- The GM determines the starting gap between the two sides (alternatively 6d10+60 ft).
- The chase is broken down into 3d6 legs (rolled secretly). The timescale for each leg is flexible, from thirty seconds to a few hours.
- If the chasers reduce the gap to zero before the end of the last leg, the quarry are caught and the chase ends. Otherwise the quarry escape. The GM might also rule that the quarry escape if they open a wide enough gap (eg: 200 ft).

Resolving the Chase

(1) At the start of each leg, both sides choose one character to lead them. No character may lead a second leg until all allies have lead a first leg, and so on.

(2) The two leaders make opposed Con (Athletics) checks. The winning side widens or closes the gap by 1d10 ft per 10 ft movement rate of the leader (rounding up). Eg: a 25 ft movement rate = 3d10 ft.

(3) The player controlling the leader rolls on the *Chase Event Table*. There is a 50% chance the result applies to the leader and/or party, otherwise it affects the opposing side.

(4) Repeat until the chase ends.

1d20	CHASE EVENT
1	**Large Crowd** A large group of creatures impedes the progress of the characters in a non-violent manner (eg: *a funeral procession, wilder beast herd, dwarven mining crew, cloud of curious young air elementals*). One or more characters may (amongst other things) attempt to persuade or intimidate the group to assist them (GM discretion). If the crowd is not managed or bypassed, the opposing side rolls to widen or close the gap.
2	**Dangerous Hazard** The GM improvises a physical threat of some kind (eg: *a street riot, poisonous vines, carnivorous plant, underground slime, swarm of giant insects*). 1d4 characters must make a *Luck* (Dex) save or suffer 2d6+level damage.

3	**Obstruction** The GM improvises a physical obstruction of some kind (eg: *a horse & cart, thick scrub, crumbling passage, powerful winds*). If the characters cannot bypass or resolve the obstruction, the opposing side rolls to widen or close the gap.
4	**Snap Opportunity** Randomly nominate 1d4 characters from both sides. Those participants may take an action to assist themselves or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.
5	**Random Setback** *Roll 1d6:* • *1 – Drop something:* The character accidentally drops something valuable. Depending on the item, the GM might require a check to notice the loss. • *2 – Fatigue:* The character is overcome by unexpected fatigue and suffers 1 Con loss. If an NPC, the character drops out of the chase. • *3 – Head Strike:* The character is struck on the head by an object. The character must make a Con check or be stunned and drop out of the chase. • *4 – Fall:* The character trips and falls, suffering a setback improvised by the GM (eg: falls down stairs, injured knee, damaged object, etc). • *5 – Hostile Third Party:* The character is beset upon by a hostile random encounter. The character must make a Dex check or drop out of the chase and deal with the random encounter. • *6 – Lost:* The character is somehow separated from any others. The character must make an Int check or become lost (momentarily or otherwise) and drop out of the chase.
6	**Third Party** A single or small number of creatures impede the characters' progress in a non-violent manner (eg: *1d4 beggars, a drunk woodsman, 1d6 underground xornlings, 1d4 lost sprites*). One or more characters may (amongst other things) attempt to persuade or intimidate the creatures to assist them (GM discretion). If the creature(s) is not managed or bypassed, the opposing side rolls to widen or close the gap.
7	**Dangerous Hazard** The GM improvises a physical threat of some kind (eg: *falling debris from an upper storey window, hunting trap, dungeon deadfall, hostile giant bird*). 1d4 characters must make a *Luck* (Dex) save or suffer 1d6 + level damage. There is a 50% chance that a random piece of equipment is lost, damaged or destroyed (not including permanent magical items).
8	**Obstruction** The GM improvises a physical obstruction of some kind (eg: *barrels and crates, fast running stream, jammed dungeon door, smoke*). If the characters cannot bypass or resolve the obstruction, the opposing side rolls to widen or close the gap.
9	**Snap Opportunity** Randomly nominate 1d4 characters. Those participants may take an action to assist their side or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.
10	**Cross Paths** A random chaser gets lucky with a shortcut and catches up to a random quarry lagging behind. Each character may make a single melee attack against the other, or take some other action, before being separated again.
11	**Hidey Hole** The quarry locate a viable hiding place and may make a group Dex (Stealth) check opposed by the chasers' group Perc (Detection) check. The GM might impose modifiers on the checks depending on

	distances and other circumstances. If the quarry succeed they escape. If they fail they are caught. Either way the chase ends.
12	**Snap Opportunity** Randomly nominate 1d4 characters. Those participants may take an action to assist their side or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.
13	**Major Obstruction** The GM improvises a major physical obstruction of some kind (eg: *busy marketplace, slippery mud, spider webs, hail storm*). If the characters cannot bypass or resolve the major obstruction, the opposing side rolls to widen or close the gap.
14	**Dangerous Hazard** The GM improvises a physical threat of some kind (eg: *startled horse kick, snake nest, archway blade trap, hunter's arrow*). 1d4 characters must make a *Luck* (Dex) save or suffer 3d4+level damage.
15	**Burst of Speed** The characters are inspired to dig deep and put on a final burst of speed. The characters roll to widen or close the gap.
16	**Random Setback** *Roll 1d6:* • *1 – Drop something:* The character accidentally drops something valuable. Depending on the item, the GM might require a check to notice the loss. • *2 – Fatigue:* The character is overcome by unexpected fatigue and suffers 1 Con loss. If an NPC, the character drops out of the chase. • *3 – Head Strike:* The character is struck on the head by an object. The character must make a Con check or be stunned and drop out of the chase. • *4 – Fall:* The character trips and falls, suffering a setback improvised by the GM (eg: falls down stairs, injured knee, damaged object, etc). • *5 – Hostile Third Party:* The character is beset upon by a hostile random encounter. The character must make a Dex check or drop out of the chase and deal with the random encounter. • *6 – Lost:* The character is somehow separated from any others. The character must make an Int check or become lost (momentarily or otherwise) and drop out of the chase.
17	**Snap Opportunity** Randomly nominate 1d4 characters from both sides. Those participants may take an action to assist themselves or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.
18	**Major Obstruction** The GM improvises a physical obstruction of some kind (eg: *fenced off side alley, tree rope noose traps, water logged dungeon passage, out of control airship*). If the characters cannot bypass or resolve the obstruction, the opposing side rolls to widen or close the gap.
19	**Major Dangerous Hazard** The GM improvises a physical threat of some kind (eg: *alchemist explosion, carnivorous plant, hallway dart trap, toxic airborne spores*). All characters must make a *Luck* save or suffer 2d6+level damage and 1d2 Dex or Str loss.
20	**All in!** The whole party and up to the same number of characters from the opposing side, may take an action to assist themselves or act against their opponents, provided each player declares their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.

ACTION

Common Actions

A character may take one action each turn. An action includes anything that can be done in a few seconds, for example:

- Making a melee, ranged or thrown attack
- Casting a spell
- Dodging
- Sheathing or stowing one or more items
- Retrieving an item from a backpack
- Picking up or retrieving an item from the ground
- Drinking a potion snatched from your belt or other easily reached location
- Activating a magic item

Drawing or otherwise readying a weapon (or two weapons, or a weapon & shield) that is on your person is a special exception and may occur as part of an attack. Note that picking a lock or disarming a trap are not on the above list because that usually takes more than a few seconds.

Dropping an item does not require an action ("no action"). For example, if a barbarian armed with a greataxe suddenly needs to fire his bow, instead of spending an action to stow his greataxe, and then ready and shoot his bow the next round, he could simply drop his axe and immediately ready and shoot his bow. In this example however, the barbarian's axe is now on the ground, which requires an action to retrieve (should he need it later).

Some abilities allow adventurers to take special actions or cause effects during other character's turns, for example Rescue Exploits and the Bard's *Inspire Greatness* ability.

Attacks

When you use your action to attack, you may draw or otherwise prepare your weapon (or two weapons if dual wielding, or weapon and shield) as part of the action to attack. If you are already holding other items, you may drop them (no action). Otherwise it costs an action to sheath, stow, sling or pack away held items.



Melee Attacks

To attack in melee, a character must usually be within 5 ft of their opponent (some weapons and monsters allow melee attacks up to 10 or 15 ft distant). To attack with a melee weapon, roll 1d20 + your class level attack bonus (see class table) + Str modifier. If the result is equal to or higher than the target's Armour Class (AC), you hit. Roll damage per the weapon table + Str modifier.

Ranged Attacks

To attack with a ranged or thrown weapon, roll 1d20 + your class level attack bonus + Dex modifier. If the result is equal to or higher than the target's AC, you hit. Roll damage according to the weapon table + Dex modifier.

When using ranged weapons to attack into a swirling melee, if you miss your intended target, there is a 33% chance you must reroll the attack against a random ally (if any) in the same melee. A target in melee generally counts as being half covered, gaining a +2 bonus to AC.

Making a ranged attack while within reach (usually 5 ft) of an opponent who is not stunned or otherwise incapacitated suffers disadvantage. Ranged attacks may be made up to the distance nominated in the equipment lists at no penalty, or up to twice as far with disadvantage.



Suffering Damage

Damage is deducted from the target's hit points. When a monster is reduced to zero hit points, it dies. When an adventurer is reduced to zero hit points, they are unconscious or dead. See the *Injuries & Healing* section for more details.

Example

A 3rd level Fighter with 14 Str has a class to hit bonus of 3, and a Str modifier of 1, for a total of +4. He attacks a skeleton with AC 11. On a 1d20 roll of 7 or more (+4, total 11), the skeleton is hit and damage is rolled. If the Fighter was using a longsword, the damage would be 1d8+1 hit points (longsword weapon damage being 1d8, plus 1 for Str).

Dodging

A character may use their action to dodge, parry or otherwise focus on defence. Until the start of her next turn, a dodging character has advantage on Dex checks to resist adverse effects and *Luck* (Dex) saves, and enemies suffer disadvantage on attack rolls against her.

MARTIAL EXPLOITS

Adventurers may attempt Minor, Major and Rescue Exploits, as outlined below. Major and Rescue Exploits are exclusive to player characters.

Minor Exploits

Characters may attempt various Minor Exploits during combat, often but not always improvised to fit the situation at hand.

Minor Exploits are limited to one target and have instant or short durations (often one round or less). They occur as part of an attack action. Minor Exploits cover the usual range of combat options found in most tabletop RPGs, for example: tripping, pushing, disarming or grabbing hold of an enemy. The GM determines whether a proposed exploit is possible.

For a Minor Exploit to occur, the character must first hit and cause damage as normal. The GM then makes a ruling to resolve the exploit. For example:

- An opposed Str check to knock on opponent off his feet, grab hold of him with one hand, drive him backwards 10 feet, or throw him through a window.
- An opposed Dex check to throw sand in an opponent's eyes, temporarily blinding them for one round.
- An opposed Dex check (perhaps modified by level) to disarm.

Different GMs will make different rulings to suit their table. The above are a guide only.

If the exploit is successful, the intended outcome occurs; the target is tripped, or thrown through the window, etc. The GM makes a ruling to determine the effect. If the exploit fails, see p.75.



Example
While fighting some beastmen, an adventurer attempts to open a gash on his opponent's brow to blind him with his own blood. The player rolls a 16 to hit, and causes 3 hit points damage. The GM then calls for an opposed Dex check to see if the wound is in the right location to cause a brow bleed. The check succeeds, and the slash opens a messy wound above the beastman's eyes, temporarily blinding him until the end of his next turn.

Major Exploits

All adventurers may attempt Major Exploits; impressive feats of power and skill that inspire allies and turn the tide of battle. Major Exploits are exclusive to PCs.

An adventurer might shatter a foe's weapon, impale a wolf on a fence spike, grab an enemy in each hand and crack their skulls together (stunning both of them), decapitate an ogre (subject to the hit dice rule below) or cut off a wyvern's wing.

In prior LFG campaigns, some successful Major Exploits included:

- Spearing a Tyrannosaurus Rex in one eye, causing it to suffer Perc penalties and a 33% miss chance.
- Finishing off a fearsome witch hunter by trampling him with a horse and carriage.
- Making wild swings with a cold iron flail to drive away three Shades clustered around a fallen ally.

Major Exploits may affect more than one target and can result in very serious and permanent effects, including death. Subject to the rules below, they are limited only by the player's imagination and the scenario at hand.

- Major Exploits do not increase hit point damage to a single target (but might increase total damage by affecting multiple targets).

- Major Exploits cannot instantly kill or incapacitate a single target, unless the

target's hit dice are less than the adventurer's level.

- Special exceptions apply to *Boss Monsters* (p.184).

- The GM has the final say on whether a proposed exploit is possible.

For a Major Exploit to occur, the adventurer usually needs to first hit and cause damage as normal. The adventurer then makes a *Luck* check, modified at the GM's discretion. If the check is successful the exploit occurs and the character's *Luck* attribute is reduced by 1, as usual. The GM makes a ruling to determine the effect.

Example
Whilst fighting some giant scorpions, an adventurer attempts to sever one monster's poisonous stinger. The GM decides the action is standard for a Major Exploit in his campaign, and does not impose any modifiers. The player rolls an 18 to hit, and causes 7 hit points damage. She then makes a *Luck* check... and succeeds! With a bloody spray, the scorpion's venomous barb spins off into the sand!

Rescues

In certain situations, an adventurer may attempt a Rescue Exploit, which may only be used to protect another person or thing. Rescue Exploits are only available when it is not the adventurer's turn, in response to something happening within approximately 30 ft. A Rescue allows one player to negate or reverse an adverse event for another player or NPC. Rescues are exclusive to PCs.

The player must explain to the table how his adventurer intends to achieve the Rescue. A Rescue might include such things as pushing another adventurer out of harm's way, using a shield to deflect arrows targeting an ally, or grabbing hold of a henchmen as they plummet into a pit trap.

If the GM agrees a Rescue is possible, the adventurer must first make a successful Dex check to move into position, react fast enough to intervene, etc. If the adventurer moves out of melee, enemies within reach get a free attack as normal.

Finally, the rescuer must make a successful *Luck* check, modified at the GM's discretion. If the *Luck* check is successful, the Rescue occurs, and the rescuer's *Luck* attribute is reduced by 1 as usual.

Example
An enemy sorcerer unleashes a blast of lightning at the party's Magic User, who fails her *Luck* save and is reduced to zero hit points. The party Rogue declares a Rescue, attempting to push his comrade out of harm's way. The GM agrees and calls for a Dex check, which the Rogue successfully makes. The Rogue then makes a *Luck* check, rolling 1d20 and scoring a 4, well under his *Luck* attribute of 12. With a warning shout, the Rogue barrels into the Magic User, sending both sprawling out of the path of the sizzling blast!

Failed Exploits

If a Minor, Major or Rescue Exploit fails, a character may not attempt another exploit against the same target until the circumstances significantly change in their favour (eg the target becomes *Staggered*, or an ally comes to assist, etc). The GM determines what qualifies as a significant change.

At the GM's discretion, a natural 20 on an exploit based attribute or *Luck* check may result in a special setback. For instance, in the Rescue example above, both the rogue and magic user might be caught in the lightning blast. In the beastman example, the adventurer might lose his grip on his weapon, slip over on some blood, or cry out during an attempt to be stealthy, etc.

FIGHTING STYLES

Rules for common fighting styles are provided below for GMs and players that wish to use them.



Single Weapon Fighting

Switching between using a one handed weapon with the other hand empty, and using a ranged or thrown weapon, or vice versa, does not require an action (max once per turn). This allows a single weapon user to be more flexible in combat, for example by quickly switching back and forth between a bow and longsword. Fighting with one hand empty also allows you to use your action to cast spells, grab a foe, etc, without first having to spend an action to sheathe or stow another item. On the downside, keeping one hand free means giving up a two handed weapon, shield, or second weapon or item.

Two Weapon Fighting

Using two weapons, one in each hand, grants an extra attack each turn. The extra attack is made at disadvantage. A shield may be used as a second weapon, causing 1d3 + Str modifier damage, but the character loses all shield benefits until the start of her next turn.

Unarmed Combat

Brawling with fists, feet, head butts, etc generally causes 1d2 damage (plus Str mod). Attempting to knock out an opponent with an unarmed attack does not suffer any penalty to hit (see p.78).

Two Handed Style

Some particularly large and high damage weapons require two hands to use. Wielding certain one handed weapons in two hands grants +1 damage (see the *Melee Weapons* table).

Mounted

A warrior riding a mount trained for battle may make attacks part way through their movement (in a single direction) and gains the Rogue *Skirmish* ability. Their mount may also be able to make attacks at the GM's discretion.



MISCELLANEOUS FACTORS

The following rules address common battle complications.

Cover

A character half covered by terrain gains a +2 bonus to AC and *Luck* (Dex) saves. A character three quarters covered by terrain gains a +4 bonus. A character fully covered by terrain cannot be directly attacked unless the cover is somehow bypassed.

Visibility

A character who is very hard to see, glimpsed in near darkness or moving in and out of heavy fog or similar, is protected by a 33% miss chance (1 in 3) against any direct attack. A character who cannot be seen at all due to total darkness, impenetrable fog, invisibility or similar, is protected by a 66% miss chance (2 in 3) on all direct attacks, assuming an attacker can narrow down his location by scent, sound, muddy footprints, etc. If the attacker cannot narrow down the location, no effective direct attack may be attempted. Area effect attacks may not be subject to this miss chance in certain situations, at the GM's discretion.

An invisible attacker has advantage on attack rolls.

A stealthy attacker (but not invisible) who sneaks up on or shoots an unaware enemy, for example by suddenly moving out from behind a tree to fire, might surprise his foe.

Example
A sorcerer the party is fighting turns invisible during a fight. The party's Barbarian notices tell tale footprints in the long grass, and hurls his axe! The Barbarian makes an attack roll as normal, and succeeds. The GM then rolls for the 66% invisibility miss chance, scoring 77. It's a hit! The axe lodges itself in the sorcerer's skull with a wet thud, dropping his reappearing form to the ground as the Barbarian roars victorious!

Surprise

An attacker who gets the drop on an unaware opponent gains a bonus round (see *Initiative*).

Furthermore, the ambusher's first attack is made at advantage, or first spell imposes disadvantage on any *Luck* save (if the spell creates an elemental or other physical effect).

Positioning

Attackers gain a +1 bonus to hit when flanking an enemy (ie with an ally on the opposite side). Attacking a prone target grants a +2 bonus to hit. Attacking from a prone position (on the ground or on one's knees) incurs a -2 penalty to hit.

Other Modifiers

A +1 or -1 modifier will cover most nebulous combat factors. Examples might include high ground, cramped conditions or slippery surfaces. Tables are encouraged to use as many or as few modifiers as they like. The GM determines whether modifiers stack.

Critical Hits and Fumbles

A critical hit occurs when the 1d20 to hit roll is a natural 20. Critical hits automatically cause maximum damage + half your level (round up).

Example
A 5th level Fighter with 17 Str (+3) who scores a critical hit with a greatsword in two hands (1d12) automatically causes 18 damage. A 3rd level Magic User who crits with Str 13 (+1) wielding a bastard sword in two hands (1d8+1) automatically causes 12 damage.

On a natural 1, the attacker has fumbled. If the target of the attack is within melee range, the target makes an immediate free attack against the fumbler (choose just one attack, if the target normally has multiple attacks).

If the attacker is not in melee with anyone, the fumbled ranged or thrown attack is automatically

rerolled against an ally in melee with the intended target (assuming there is an ally). The GM might allow players the option to make a *Luck* save to avoid a fumbled attack or effect.

Knock Outs

A weapon may be used to knock out, rather than kill, an opponent. A character may take a -2 penalty to hit, and if that attack reduces the target to zero hit points, the target is rendered senseless but remains alive. Such a prisoner generally regains consciousness with 1 hit point after 1d6 x 10 minutes.

Underwater Combat

Adventurers have an unfortunate habit of getting into underwater struggles with monsters trying to drown them. When fighting in an underwater melee, piercing weapons operate normally, slashing weapons attack at disadvantage, and clubbing weapons are useless. Arrows moving through water only inflict damage up to about 10 ft deep.

Drowning and Suffocation

Adventurers laden with equipment can normally hold their breath and swim (or perform other activity) for approximately 1 round per point of Con, plus another 1d4 rounds. While fighting however, the base duration is a number of rounds equal to one third Con score (round up). After this period, the adventurer must make a *Luck* (Con) save at the end of the round or die.

Aerial Combat

An aerial combatant gains the following:

- +1 bonus to attack rolls against ground based targets,
- May make attacks part way through their movement (in a single direction),
- Gains the Rogue *Skirmish* ability, and
- May make a special charge attack causing double damage if the target is surprised.



INJURIES & HEALING

Staggered

When a PC or monster is hit, the target's hit points are reduced. When a character's hit points drop to half or below, they gains the *Staggered* status, and displays obvious signs of physical trauma. Some players find the *Staggered* condition useful as an indicator that their opponent is seriously injured (and similarly, the GM can quickly inquire which PCs are *Staggered* to gauge how a combat is going). Additionally, certain class and monster abilities trigger when a creature is *Staggered*.

Generally, when a monster's hit points fall to zero (ignore negatives) it dies. When a PC is reduced to zero hit points, the adventurer falls unconscious and is either *All Dead* or *Mostly Dead*. You don't find out which until someone turns the body over for a closer look (rummaging through pockets optional).

All Dead

After the fight, if the adventurer's body is able to be recovered and examined, the PC makes a Con check. The *Reroll Pool* may be used for this test. On a success, the character is only *Mostly Dead* (see below). On a failure, or if the body cannot be recovered, the adventurer really is dead and gone. Shed a tear, frown as your allies loot the still warm corpse, then join the GM on the other side of the screen (or take over a hireling, if you have one).

Mostly Dead

A *Mostly Dead* adventurer isn't completely gone just yet; the character is unconscious and in the process of dying, but can be saved with the quick help of his allies. After the combat, an adjacent character may stabilize the dying PC by applying healing magic, staunching wounds, yelling "Stay away from the light!" and so on.

Whatever the means, as long as there is no immediate danger and an ally renders aid, the adventurer stops dying, and eventually returns to consciousness. In the absence of healing magic, the target regains their senses and is restored to 1 hit point after 1d3 minutes.



The near death experience however often leaves a mark, requiring a roll on the *Injuries & Setbacks Table* below.

1d20	INJURIES & SETBACKS
1	**Eye Injury.** You have disadvantage on Perc checks that rely on sight and a 33% miss chance on attack rolls. Make a *Luck* (Con) save; on a success the eye is damaged and can be mended with *Solace of Argona* or two months of rest. Otherwise the eye is lost. *Starmaiden's Miracle* restores a lost eye.
2	**Arm or Hand Injury.** You can't hold anything with two hands, and you can only hold one object at a time. Make a *Luck* (Con) save; on a success the limb is damaged and can be mended with

	Solace of Argona or two months of rest. Otherwise the limb is lost (1d6: 1-3 hand, 4-5: below elbow, 6: arm). *Starmaiden's Miracle* restores a lost limb.
3	**Leg or Foot Injury**. Your move speed is halved and you require a crutch or peg leg to walk. You have disadvantage on movement based Dex checks. Make a *Luck* (Con) save; on a success the limb is damaged and can be mended with *Solace of Argona* or two months of rest. Otherwise the limb is lost (1d6: 1-3 foot, 4-6: below knee). *Starmaiden's Miracle* restores a lost limb.
4	**Ear Injury**. You have disadvantage on Perc checks that rely on hearing and on balance checks. Make a *Luck* (Con) save; on a success the ear is damaged and can be mended with *Solace of Argona* or two months of rest. Otherwise the ear is lost. *Starmaiden's Miracle* restores a lost ear.
5	**Internal Bleeding.** Whenever you attempt an action in combat, you must make a Con or Will check (your choice). If unsuccessful, you lose your action. *Solace of Argona* or 3d6 days of rest cures the injury.
6	**Broken Ribs.** Whenever you suffer physical damage, you must make a Con or Will check (your choice). On a failed check, you lose your next action. *Solace of Argona* or 3d6 days of rest mends the injury.
7	**Nasty Scar**. You gain a nasty looking scar on your head, neck, hands or other location not easily concealed. You have disadvantage on most Cha checks. *Starmaiden's Miracle* will remove the scar.
8	**Swelling on the Brain**. You suffer a madness trait (1d6: 1-3 minor, 4-5 moderate; 6 serious). *Purge the Accursed* or *Solace of Argona* removes the injury. Otherwise the madness naturally subsides after 1d10 days.
9	**Damaged Weapon**. A weapon or item you are holding is damaged. Until repaired, the item cannot be used, imposes disadvantage or suffers some other penalty the GM determines. Magical items have a 50% chance to negate this effect.
10	**Damaged Armour.** Armour you are wearing is damaged. Until repaired, your armour provides only half the normal AC bonus (round down). Magical items have a 50% chance to negate this effect.
11	**Damaged Magical Item.** A randomly determined magical item (not a weapon or amour) is damaged. Until repaired, any attempt to use the item requires an Int check. On a failure the GM improvises a setback, rolls on the *Dark & Dangerous Magic* table, or consults the internet for an appropriate random effects table (eg: the OGL *Rod of Wonder*).
12	**Muscle Tear.** Lose 1d4 Str, Dex or Con. *Solace of Argona* or 1d8 days of rest mends the injury.
13	**Head Injury**. Lose 1d4 Int, Perc, Will or Cha. *Solace of Argona* or 1d8 days of rest mends the injury.
14	**Pestilent Wound.** Your hit point maximum is immediately reduced by 1d10, and again every 24 hours the wound persists. You die if your hit point maximum reaches zero. *Solace of Argona* mends the wound. Tending with the Apothecary skill cures the wound after 1d3 days.
15	**Sprained Ankle.** You must make a Dex check to charge, jump or move twice in one round. If you fail the check, you fall prone. *Solace of Argona* or 1d6 days rest mends the injury.
16	**System Shock**. You have disadvantage on initiative checks. *Solace of Argona* or 1d3 days rest mends the injury.
17+	**Minor Scar.** A minor scar has no significant adverse effect, in fact after a few ales some folks might even be impressed by it. Some scars fade over time, others require *Starmaiden's Miracle* to erase completely.

Short Rest

After at least one meaningful combat (the GM determines what constitutes a meaningful combat), an adventurer may spend a few minutes recovering and tending injuries before pressing on. Walking and light duties may be performed during this period.

Each time a short rest is taken, one or more Will checks may be made. Each successful check allows the character to gain one short rest benefit as outlined below:

(i) Recover half of any lost hit points, plus Con bonus.

(ii) Recover one use of an expended class ability.

(iii) Recover one *Reroll Pool* die.

Note: option (i) may only be selected once per short rest. Magic Users may not recover an expended spell use from the same spell level more than once within 24 hours.



Only three short rests may be taken per 24 hour period. One rest grants three Will checks, one rest grants two Will checks, and one rest grants a single Will check. The player decides the order in which these rests are taken.

Additionally, an adventurer gains a bonus number of Will checks equal to his Con modifier (if any, ignore negatives), which may be distributed amongst the three short rests as the player wishes.

Example
A 4th level Fighter with Con 13 (+1) on 6 hit points, with a 40 hit point maximum, takes a short rest.

He has not taken any short rests in the last 24 hours, and decides to use his triple Will check rest. He also elects to use his +1 Con bonus, giving him a total of four Will checks for this rest. The fighter succeeds on two of the four checks. The player selects option (i), recovering 18 hit points (half of his 34 hit points damage, plus 1 Con), raising his current HP to 24, and option (ii) regaining one use of the fighter *Adaptable* ability.

Long Rest

A long rest requires 1d6 days of predominately low key activity. Modest travel is permissible, but the majority of the day must be spent resting. Intermittent battle is possible, but each combat extends the rest period by one day. Recovering at an inn or other safe and comfortable location reduces the time required to 1d4 days.

A long rest grants the following benefits:

(1) All expended class abilities are restored.
(2) All expended *Reroll Pool* dice are restored.
(3) All attribute point loss is restored (not including *Luck*).
(4) Recover 1 point of *Luck*.
(5) Recover half of any lost hit points, plus 1d4 + Con bonus.

Adapting to Permanent Injuries

In the absence of healing magic, an adventurer suffering permanent injuries will tend to find ways to adapt, mitigating or negating penalties. See the *Downtime* and *Equipment* sections for more.



MAGIC

In an LFG world, magic is rare and mysterious. Spell casters are extremely uncommon, most villages don't have one at all, and even the largest cities conceal but a few. A commoner might go their whole lives without ever witnessing magic directly, but all folk have heard tales of sorcery, and most accept mystic forces exist in one form or another.

Sensing Magic

Any character may spend a few minutes attempting to sense magic in a 30 feet radius by making an Int or Perc check. If successful the character senses there is magic either present or absent, perhaps as a tingling through their spine, a barely perceivable hum in the air, or some other fleeting quality that vanishes after only a moment.

The sign is different for everyone, and most commoners are unaware of their own cues. If the character does not have the *Arcane Lore* skill, the check is made at disadvantage. Illusion magic cannot be detected in this way, part of its power includes fooling rudimentary detection methods of this kind (illusions are explained further below).

Arcane Sorcery

In order to cast a spell, the character generally needs to speak loudly and clearly, and have a free hand to gesticulate with. At the GM's discretion, a spell might be able to be cast stealthily, with whispers and muted gestures (often requiring a Dex (Sleight of Hand) vs Perc (Detection) contest).

Spell Interruption

Casting a spell requires steady concentration. If the caster suffers any damage prior to his turn, he may not cast a spell that round. The character may take other actions, including making a melee or ranged attack. Unless the spell description states otherwise, a spell takes effect in the caster's turn.

Dark & Dangerous

Magic is not only rare, it is dark and inherently dangerous. Sorcery was not meant for mortals, and this fundamental mismatch taints every casting with uncertainty. From beyond the Veil, magic draws the attention of dark and inscrutable forces, some of whom find ways to impose their will upon the material world.



Whatever facet of magic a spell caster invokes, the danger remains the same. Every time a spell is cast, the caster rolls 1d20 to test for a *Dark & Dangerous Magic* ("DDM") effect. Note magic items also trigger checks, but a Cultist's divine blessings do not (p.24, 87, 268).

If the roll is a natural 1, the spell is cast as usual, but with an additional magical effect from the DDM table. If a DDM effect does not occur, the chance increases by 1 for each spell cast until a DDM effect triggers or the adventure ends (at which time the chance resets to 1 in 20).

When a *Dark & Dangerous Magic* effect occurs:

(i) The caster's *Luck* attribute is reduced by 1 point,

(ii) Reset the *Dark & Dangerous Magic* chance back to 1 in 20, and

(iii) Roll on the *Dark & Dangerous Magic* table below:

1d100	DARK & DANGEROUS MAGIC
01-02	Nothing happens (50%) or you are secretly possessed by a cunning alien entity for 1d10 hours (50%). The GM will tell you which covertly. Have fun.
03-04	*Foul Beard*: You grow a beard of short rubbery tentacles that you can't control. They shrivel up and drop off after 1d3 days.
05-06	Your fingers turn into tentacles, serpents, leeches or something similarly creepy for 1d6 minutes. You cannot cast spells during this time. You count as fighting with two weapons and cause 2d6 acid or poison based damage on a hit.
07	*Strange potency*: Your next single target spell affects two targets instead of one (within 24 hours).
08	*Tusks*: You sprout 2 inch, blackened tusks from your jaw, making eating and speech awkward. They recede after 1d6 days.
09	*Tenuous Connection*: Your spell lasts half as long as usual (or your next spell with a duration other than instant within 24 hours).
10	*Heartless*: You have no discernible heartbeat, and do not bleed. The effect lasts 1d12 months.
11-12	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
13-14	All plant life within 60 ft withers and dies.
15-16	You gain a random minor madness trait. If you are already suffering madness, it increases in severity instead.
17	*Spirit Rend*: You have advantage on your spell damage roll (if this spell does not cause damage, then your next damaging spell within 24 hours).
18	*Tentacled:* A random arm transforms into a branching, flesh coloured tentacle (Str 15). The tentacle can hold items but is incapable of spell casting. It returns to normal after 1d6 days.
19	*Dazed*: You have disadvantage on your spell damage roll (if this spell does not cause damage, then your next damaging spell within 24 hours).
20	*Breathless*: You do not breathe and cannot mimic breathing. If subject to drowning or asphyxiation, you enter a dormant state rather than die. The effect lasts 1d12 months.
21-22	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
23-24	*Mucus*: Your skin oozes a foul smelling mucus for 1d3 days.
25-26	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
27	*Time is Mutable*: You automatically go first in initiative next round.
28	*Whisperer:* You speak only in a sibilant whisper for 1d12 months.

[1] **Roll 1d12**; (1) *Maelheim*; (2) *Shade*; (3) *Lemure*; (4) *Doppelganger*; (5) *Infernal Minotaur*; (6) *Gibbering Terror*; (7) *Chuul*; (8) *Grey Ooze;* (9) *Invisible Stalker*; (10) *Tentacle Spawn*; (11) *Manipede*; (12) *Spectre*.

[2] **Roll 1d8**; (1) *Place of Perfect Night*; (2) *Behold the Secret Truth*; (3) *Beseech the Ancient Ones*; (4) *Malediction of Lunacy*; (5) *Affliction of the Eyeless Host*; (6) *Shennog's Blessing*; (7) *Feeblemind*; (8) *Flesh to Stone*.

29	*Time Slip*: Your spell takes 2 actions to cast instead of 1.
30	*Called from Below:* Whenever you linger on earthen soil, worms, beetles or other insects squirm to the surface. The effect lasts for 1d12 months.
31-32	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
33-34	All liquids within 30 ft turn to salt, ash, dust or slime (GM discretion). A large body of liquid such as a pool or lake is only affected up to a depth of 2 feet.
35-36	A random creature within sight or hearing gains a random minor madness trait. If the target is already suffering madness, it increases in severity instead.
37	*Inscrutable Boon*: Your spell does not expend a spell use.
38	*Mute:* Your mouth fuses shut, preventing speech and spellcasting. It returns to normal in 2d12 hours.
39	*Eldritch Interference*: Your spell expends two spell uses instead of one.
40	*Shadowless*: You cast no shadow. The effect lasts 1d12 months.
41-42	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
43-44	*Third Eye*: You grow a fishlike eye in one palm, in the centre of your forehead or at the end of your tongue (GM discretion). If the eye is uncovered, you can see perfectly in non-magical darkness up to 60 ft. The eye rots away after 1d10 days leaving behind a runic scar.
45-46	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
47	*Forbidden Lore*: You regain one expended spell use.
48	*Shedding:* Over the next hour, all of your head and body hair falls out. It grows back as normal.
49	*Forgotten*: You unlearn a random spell for 1d6 days.
50	*Devil Eyes*: Your eyes turn white, black or another colour for 1d12 months.
51-52	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
53-54	*The Claw*: One of your hands transforms into a chitinous claw. You may use an action to make a melee attack (1d10+2 damage). The claw flakes away and returns to normal after 2d12 hours.
55-56	You gain a random moderate madness trait. If you are already suffering madness, it increases in severity instead.
57	*Favour of the Ancients*: Your spells ignore magic resistance for 24 hours.
58	*Soulless:* You feel no emotions for 1d4 months; no fear, no love. Nothing.
59	*Life Aegis*: Living targets are immune to your magic for 24 hours.
60	*Darkening*: Small open flames such as candles and torches are automatically extinguished within 30 feet of you. The effect lasts 1d12 months.
61-62	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
63-64	*Speaker of the Void*: You speak only in a disturbing alien chittering that no-one understands. You may still cast spells. The effect ends in 1d4 months.
65-66	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
67	*Bend Reality*: You may change the damage type of any spell you cast to any other damage type for 24 hours.

68	*Rotting:* Your surface flesh begins to rot, starting with your extremities and spreading inwards. The effect is painful but otherwise cosmetic. It fades away after 1d6 months.
69	*Void Pulse*: A wave of dissonance resonates outwards from you. All creatures in a 20 foot radius (inc you) must make a *Luck* (Con) save or be knocked prone.
70	*Bestial Fear*: For 1d12 months, small and medium sized animals (eg cats and dogs) within 30 feet instinctively fear you, entering fight or flight mode.
71-72	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
73-74	*Winged*: You sprout large membranous wings from your back, elbows, neck or ears (GM discretion). You can fly at your normal speed. The wings wither and slough off after 2d12 hours.
75-76	A random creature within sight or hearing gains a random moderate madness trait. If the target is already suffering madness, it increases in severity instead.
77	*Harness the Void*: Your spell causes 50% extra damage (if this spell does not cause damage, then your next damaging spell within 24 hours).
78	*Gender Shift:* You slowly change sex over the next 24 hours, including build, voice, facial features, etc. The effect lasts 1d12 months.
79	*Weakened*: Your spell causes 50% less damage (if this spell does not cause damage, then your next damaging spell within 24 hours).
80	*Hollow*: You are never hungry or thirsty, and cannot abide food or drink. Even the smell makes you nauseous. The effect lasts 1d12 months.
81-82	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
83-84	*Jaws*: You grow to 8 feet tall, your jaws and limbs distending to grotesque proportions. You gain a powerful urge to devour your enemies. If possible you must use your move action to close with an enemy. If in melee you must use your action to make a bite attack causing 2d6+3 damage. On a natural 19-20 attack roll you sever a target's limb or head (GM discretion). After 1 minute, you return to normal.
85-86	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
87	*Insidious Call*: Your next spell with a *Luck* save (within 24 hours) causes the target to roll with disadvantage.
88	*Regurgitator:* You develop a wet, hacking cough, imposing disadvantage on Athletics related checks. From time to time you cough up grubs, worms, etc. The cough subsides after 1d6 days.
89	*Wyrd Fading*: For 24 hours, targets making *Luck* saves against your spells roll with advantage.
90	A random limb turns black, rots and drops off over the next 1d20 hours (roll 1d4: (i) foot, (ii) lower leg, (iii) hand, (iv) forearm). The rot cannot be stopped once it starts, but *Starmaiden's Miracle* restores the lost appendage.
91-92	An enraged, random[1] *Aberrant Terror*, *Demon* or *Undead* monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
93-94	You transform into a *Gibbering Terror* for 1d4 minutes. Your personality is suppressed and substituted with the sentience of a *Gibbering Terror* until the effect ends.
95-96	You and all creatures within 60 ft gain a random serious madness trait. If a

	target is already suffering madness, it increases in severity instead.
97-98	*The Stars Align*: Your next spell (within 24 hours) causes maximum damage and/or affects the maximum number of targets.
99	*Marked:* Gain the following table effect *permanently*; Roll 1d10: (i) Heartless, (ii) Breathless (iii) Called From Below (iv) Shadowless (v) Regurgitator, (vi) Darkening (vii) Bestial Fear, (viii) Hollow (ix) Whisperer, (x) Devil Eyes. No magic known to mankind can remove this effect.
100	*Claimed*: Gain the following table effect *permanently*; Roll 1d8: (i) Foul Beard, (ii) Mucus (iii) Third Eye (iv) The Claw (v) Winged, (vi) Jaws, (vii) Tentacled, (viii) Rotting. No magic known to mankind can remove this effect.

The above are merely examples. GMs are encouraged to modify and expand the table.



Spell Duration

Most spells have instant durations, causing an immediate effect. Other spells last a number of rounds, minutes or hours as noted in the description. A caster may end a spell early by spending an action to dismiss it. This also applies to users of magical items. Unless a spell description states otherwise, if the caster dies or is rendered unconscious, the spell ends immediately.

Illusions

A number of spells and other magical effects create illusions or make one thing appear as another. Some illusions are more powerful than others, with stronger illusions fooling more senses over a wider area. No illusion can mimic the sense of tactile sensation however, and interacting with an illusion may reveal the ruse, for example by passing a hand or object through it.

At any time, a character may attempt to disbelieve a suspected illusion, which may require an Int check at the GM's discretion. If successful, the character pierces the illusion and observes it only as a transparent overlay covering the real creature, object or terrain.

Illusions cannot directly cause damage or physically affect a target in any way, and some creatures may be immune to or automatically pierce certain kinds of illusions. For example, a bat using echolocation will not be fooled by an illusion covering a cave entrance, and some undead automatically detect living creatures. Mindless creatures are unaffected by illusions.

Divine Blessings & Rebukes

The workings of the gods, eternal and impossibly distant, are beyond the grasp of mere mortals. Whilst generally safer than sorcery, communing with beings older than time remains a perilous proposition.

Invoking a blessing follows the same rules as spell casting, except as noted below:

i. If the cultist has Favour, they may spend it to automatically invoke the blessing.

ii. If the cultist does not spend Favour, a Will check is required. The cultist's *Reroll Pool* is available for this check.

iii. If successful, the blessing works as intended. If failed, the cultist's action is wasted and they suffer a *Divine Rebuke* (see below).

iv. Blessings add to a character's *Dark & Dangerous Magic* tally, but do not trigger DDM checks. A *Divine Rebuke* resets the cultist's DDM tally to 1.

A *Divine Rebuke* might reflect faltering faith, punishment for a past or future sin (of the cultist, their ancestor or progeny), misinterpretation of a lesser tenet, interference from the Veil, dark forces striking at the agent of an opposing power, and so on.

To determine the nature of the rebuke, roll 1d100 on the table below. As noted in the descriptions, some effects require a *Rite of Atonement* to absolve. Such rebukes are unaffected by mortal magic short of *Forbidden Wish*.

1d100	DIVINE REBUKE
01-02	*Dark Interference*: Roll on the *Dark & Dangerous Magic* table. Ignore beneficial results.
03-04	*Broken Icon*: The cultist's holy symbol no longer functions and appears tarnished, cracked or faded. Atonement ends the rebuke.
05-06	*Mark of Shame*: A holy brand burns itself onto the cultist's face, hand or chest, clearly indicating their religious disfavour. Atonement heals the brand overnight.
07-08	*Bear Witness*: The cultist glimpses his patron's true form and gains a serious madness. Atonement ends the rebuke after 1d4 months.
09-10	*Divine Warning*: The cultist has a momentary heart attack, causing 1d4 Con loss.
11-12	*Trappings of Wealth*: Any coins, gems and trinkets in the immediate possession of the cultist turn to worthless rust, stone or sand.
13-14	*Dark Interference*: Roll on the *Dark & Dangerous Magic* table. Ignore beneficial results.
15-16	*The Flesh is Weak*: The cultist is overcome with exhaustion, causing 1d4 Str loss.
17-18	*And The Lord Taketh Away*: The cultists unlearns a random blessing. Atonement ends the rebuke.
19-20	*Soul Cleansing*: The cultist loses 1 level until the end of the adventure.
21-22	*Confess:* The cultist immediately falls to their knees, dropping whatever they are holding, clasping their hands together in obeisance. Their next action is spent praying for forgiveness.
23-24	*Speak In Tongues*: The cultist speaks only in meaningless babble for 1d6 months (may still invoke blessings). Atonement ends the rebuke.
25-26	*Dark Interference*: Roll on the *Dark & Dangerous Magic* table. Ignore beneficial results.
27-28	*Frail of Spirit*: The cultist's divine connection frays, causing 1d4 Will loss.
29-30	*Shameful Pride*: The cultist's skin manifests ugly boils, causing 1d4 Charisma loss. The condition heals in 1d4 months.
31-32	*Plague of Flies*: Lingering in the open attracts an abundance of flies, gnats, mosquitoes, locusts, etc to the cultist. Atonement ends the rebuke.
33-34	*No Respite*: The cultist gains no benefit from short rests until the next dawn.
35-36	*Unbidden Heresies*: Dark interference clouds the cultist's thoughts, causing 1d4 Int loss.
37-38	*Dark Interference*: Roll on the *Dark & Dangerous Magic* table. Ignore beneficial results.
39-40	*Test of Devotion*: The cultist cannot invoke blessings until they enact five

	different tenets. Atonement ends the rebuke.
41-42	*Ancestral Reckoning*: The cultist suffers a 2 point penalty when invoking blessings until they perform the *Consecrated Ground* rite at a place special to their ancestors.
43-44	*Holy Edict:* The cultist is subject to *Soothing Edict* (p.105, no save; GM determines the details).
45-46	*Tears of Blood*: The cultist weeps blood for 2d6 rounds, and suffers disad on their next blessing test.
47-48	*Mission from God*: The cultist is subject to *Chains of Fate* (p.95, no save; GM determines the details).
49-50	*Empty Vessel*: The cultist loses all memory of the last 48 hours. No mortal magic can reverse this effect.
51-52	*No Light But Mine*: Torches, lanterns and other mundane light sources are extinguished within 20 ft of the cultist for 1d6 months. Atonement ends the rebuke.
53-54	*Gift of Truth.* The cultist cannot intentionally lie for 1d6 months.
55-56	*Trial By Combat*: In an impending battle, enemies target the cultist above all others (where possible).
57-58	*Unwelcome Avatar*: An agent of the patron possesses the cultist's body for 2d6 minutes. It pursues the patron's ends, heedless of any consequences to the cultist.
59-60	*Sacred Visions*: Holy hallucinations impede the cultist's real world vision, causing 1d4 Perc loss.
61-62	*Forbidden Truth*: The cultist learns a disturbing truth, affecting them like *Feeblemind* (p.97, save as normal).
63-64	*Dark Interference*: Roll on the *Dark & Dangerous Magic* table. Reroll beneficial effects.
65-66	*Second Chance*: The cultist may plead their case as to why their patron should intervene. If the GM agrees, a Cha check causes the intended blessing to occur. If failed, roll again with disadvantage.
67-68	*Condign Affliction*: The cultist gains a random disease. Atonement ends the rebuke.
69-70	*Soul Tithe:* The cultist cannot invoke blessings until an enemy is reduced to zero hp by their hand. Reroll if contrary to the patron's ethos. Atonement ends the rebuke.
71-72	*Silent Torment*: The cultist may not invoke blessings until the next dawn, and may never explain why (or the rebuke becomes permanent).
73-74	*On Your Belly.* The cultist is compelled to prostrate themselves on the ground, dropping whatever they are holding. On subsequent turns, a *Luck* (Will) save is required to end the effect.
75-76	*Stigmatic Flagellation*: The cultist immediately manifests 1d8 + level damage.
77-78	*Dark Interference*: Roll on the *Dark & Dangerous Magic* table. Reroll beneficial effects.
79-80	*Timely Offering:* The cultist's weapon, shield or armour breaks (even chance. If magical damaged instead, not usable until repaired).
81-82	*Cast Out:* The cultist suffers disad on social checks as others instinctively shun them. Atonement ends the rebuke.
83-84	*Toll of Mortals*: The cultist ages 3d6 years. No mortal magic can restore the lost years.
85-86	*Redeeming Agony*: The cultist is wracked with cleansing pain, causing 1d4 Dex loss.
87-88	*Struck Deaf*: The cultist is deaf for 1d4 months. Atonement ends the rebuke.
89-90	*Dark Interference*: Roll on the *Dark & Dangerous Magic* table. Reroll beneficial effects.
91-92	*I Summon Thee*: the cultist vanishes from existence for 1d6 rounds, then reappears 1d4 x 5 ft from their original location (with no memory of where they went).

93-94	*Struck Blind*: The cultist is blind for 1d4 weeks. Atonement ends the rebuke.
95-96	*Struck Mute*: The cultist cannot speak or invoke blessings for 1d4 weeks. Atonement ends the rebuke.
97-98	*Repent or Perish*: The cultist loses 1d2 Con every dawn (not recoverable by any means), until dead at zero Con. Atonement ends the rebuke.
99	*Final Judgment*: The cultist dies immediately in spectacular fashion (in a manner befitting their god, or perhaps an interfering alien force).
100	*Wrath of the Gods*: As *Unchain the World Eater* (p.107), but the cultist automatically perishes at the centre. Others make *Luck* saves as normal.

Rites of Atonement

In some instances, removing a Divine Rebuke requires the cultist to complete a *Rite of Atonement.* Example rites are provided below, roll 1d20 or choose from the table. Reroll or substitute rites inconsistent with the patron's ethos.

1d20	RITES OF ATONEMENT
1	*Healing Host*: Spend 1d4 days tending to strangers' physical injuries or illnesses.
2	*Add to the Flock*: Convert a pagan or non-believer to the faith (GM determines details).
3	*Liturgy of the Word*: Preach to a congregation or crowd of strangers for 1d6 x 10 minutes.
4	*Ministry of Compassion*: Spend 1d4 days counselling strangers, including treating or managing madness.
5	*Blood Redemption*. Slay a dangerous foe single handed, then perform a 1d4 hour offering ritual.
6	*Seat of Worship*. Spend 1d8 days consecrating a new shrine or temple to honour your god.
7	*Catechism*: Spend 1d4 days instructing novices in your hallowed ways.
8	*Sanctum Sanctorum*: Spend 1d6 hours purifying a defiled shrine or temple (dedicated to your god or one of similar ethos).
9	*Bitter Flagellation*: Spend 1 hour a day painfully drawing your own blood. The ritual causes 1 Con loss per day for 1d8 days.
10	*Restored Relic*: Retrieve, reinstate or cleanse a lost relic, holy symbol or other religious object of your god or one of similar ethos.
11	*End the Accursed*: Personally slay a sentient creature faithful to an opposed god or other supernatural force.
12	*Cloistered Contemplation*: The cultist sequesters themselves for 1d4 months, studying holy scripture.
13	*Transcendence*: Attain greater power within your order (rise in station, conferral of greater authority, a special award, etc).
14	*Render Their Idols Dust*: Destroy a relic, holy symbol or other sanctified paraphernalia of an opposing god.
15	*Pilgrimage*: Visit a distant shrine or temple to your god or one of similar ethos.
16	*Tithe of Absolution*: Donate your share of treasure from the current adventure to your order or an unrelated charity.
17	*Oppose the Misguided*: Take public action to discredit or disrupt the activities of a competing god's agent or believer.
18	*Glorious Adornment*: Commission a statue, symbol or other religious paraphernalia worth 1 x Valuables, which is gifted to your order or a stranger.
19	*Holy Quest*: Complete a special task for another of your order, or in accordance with a vision.
20	*Tear Down Their Temples*: Destroy or defile an altar, shrine or temple to an opposing god.

SPELL LIST

Level 1

1. Arcane Aegis
2. Feywalker's Drifting
3. Fusing of Flesh
4. Gaze of Beguilement
5. Glimpse the True Gods
6. Hand of the Void
7. Insidious Slumber
8. Lash of Unerring Pain
9. Lucent Emanation
10. Mantle of Many Faces
11. None Shall Pass
12. Pierce the Veil
13. Shadows & Dust
14. Shennog's Blessing
15. Speaker of All Tongues
16. Strange Joining
17. Thunderous Invocation
18. Timeless Envoy
19. Ward of Lost Souls
20. Writhing Fog

Level 2

1. A Wisp Unseen
2. Affliction of the Eyeless Host
3. Bestial Communion
4. Bound by the Black Spiral
5. Curse of Searing Steel
6. Enduring Radiance
7. Fetid Fog of the Rotting Horde
8. Globe of Silent Contemplation
9. Inescapable Unmasking
10. Place of Perfect Night
11. Solace of Argona
12. Sorcerous Misdirection
13. Strands of Ensnarement
14. Sundering Sign
15. Tainted Vigour
16. Thaumaturgical Vesting
17. Waking Dream
18. Whispers of the Watchers
19. Wings of the Starless Abyss
20. Witchblade

Level 3

1. Abjure the Unnatural
2. Call Forth Simulacra I
3. Circle of the Unseen
4. Channel Lightning
5. Cradle of Formlessness
6. Deny the Nine Furies
7. Gift of the Fiery Furnace
8. Hunger for Blood
9. Incantation of Exhaustion
10. Nightcrawler's Boon
11. One with the Deep
12. Purge the Accursed
13. Riddle of Bones
14. Rightful Ascension
15. Runic Rite of Wonderment
16. Sever Arcanum
17. Sight Beyond Sight
18. Soothing Edict
19. Spectral Transfixion
20. Turn Back the Buzzing Flies



SPELL LIST



Level 4

1. Behold the Secret Truth
2. Bending the Stone
3. Call Forth Simulacra II
4. Cleansing Charm
5. Demonic Convergence
6. Dimension Door
7. Echo of Days
8. Heed the Silent Forest
9. Malediction of Lunacy
10. Mask of the Wilderlands
11. Monstrous Subjugation
12. Murderer's Cloak
13. Nostrum of the Dying
14. Rain of Stone
15. Starmaiden's Miracle
16. Sudden Transmogrification
17. Unchecked Growth of Soliri
18. Unshackled Celerity
19. Veil of the Balor
20. Wall of the White Wastes

Level 5

1. Bane of Mortals
2. Beseech the Ancient Ones
3. Blast of Frozen Ruin
4. Call Forth Simulacra III
5. Cloud of Choking Torment
6. Creeping Doom
7. Crush of the Warp
8. Delusions of Dark Recall
9. Feeblemind
10. Finger of Death
11. Hedge of Twisting Thorns
12. Imperious Soul of the Magus
13. Ineffable Force
14. Infernal Calling of Baal
15. Melt Crag & Ridge
16. Mystic Ward
17. Phasement to Nowhere
18. Rejuvenating Succor
19. Summon Primordial Guardian
20. Tide of Iron

Level 6

1. Betwixt Time & Space
2. Beyond the Stars
3. Bloody Blades of Graxus
4. Call Forth Simulacra IV
5. Chains of Fate
6. Conclave of Wind & Sky
7. Eldritch Mirror
8. Fell Cavorting of Menethorii
9. Flesh to Stone
10. Forbidden Wish
11. Infuse Animus
12. Master of Earth & Stone
13. Reaper of Hidden Shadow
14. Rite of Revelation
15. Stormlord's Vengeance
16. Unchain the World Eater
17. Viridian Ray of Unmaking
18. Wave of Obedience
19. Wodon's Eye
20. Word of Ending

SPELL DESCRIPTIONS

A Wisp Unseen
2th Level
Range: 60 ft
Duration: 1d6 x 10 minutes

This illusion spell turns a person or a thing invisible. If the invisible creature makes an attack or casts a spell, the invisibility ends.

Abjure the Unnatural
3rd Level
Range: Self
Duration: 1d6 x 10 minutes

This spell functions like *Ward of Lost Souls*, but at a 10 ft radius. The circle can be used to pin a supernatural creature against another surface but cannot crush or otherwise injure it (attempting to do so ends the spell).

Affliction of the Eyeless Host
2nd Level
Range: 60 ft
Duration: 4d6 hours

The target is magically blinded for 4d6 hours or until dispelled. A *Luck* (Will) save resists. A reversal of this spell cures natural and magical blindness (but cannot restore a missing eye).

Arcane Aegis
1st Level
Range: Self
Duration: 2d6 hours or until expended

The caster is protected by a hovering disc of force that phases in and out of existence as needed. The disc protects the caster like a normal shield but does not require any hands. If the caster uses the shield ability to negate a physical attack (p.62), the spell ends. If the caster is subject to *Lash of Unerring Pain*, the *Arcane Aegis* automatically negates it, then ends.

Bane of Mortals
5th Level
Range: Self
Duration: 1d6 x 10 minutes

An invisible force surrounds and moves with the caster in a 5 ft radius that repels other living creatures. Living creatures cannot pass through the globe. The globe can be used to pin a creature against another surface but cannot crush or otherwise injure it (attempting to do so ends the spell).

Behold the Secret Truth
4th Level
Range: 120 ft cone with a 30 ft base
Duration: 1d4 hours

This spell causes creatures to flee in pure terror. Creatures that succeed on a *Luck* (Will) save are unaffected. There is a 50% chance fleeing creatures drop whatever they are holding.

Bending the Stone
4th Level
Range: Touch
Duration: Shaping up to 2d4 minutes, but the effects are permanent

You permanently shape stone up to a 10 ft cube into another form. The transformation process might take a few seconds to a few minutes, depending on the degree of detail involved. A rock might be shaped into a sword, box, door, passage or room up to 10 ft deep. Rudimentary moving parts may be constructed, such as hinges and a latch. The transformation process is generally not fast enough to be used as an attack (for example, it would not normally be possible to seal an enemy in a stone wall).

Beseech the Ancient Ones
5th Level
Range: None
Duration: 1d10 minutes

The caster makes contact with a supernatural entity mankind was not meant to know, and may force a yes or no answer to questions posed. The caster may ask up to 5 questions, but each has a 20% chance (cumulative) of inflicting a serious madness. The entity communed with answers the questions truthfully, but may answer cryptically or in riddles (GM discretion).

Bestial Communion
2nd Level
Range: Self
Duration: 1d6 x 10 minutes

This enchantment causes normal animals and insects (not *Giant* or *Dire* versions) within 60 ft to regard the caster as friendly unless her actions suggest otherwise. The caster may engage in two way conversations with any animal and/or insect within range, during which time the caster makes chittering, barking, squawking, and similar noises. The spell imbues the caster's communications with persuasive influence, granting advantage on any Cha checks with animals and insects.

Betwixt Time & Space
6th Level
Range: Self
Duration: 1d6 x 10 minutes

You turn invisible and incorporeal (p.182). You are able to phase in and out of your normal physical form and your incorporeal form. It costs an action to switch between the two forms. You cannot cast spells while incorporeal.

Beyond the Stars
6th Level
Range: 120 ft
Duration: Instant

This spell banishes a single creature from the current plane of existence. If the target is a native of the current plane, it is temporarily shunted to a harmless pocket dimension for 1d6 x 10 minutes. If the target is a non-native to the plane (eg: most elementals and demons), it is permanently returned to its home plane. An unwilling target may make a *Luck* (Will) save to resist.

Blast of Frozen Ruin
5th Level
Range: 60 ft cone with a 20 ft base
Duration: instant

This spell blasts foes with freezing hoarfrost, hammering them with ice and numbing cold. Targets suffer 1d8 damage per caster level, with a *Luck* (Dex) save reducing damage by half. Targets that fail their *Luck* save are also semi-frozen, unable to move from their location. A character may attempt a Str check (as part of their move action) to shake off this secondary effect each turn.

Bloody Blades of Graxus
6th Level
Range: Self
Duration: 2d6 rounds

Flying magical blades encircle and move with the caster in a 15 ft radius. Creatures caught in the area when the spell is first cast suffer 6d12 damage (*Luck* (Dex) save for half). In subsequent rounds, creatures that enter the area or end their turn there, suffer the same damage. The caster's movement rate is reduced to 10 ft while the spell persists.

Bound by the Black Spiral
2nd Level
Range: 180 ft
Duration: 2d6 rounds

This magical compulsion targets 1d4 humanoids within a 15 ft radius who are instantly held rigid and unable to move. A *Luck* (Str) save resists.

Call Forth Simulacra I
3rd Level
Range: 60 ft
Duration: 1d6 x 10 minutes

This spell conjures simulacrums of whisper and shadow, appearing in a 30 ft diameter. They obey directions from the caster regardless of language (no action). Summoned monsters spend their action manifesting on the turn the spell is cast. They act at the same time as the caster in future turns.

1d6	MONSTER SUMMONED
1	3d4 Giant Rats
2	3d4 Goblins
3	2d4 Skeletons
4	2d4 Beastmen
5	2d4 Urgot
6	2d4 Stirges

Call Forth Simulacra II
4th Level
Range: 120 ft
Duration: 1d6 x 10 minutes

As *Call Forth Simulacra I*, but more powerful creatures.

1d6	MONSTER SUMMONED
1	3d4 Wolves
2	2d4 Serpentmen (*Hraarsk*)
3	2d4 Giant Centipedes
4	2d4 Will o' Wisps
5	2d4 Giant Ants (Worker)
6	2d4 Giant Spiders

Call Forth Simulacra III

5th Level
Range: 240 ft
Duration: 1d6 x 10 minutes

As *Call Forth Simulacra I*, but more powerful creatures.

1d6	MONSTER SUMMONED
1	2d4 Giant Bats
2	2d4 Gargoyles
3	2d4 Giant Ants (Soldiers)
4	2d4 Lemure
5	2d4 Yellow Mould
6	2d4 Ghouls

Call Forth Simulacra IV

6th Level
Range: 480 ft
Duration: 1d6 x 10 minutes

As *Call Forth Simulacra I*, but more powerful creatures.

1d6	MONSTER SUMMONED
1	2d4 Ogres
2	2d4 Cockatrice
3	2d4 Griffons
4	2d4 Shades
5	2d4 Chuul
6	2d4 Minotaurs



Chains of Fate

6th Level
Range: Touch
Duration: Until task complete

If the spell succeeds (a *Luck* (Will) save resists), the caster may set a task for the spell's target. If the target does not diligently work at performing the task, he loses 1d4 Str, Dex and Con each day until one attribute reaches zero, at which point the target dies. If this spell is cast in combat, the caster must succeed in a melee attack roll with advantage to touch the target.

Channel Lightning

3rd Level
Range: 120 ft
Duration: Instantaneous

A 10 ft wide bolt of lightning blasts outward 120 ft from the caster. Targets in the path suffers 1d6 damage per caster level (*Luck* (Dex) save for half). Flammable objects in the area may catch fire. If outdoors under clouds, the bolt may descend from the sky instead, causing 1d8 damage per caster level.

Circle of the Unseen

3rd Level
Range: 120 ft
Duration: 1d6 x 10 minutes

As *A Wisp Unseen*, but affects all creatures in a 10 ft radius. Subjects can see each other and must remain in the radius or the spell ends for that subject. If a subject attacks or casts a spell, the invisibility ends for that subject.

Cleansing Charm

4th Level
Range: Touch
Duration: Special

This spell neutralizes ongoing poison, or makes the target immune to poison effects for 2d6 rounds. Any attribute loss suffered due to poison is also restored.

Cloud of Choking Torment

5th Level
Range: 20 ft
Duration: 2d6 x 10 minutes

The caster conjures a 15 ft radius cloud of poisonous and corrosive vapour. The cloud rolls forward at a move rate of 10 ft per round. The cloud is heavier than air and will flow down hills or stairs. Any creature caught in the cloud must make a *Luck* (Con) save or be incapacitated, unable to take actions or move out of the cloud. Each subsequent round in the cloud requires a *Luck* (Con) save to avoid a horrible, gurgling death.

Conclave of Wind & Sky

6th Level
Range: 1d10 mile diameter
Duration: 1d4 days

The caster summons light, moderate or heavy weather of her choosing, ranging from pleasant sunshine, oppressive heat, torrential rain, thunder storms and/or dangerous winds. Catastrophic weather such as a cyclone or tsunami is only possible if similar foundational weather is already present.

The unnatural weather lasts for 1d4 days and spreads over a 1d10 mile diameter region. In order to summon the weather, the caster must complete a 1d4 hour ritual. Using this spell automatically results in a *Dark & Dangerous Magic* effect. If catastrophic weather is summoned, the caster suffers 1 Con drain for each day the weather persists which cannot be restored until the spell subsides. Unlike most spells, *Conclave of Wind & Sky* cannot be ended early once the ritual is complete.

Cradle of Formlessness

3rd Level
Range: Self
Duration: 2d6 rounds

The caster is transformed into a natural looking mist that floats at 60 ft per round. In mist form, the caster is immune to weapons without magical, silver or cold iron properties, and may squeeze through cracks, as long as the surface is not airtight or magically sealed.

Creeping Doom

5th Level
Range: 5 ft
Duration: 1d6 x 10 minutes

The caster conjures a dense 10 foot diameter cloud of supernatural biting, stinging and flying insects. The *Doom* moves up to 10 ft each round as the caster directs and causes 50 damage in the first 10 feet of travel, 40 damage in the second 10 ft, 30 damage in the third 10 ft, and so on until the *Doom* disperses. Each target caught in the area also suffers a minor madness. A *Luck* save halves the damage and negates any madness effect.

Crush of the Warp

5th Level
Range: 120 ft
Duration: 2d6 rounds

As *Bound by the Black Spiral*, but may target any 1d4 creatures. Targets with 15 or more HD are immune.

Curse of Searing Steel

2nd Level
Range: 60 ft
Duration: 2d6 rounds

One metal object within range (such as a weapon, piece of armour, or door knob) turns red hot (no *Luck* save is permitted). Any creature touching the object suffers 2d8 damage each round. The object sheds dim light and may set fire to flammable objects.

Delusions of Dark Recall

5th Level
Range: 30 ft
Duration: Permanent until dispelled

This spell allows the caster to modify the target's memory. The spell cannot be cast during combat and a *Luck* (Will) save resists. If the spell takes effect, the target enters a dazed state for 1d4 minutes, during which the caster may remove, add or change a block of up to 10 minutes of memory. If the target saves, is injured or roused during this time, the spell fails and the target regains normal alertness, fully aware that some form of mind affecting magic was just attempted. A modified memory can be restored to normal with *Purge the Accursed*.

Demonic Convergence

4th Level
Range: Self
Duration: 2d6 rounds

Whenever the caster is subject to physical damage of any kind (including magical damage), his skin becomes unnaturally hard, resisting part of the blow. Each time damage is suffered, the amount is reduced to 1d100 percent (eg: on a roll of 43, the caster suffers 43% of the damage rolled).

Deny the Nine Furies

3rd Level
Range: Touch
Duration: 1d6 x 10 minutes

The target is immune to one kind of damaging energy or other hazardous force, commonly fire, lightning or cold, but also more unusual hazards such as acid, steam or undead life drain (eg: a shade's Str drain or spectre's level drain).

Dimension Door

4th Level
Range: Touch (transported up to 480 ft)
Duration: Instant

Dimension door is a limited form of teleportation. The caster can teleport himself, a touched object, or a touched person up to 480 ft, provided the destination is within line of sight. If the target is unwilling, a *Luck* (Will) save resists.

Echo of Days

4th Level
Range: Touch
Duration: 2d6 rounds

The caster may perceive past events connected with an object as if she had been present. The caster gains only a quick glimpse of the event (up to 2d6 rounds worth), but may go back in time up to one day per level. The caster may indicate the nature of the event, or particular day and time, she wishes to observe (eg: the last person to hold the object, or a meeting known to have occurred in the location, or four days ago at high noon, etc). If no specific information is sought, the GM chooses the event. This spell cannot be cast on the same object twice.



Eldritch Mirror

6th Level
Range: Self
Duration: 2d6 hours

Whilst this spell is active, the subject may reflect a single magical effect back on an attacker. The subject may choose to use this ability after any *Luck*, damage, or other rolls have been made. The whole magical effect is reflected, even if the subject is only one of many targets caught in an area of effect. Once a magical effect is reflected, the spell ends.

Enduring Radiance

2nd Level
Range: Touch
Duration: 1d4 days

One touched object produces bright sunlight, to a radius of 30 ft.

Feeblemind

5th Level
Range: 120 ft
Duration: 2d6 days

This spell causes the target to enter a largely unresponsive state, unable to meaningfully interact with the outside world without assistance. A *Luck* (Will) save resists. If the *Luck* save fails, the target's Int, Perc, Will and Cha are reduced to 2.

Fell Cavorting of Menethorii

6th Level
Range: 120 ft
Duration: 2d6 rounds

This spell causes a single target of up to 15 HD to compulsively and energetically dance on the spot (no *Luck* save is permitted). The target is helpless while dancing and unable to move normally or take other actions. When the spell ends the target collapses, utterly exhausted, and is

befuddled with no memory of the prior 1d6 x 10 minutes. Creatures immune to charm effects are immune to this spell. *Purge the Accursed* ends the effect and restores any lost memory.

Fetid Fog of the Rotting Horde

2nd Level
Range: 120 ft
Duration: 1d4 hours

As *Writhing Fog*, but any creature in the cloud must make a *Luck* (Con) save or become incapacitated with nausea and retching for 1d4 rounds, after which time the target may spend an action to make a Con check to stagger out of the cloud.

Feywalker's Drifting

1st Level
Range: 10 ft radius
Duration: 2d6 hours

This abjuration protects all humanoid creatures in range at the time of casting. If a subject falls within the spell's duration, they safely sink down to the ground instead of falling.

Flesh to Stone

6th Level
Range: 120 ft
Duration: Permanent until dispelled

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A *Luck* (Con) save resists. A living creature transformed into a statute is in stasis and does not age until the enchantment ends (by way of *Sever Arcanum*, *Purge the Accursed* or similar). If the spell is reversed, any damage suffered by the statue is reflected in the creature.

Finger of Death

5th Level
Range: 60 ft
Duration: Immediate

This spell slays a single living creature, instantly snuffing out its life force. The target is allowed a *Luck* save to resist. If the check is successful, the target suffers 5d6 necromantic damage.

Forbidden Wish

6th Level
Range: 240 ft
Duration: Instant

This spell may mimic any other spell of 5th level or less, or bring into being another magical effect of approx 5th level power, subject to GM discretion. Alternatively, the caster may choose to boost the power of the spell beyond the usual 6th level limits by invoking a mysterious entity from another dimension. The GM decides what is possible and may require a bargain to be struck between the caster and entity. In such a case, once the spell is complete, the caster automatically triggers a *Dark & Dangerous Magic* effect, gains a pervasive madness, and suffers 5d4 Con loss (if reduced to zero Con, the caster dies).

Fusing of Flesh

1st Level
Range: Touch
Duration: Immediate

If the target has 1 or more hit points, this spell instantly restores hit points equal to 2d4 + the caster's Int modifier. If the target is unconscious on zero hit points, the wounds mend slowly over 1d3 minutes. The target does not regain hit points or consciousness until the 1d3 minutes passes. A reversal of this spell causes the same damage with a touch (make a melee attack roll with advantage).

Gaze of Beguilement

1st Level
Range: 120 ft
Duration: 4d6 hours

This spell beguiles a single humanoid to regard the caster as a trusted friend. A *Luck* (Will) save resists. This spell cannot be cast in combat. When the spell ends, the target has no memory of being charmed.

Gift of the Fiery Furnace

3rd Level
Range: 240 ft
Duration: Instantaneous

The caster hurls a ball of fire which explodes at the target location with a furnace like blast. If the ball strikes

something before reaching the intended destination, it detonates early. The blast radius is 20 ft, and causes 1d6 damage per caster level (*Luck* (Dex) save for half). The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas. Flammable objects in the area catch fire.

Glimpse the True Gods

1st Level
Range: Self
Duration: 2d6 rounds

1d4 humanoid targets within a 30 ft radius flee from the caster until they are out of sight. A *Luck* (Will) save resists. Creatures of 7 HD or more are immune.

Globe of Silent Contemplation

2nd Level
Range: 180 ft
Duration: 1d6 x 10 minutes

Magical silence covers a 15 radius around the targeted creature or object and moves with it. No sounds can be heard within or from outside the area. An unwilling target may make a *Luck* (Will) save to resist.

Hand of the Void

1st Level
Range: 60 ft
Duration: 1d6 x 10 minutes

You coalesce an invisible force that can do most things a normal hand is capable of. Using the hand requires an action. The unseen hand can phase into and out of existence at will (it cannot materialize part way through another object).

The hand cannot lift more than 20 pounds or perform precise actions such as picking locks, but it can turn door knobs, untie simple knots, etc. The caster may cause the hand to attack with a weapon as normal. The hand may only materialise within line of sight, and cannot stray more than 60 ft from the caster.

Hedge of Twisting Thorns

5th Level
Range: 240 ft
Duration: 1d6 x 10 minutes

This spell instantly grows a wall of writhing, iron like, razor sharp thorns. The wall is up to 10 ft thick, 90 ft long and 15 ft tall, or a 20 ft radius half dome. Entering the wall causes 1d8 damage per two caster levels (*Luck* (Str) save for half), and requires a Str check at disadvantage to avoid being entangled in the wall. An entangled creature cannot move away from the wall until it spends an action to make a successful Str check (at disadvantage). If the wall is conjured so that it covers a creature, it may make a *Luck* (Dex) save to avoid any damage and choose which side of the wall it ends up on.

Heed the Silent Forest

4th Level
Range: Self
Duration: 1d6 x 10 minutes

The caster may engage in two way telepathic communication with plants (including plant monsters) within 60 ft. The spell imbues the caster's communications with persuasive influence, granting advantage on any Cha checks with plants. The caster may temporarily imbue any non-intelligent plant within 60 ft with a degree of magical flexibility. For example, a tree might move its branches to form a bridge, or vines untangle and wriggle aside.

Hunger for Blood

3rd Level
Range: 120 ft
Duration: 2d6 rounds

This spell affects up to 1d4+1 creatures in a 30 ft radius. Each target gains a 50% chance of one extra move or action each round (target's choice). The extra action cannot be used to cast a spell.

Imperious Soul of the Magus

5th Level
Range: Special
Duration: Special

This ritual spell takes 1d4 hours, binds the caster's life force into an object (the phylactery) within 30 ft, and automatically triggers a *Dark &*

Dangerous Magic effect. Once within the phylactery, the caster may spend an action to project his life force and possess the bodies of other creatures, provided they remain within 60 ft of the phylactery and fail a *Luck* (Will) save.



The caster may return his life force to the phylactery at any time, and if a body he controls is slain, his life force returns to the phylactery.

If the phylactery is broken while the caster's life force inhabits it, the spell ends and the caster dies. If the caster's body is destroyed while his life force inhabits the phylactery, the caster is trapped until he can possess another body. If the life force returns to its own body the spell ends. The magic binding a phylactery is especially strong and imposes disadvantage on any *Sever Arcanum* test.

Incantation of Exhaustion
3rd Level
Range: 240 ft
Duration: 2d6 rounds

This spell affects a 20 ft radius. Creatures inside the area (friend or foe) must make a *Luck* (Con) save to resist. An affected target is "slowed"; overcome with extreme lethargy and has a 50% chance of losing their action each round.

Ineffable Force
5th Level
Range: 120 ft
Duration: 1d6 x 10 minutes

The caster may spend an action to levitate one creature (up to giant size) or object (up to wagon size) in any direction with a movement rate of 60 ft per round. If the caster does not spend any further actions, the target remains hovering at that location. An unwilling target makes a *Luck* (Con) save to resist. The caster may choose a new target by spending an action, but this ends the spell for the previous target.

The caster may attack with a weapon, object or creature by making attack rolls as normal (damage is determined by the GM). The spell is not precise enough to mimic the skill necessary to pick locks or similar tasks, but it can throw switches, turn door knobs, untie simple knots, and so on.

Inescapable Unmasking
2nd Level
Range: Self
Duration: 1d6 x 10 minutes

The caster detects hidden, invisible, ethereal, and intangible creatures and their direction up to 120 ft.

Infernal Calling of Baal
5th Level
Range: 240 ft
Duration: Permanent

This ritual spell takes 1d4 hours to cast. The magic user animates up to 3d6 skeletons and/or zombies from dead bodies. The monsters follow the caster's orders and persist until slain. Casting *Infernal Calling of Baal* automatically generates a *Dark & Dangerous Magic* effect.

Infuse Animus
6th Level
Range: 60 ft
Duration: 1d6 x 10 minutes

The caster animates a single object that fits within a 10 ft cube such as a carpet, door, suit of armour or table. The object gains a degree of flexibility enabling it to walk, slither or crawl with a movement rate of 30 ft.

The object follows the caster's orders (no action), attacking his foes and performing other tasks as directed. Animated objects have one HD per level of the caster. The GM determines other attributes,

but larger objects tend to cause more damage and smaller objects better AC.

Insidious Slumber
1st Level
Range: 240 ft
Duration: 1d4 hours

This spell affects a 15 ft radius and puts 4d4 HD worth of creatures (friend or foe) into a magical slumber (no *Luck* save is permitted). Targets with the lowest amount of hit dice are affected first. Targets with 5 or more HD are immune.

Lash of Unerring Pain
1st Level
Range: 60 ft
Duration: Immediate

This spell conjures one tendril of life leeching energy for every odd caster level. The tendril(s) stretch from the caster's hands and automatically strike one or more visible creatures (not objects). Each lash causes 1d4+1 damage. *Lash of Unerring Pain* is negated by a target protected by the *Arcane Aegis* spell.

Lucent Emanation
1st Level
Range: 60 ft
Duration: 3d6 hours

One target object produces light up to as bright as a torch. The caster may spend an action to change the brightness, or turn it on/off.

Malediction of Lunacy
4th Level
Range: 120 ft
Duration: 1d4 hours

This spell affects up to 2d6 creatures within a 30 ft radius, causing them to stand dazed or manically attack others nearby. A *Luck* (Will) save resists. If the spell takes hold, roll for the effect every 10 minutes until the duration has run its course.

1d12	EFFECT
1–3	Attack caster & his allies with berserker like fury (if aware of them, otherwise reroll).
4-6	Yell, scream, pull at their hair and clothes, gnash their teeth, etc.
7–9	Stand baffled and inactive, murmuring contently.
10–12	Silently attack each other with wide and vacant eyes.

Mantle of Many Faces
1st Level
Range: Self
Duration: 1d6 x 10 minutes

You appear as another humanoid creature of similar size and shape, although you may be another sex, fatter, thinner, taller or shorter. Your clothing and gear appears as anything you wish. An object that touches the illusion passes through it unless the illusion mirrors your body or gear. Depending on the circumstances, the GM might allow an Int check to recognize the illusion for what it is.

Mask of the Wilderlands
4th Level
Range: 180 ft
Duration: 4d6 hours

This spell creates a 100 ft diameter of illusory terrain. An empty plain might appear as a forest, for example. Structures, equipment and immobile creatures may also be concealed as a kind of terrain.

The illusion affects sight, hearing, smell, taste and temperature. The illusion can be programmed to perform a series of acts or to react and change as the caster desires by spending an action round to round. Anything that touches the illusion passes through it to the underlying terrain. Depending on the circumstances, the GM might allow a creature an Int check to recognize the illusion for what it is.

Master of Earth & Stone
6th Level
Range: 240 ft
Duration: 2d6 minutes

This spell allows the caster to spend an action to shift, move and shape earth and/or stone in a 10 ft diameter. The caster must be able to see the material affected. If the caster attempts to bury a humanoid

opponent, the target must make a *Luck* (Dex) save or be trapped and suffocating. A suffocating target may spend their action to gain a 33% chance to break free.

Melt Crag & Ridge
5th Level
Range: 120 ft
Duration: 2d6 days

This spell transmutes rock (and any other form of earth, including sand) into mud. An area up to 300 x 300 ft becomes a deep mire, reducing movement to one third normal. The spell may be reversed, turning mud to rock. Any creatures caught in the area must succeed on a *Luck* (Dex) save or be rooted in place until broken free (a process taking a few rounds to a few hours, depending on the tools at hand).

Monstrous Subjugation
4th Level
Range: 60 ft
Duration: 1d6 x 10 minutes

As *Gaze of Beguilement*, but this spell affects any living creature. A target with more HD than the caster is immune.

Murderer's Cloak
4th Level
Range: Touch
Duration: 2d6 rounds

This spell operates like *A Wisp Unseen*, but is not broken by making an attack or casting a spell.

Mystic Ward
5th Level
Range: Touch
Duration: 2d6 rounds

The subject gains 50% Magic Resistance.

Nightcrawler's Boon
3rd Level
Range: Touch
Duration: 2d6 hours

The recipient of the spell can see perfectly in non-magical darkness.



None Shall Pass
1st Level
Range: 120 ft
Duration: Permanent until dispelled.

You enchant a doorway, window, box, compartment or similar object, magically sealing it closed. You and any creature you designate may open the object. Other creatures of lower level than the caster cannot open the object. Creatures of equal or higher level may make an opposed Str check (vs Str 20) to force the object open.

Nostrum of the Dying
4th Level
Range: Touch
Duration: Immediate

This spell is identical to *Fusing of Flesh* but restores hit points equal to 4d8 + four times the caster's Int modifier.

One with the Deep
3rd Level
Range: 30 ft
Duration: 2d6 hours

Up to two creatures per level may breathe underwater (as well as air).

Phasement to Nowhere
5th Level
Range: 30 ft
Duration: 1d6 x 10 minutes

This spell creates a magic tunnel through wood, earth, stone or ice, up to 10 ft high, 10 ft wide, and 20 ft deep. The tunnel closes when the spell ends.

Pierce the Veil
1st Level
Range: Self
Duration: 2d6 hours

The caster may spend an action to pinpoint and identify magic within a 30 ft radius, including magical items, trapped runes and personal

charms. The broad nature of any magic is revealed, for example, a lightning trap might radiate as elemental magic, while an urn of healing water would radiate as healing. Illusions are not detected, part of their magic includes fooling basic detection spells of this kind. *Pierce the Veil* is blocked by a thin sheet of lead, or stone, earth or wood more than 1 ft thick.

Place of Perfect Night

2nd Level
Range: 120 ft
Duration: 1d6 x 10 minutes

Magical darkness fills a 15 ft radius, impenetrable to all vision except *Wodon's Eye*. Any light spell negates the darkness.

Purge the Accursed

3rd Level
Range: Touch
Duration: Immediate

This spell cures or removes one curse or disease (including magical diseases) over 1d3 days. Alternatively, over the course of 1d6 days, the spell removes one minor madness or reduces a more severe madness by one level.

Rain of Stone

4th Level
Range: 120 ft
Duration: Special

A swirling vortex of rocks hammers a 15 ft radius, inflicting 1d6 damage per caster level (*Luck* (Con) save for half). The area becomes slippery with scree for 1d4 rounds. Anyone moving more than half their normal movement rate must make a Dex check or fall prone.

Reaper of Hidden Shadow

6th Level
Range: 10 ft
Duration: Until mission is completed

This spell summons an *Invisible Stalker* (p.205), an unseen assassin from another dimension. The Stalker attempts to perform one task as ordered by the caster, regardless of how long it may take or how far the Stalker must travel. The magic binding a Stalker is especially strong and imposes disadvantage on any *Sever Arcanum* test.

The Stalker relentlessly pursues its objective until completed, the mission becomes impossible, or the Stalker is destroyed. If the mission is completed there is a 50% chance the Stalker becomes uncontrolled and attempts to kill the caster. Otherwise it vanishes forever.

Rejuvenating Succor

5th Level
Range: Touch
Duration: Immediate

This spell slowly restores lost levels, years or *Luck* drain suffered due to undead and other supernatural attacks. One level, one *Luck* point and 1d10 years return immediately, and the same again each day thereafter, until all drained levels, years and *Luck* are reinstated. This spell does not restore *Luck* lost due to ordinary adventuring, only supernatural *Luck* drain.

Riddle of Bones

3rd Level
Range: Touch
Duration: 3 questions within 1d4 minutes.

This spell empowers a humanoid corpse or bones to answer three questions from the caster, answering with knowledge the corpse had while alive. The caster magically understands the language the target uses. Magic users of 6th level or less may speak with targets up to 1,000 years old. Magic Users of 7th level and higher may speak with a target of any age. The target must have its skull to converse (it need not have more than this). Some answers might be cryptic in nature at the GM's discretion.

Rightful Ascension

3rd Level
Range: 60 ft
Duration: 1d6 x 10 mins

This spell imbues the target with the power of flight, with a move rate of 120 ft per round.

Rite of Revelation
6th Level
Range: Self
Duration: See below

Over the course of a long ritual (5d20 days), the caster gains detailed knowledge of a person, place, or thing. There is a 50% chance of gaining access to particularly important secrets such as hidden lairs, concealed crimes, true identities, true names or prophecies. At the GM's discretion, some information may be cryptic in nature. This spell cannot be repeated against the same target. Over the course of casting this spell, the magic user gains a serious madness.

Runic Rite of Wonderment
3rd Level
Range: Varies
Duration: Varies

This spell allows the caster to impose a long term magical effect on an object or area. The duration is typically up to a month per level, but might be years or even permanent at the GM's discretion. Area effects are generally limited to a 10 ft radius per level. The casting time is 1d4 days. The caster suffers 1 point of Con loss as long as the spell persists. Special material components may be required at the GM's discretion.

Example effects might include warding an area against living creatures (a *Luck* (Will) save resists), a *Channel Lightning* rune trap, a persistent illusion, and so on. Effects, duration and other conditions are subject to GM approval.



Sever Arcarnum
3rd Level
Range: 120 ft
Duration: Instant or 2d6 rounds against a magical item.

This invocation is used to instantly end all spells and other magical effects in a 15 ft radius, including magical traps, locks and summoned creatures (which vanish). Alternatively, the spell can also be used to suspend the magical properties of a single magical item for 2d6 rounds. The caster must make a successful *Luck* (Int) check for the spell to work.

Shadows & Dust
1st Level
Range: 180 ft
Duration: 1d6 x 10 minutes

This spell conjures a visual illusion that fits within a 10 ft cube. The illusion can be programmed to perform a series of acts or to react and change as the caster desires by spending an action round to round. This spell does not generate sound, smell, touch or temperature. Anything that touches the illusion passes through it.

Depending on the circumstances, the GM might allow a creature an Int check to recognize the illusion for what it is.

Shennog's Blessing
1st Level
Range: 60 ft
Duration: 2d6 rounds

A single target is consumed by an awful, manic laughter which renders the target helpless for the duration. A *Luck* (Will) save resists. Creatures with 7+ HD are immune.

Sight Beyond Sight
3rd Level
Range: 120 ft
Duration: 1d6 x 10 minutes

You conjure an invisible, intangible sensor capable of seeing and hearing as if you were standing at another location within range. Unless distracted, those within 30 ft of the sensor feel a faint and inexplicable sense of dread or foreboding.

When you use the sensor, you cannot see or hear with your real eyes and ears. You may switch between senses by spending an action. You may also move the sensor up to 30 ft by spending an action. Both the spell and sensor are blocked by a thin sheet of lead, or stone or wood more than 1 ft thick.

Solace of Argona
2nd Level
Range: Touch
Duration: Immediate

Over the course of 1d6 hours, this spell mends one temporary injury (p.79), or restores 1d4 lost attribute points. This spell cannot restore *Luck*.

Soothing Edict
3rd Level
Range: 120 ft
Duration: 2d6 hours

The caster speaks a hypnotic suggestion to his intended victim. On a failed *Luck* (Will) save, the victim carries out the suggestion as long as it does not involve direct harm to the victim and can be performed within the duration. The suggestion need not call for the action to be carried out immediately.

Sorcerous Misdirection
2nd Level
Range: Self
Duration: 1d6 x 10 minutes

This spell creates two images of the caster, acting in perfect synchronization with her like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster herself (determined randomly). When a hit is scored upon one of the images, it disappears.

Speaker of All Tongues
1st Level
Range: Self
Duration: 1d6 x 10 minutes

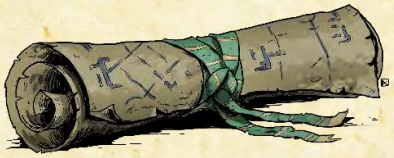
This spell allows the caster to speak, read and understand all languages.

Spectral Transfixion
3rd Level
Range: 120 ft
Duration: 2d6 minutes

The caster conjures an array of hypnotic lights in a 20 ft radius. All creatures in the area (or that enter the area later) must make a *Luck* (Will) save or fall into a dazed state, unable to take any actions or move, as long as the target remains in the area and can see the spectral lights.

Starmaiden's Miracle
4th Level
Range: Touch
Duration: Immediate

This spell regrows one lost eye, ear, limb or similar appendage over 1d6 days.



Stormlord's Vengeance
6th Level
Range: 120 ft
Duration: Instant

The caster unleashes a bolt of lightning at a single target causing 11d8 damage. The spell then arcs to a second target within 20 ft of the first target for 10d8 damage, then to a third targe within 20 ft of the second target for 9d8 damage, and so on, up to a final arc causing 1d8 damage. Each target is momentarily stunned by the lightning, losing their next action. A *Luck* (Dex) save halves the damage and negates any action loss. No target may be struck more than once.

Strands of Ensnarement
2nd Level
Range: 120 ft
Duration: 1d6 x 10 minutes

Fibrous, sticky webbing fills a 15 ft radius as long as there are at least two points for the strands to anchor onto (including the ground, trees, walls, ceiling). Any creature entering the area, or in the area when the spell is cast, must make an opposed Str check (vs Str 16) to avoid becoming stuck. A stuck creature cannot move out until it uses an action to make a successful opposed Str check to break free.

An unstuck creature may cut through 10 ft of strands each round, or burn all of them with a single action (anyone caught in the webbing suffers 1d6 fire

damage). 10 feet of strands blocks vision and absorbs most normal missiles.

Strange Joining
1st Level
Range: 120 ft
Duration: 2d6 hours

The caster may communicate telepathically with any creature she is aware of within range, assuming they have a common language. Creatures communicated with may respond telepathically if they wish. There is a 30% chance a random alien entity beyond the Veil intrudes on the joining, asking questions, sharing its thoughts or emotions (GM discretion). The spell is blocked by a thin sheet of lead, or stone or wood more than 1 ft thick.

Sudden Transmogrification
4th Level
Range: 240 ft
Duration: 1d6 x 10 minutes

This spell allows the caster to turn herself or another creature into a different type of creature. The new form cannot have more hit dice than half the caster's level (round up). The polymorphed creature gains the physical qualities (including AC, attacks including hit chance and damage rolls, movement modes and senses), but not magical qualities or hit points, of the new form.

The target's original personality and memories remain. If the form is not humanoid, the target cannot cast spells. Unusable gear melds into the form. If the target is unwilling, a *Luck* (Con) save resists. There is a 20% chance some part of the transformed is not fully restored to normal when the spell ends (GM discretion).



Summon Primordial Guardian
5th Level
Range: 240 ft
Duration: 1d6 x 10 minutes

The caster summons a 10 HD elemental (caster's choice) which follows her orders (no action). The elemental obeys as long as the caster concentrates on controlling it. If the caster's concentration ends, the elemental becomes free and goes on a rampage until the spell ends, targeting the caster above all others. The caster's concentration ends if she casts another spell, or suffers damage and fails a Con check. While the caster maintains control, she may spend an action to end the spell early, causing the elemental to vanish.

Sundering Sign
2nd Level
Range: 60 ft
Duration: Immediate

The forbidden Sign unlocks and unbars all locks, doors, gates, portals manacles, bear traps and similar objects within range, including those held or locked by magic. Invoking the Sign somehow weakens the Veil, increasing the caster's DDM tally by 2 instead of 1.

Tainted Vigour
2nd Level
Range: Touch
Duration: 2d6 rounds
The target gains 2d4 points of Str (max 19) and a savage bent, until the spell ends.

Thaumaturgical Vesting
2nd Level
Range: Touch
Duration: 1d6 x 10 minutes

The target's Str, Dex, Con, Int, Perc, Will or Cha is increased by 1d4 (maximum 18) for the duration.

Thunderous Invocation
1st Level
Range: 30 ft
Duration: Instant

You project a deafening blast of thunderous force before you in a wave 10 ft high and 15 ft wide. The wave moves away from the caster to a range of 30

ft. Creatures and unattended objects suffer 2d8 damage and are thrown backwards 1d6 x 5 ft. A *Luck* (Con) save halves the damage and negates the movement.

Alternatively, the caster may channel the thunder into an inanimate, non-magical object the size of a door or smaller by touching it. The caster may make a *Luck* (Int) check to shatter the item. Particularly large and strong objects (eg: an iron door) may impose disadvantage or be immune, at the GM's discretion. Channelling the spell in this way still produces a deafening noise.

Tide of Iron
5th Level
Range: 240 ft
Duration: 2d6 hours

The caster raises an iron wall up to 3 ft thick, 30 ft tall, and 90 ft long. One side of the wall must be attached the ground. The wall may be vertical, horizontal, or in between.

Timeless Envoy
1st Level
Range: Touch
Duration: Special

This spell enchants one object with a set message. When the spell is cast, the caster decides the content of the message, the tone of delivery, and the conditions which trigger the communication. When triggered, the object forms a magical mouth and conveys the message once. The message may be up to thirty words long. The *Timeless Envoy* will trigger once per level before the enchantment dissipates.

Turn Back the Buzzing Flies
3rd Level
Range: Touch
Duration: 1d6 x 10 minutes

The target is immune to non-magical missiles which simply bounce off him. Very large projectiles such as boulders are not protected against.

Unchain the World Eater
6th Level
Range: 240 ft
Duration: Instant

An 80 ft radius area suffers a ferocious and unnatural earthquake. The quake topples structures, causes rock slides, and opens gaping fissures in the earth. Any humanoid caught in the area must make a *Luck* (Dex) save or become hopelessly buried in rubble (50% chance, taking 1d4 hours to dig out), or fatally crushed by falling material or grinding fissures (50% chance). The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Unchecked Growth of Soliri
4th Level
Range: 240 ft
Duration: Permanent

Over 1d6 minutes an area up to 100 ft long, 100 ft wide and 10 ft tall grows into an impassable forest of brush, thorns and vines.

The plants spring from any surface, including earth, stone, ice or snow and do not require sunlight or water to persist. An experienced woodsman armed with an axe takes approximately 1 minute to clear 5 ft of forest.

Unshackled Celerity
4th Level
Range: Touch
Duration: 1d6 x 10 mins

The target is immune to paralysis and cannot be restrained in any way, inc grappling, webs, ropes, vines, hunting traps or manacles. The target also ignores speed penalties due to hazardous terrain or when swimming.

Veil of the Balor
4th Level
Range: 120 ft
Duration: 1d6 x 10 minutes

A wall of opaque fire flares into being, either a wall up to 60 ft long and 20 ft high, or a 15 ft radius half dome. The flames are two feet thick. Entering the wall causes 1d8 damage per two caster levels (*Luck* (Con) save for half). If conjured so that the wall touches a creature, a *Luck* (Dex) save negates any damage

and the target chooses which side of the wall it ends up on.

Viridian Ray of Unmaking
6th Level
Range: 60 ft
Duration: Instant

The caster fires a beam of green energy at a single target such as an object or creature, which is instantly turned to microscopic dust, leaving no trace. If an object such as a wall is targeted, a maximum of a 10 ft cube is affected. Creatures may make a *Luck* (Dex) save to resist. Magical items generally have a 50% chance of resisting.

Waking Dream
2nd Level
Range: 240 ft
Duration: 1d6 x 10 minutes

This spell creates an illusion that fits within a 20 ft cube that fools most of the senses: sight, hearing, smell, taste and temperature. The illusion can be programmed to perform a series of acts or to react and change as the caster desires by spending an action round to round. Anything that touches the illusion passes through it. Depending on the circumstances, the GM might allow a creature an Int check to recognize the illusion for what it is.

Wall of the White Wastes
4th Level
Range: 120 ft
Duration: 1d6 x 10 minutes

The caster conjures a wall of ice, three feet thick and opaque, up to 60 ft long and 20 ft high, or a half dome of up to 15 ft radius. If the wall is conjured so that it touches a creature, it must make a *Luck* (Dex) save or be trapped in the wall until it spends an action to make an opposed Str check (vs Str 18) to break free. A creature may spend an action to break through the wall by making a Str check. Each successful check makes a crawl way sized hole, up to 1 ft deep (or 2 ft deep with a great success).

Ward of Lost Souls
1st Level
Range: Self
Duration: 1d6 x 10 minutes

The caster radiates a field of protection out to 1 ft, which supernatural monsters cannot penetrate (eg elementals, demons, undead). In addition the caster gains +1 AC.

Wave of Obedience
6th Level
Range: 180 ft
Duration: 4d6 hours

As *Soothing Edict,* but affects up to 2d4 targets within a 30 ft radius.

Whispers of the Watchers
2nd Level
Range: 300 ft per level
Duration: 1d6 x 10 minutes
This spell gives the caster the correct direction (as the crow flies) toward an object or person the caster specifies with a description or mental image.

If the caster has not seen the person or object, the spell might still detect the subject with a sufficiently detailed description and identifying markers (eg: female teenager with blonde hair and cheekbone scar). The spell may also be used to detect a general type of object such as stairs, gold coins, keys, etc. The spell is blocked by a thin sheet of lead, or stone, earth or wood more than 1 ft thick.

Wings of the Starless Abyss
2nd Level
Range: 60 ft
Duration: 1d6 x 10 minutes

This spell allows the caster to levitate himself or another creature (up to 10 ft tall), or object (up to 10 kgs per level). The caster may spend their action to direct the target's movement in any direction at a rate of 10 ft per round, to a maximum height of 10 ft per level. An unwilling target or an attended object may make a *Luck* (Str) save to resist. Unattended magical objects have a 50% chance of resisting.

Witchblade
2nd Level
Range: Touch
Duration: 2d6 rounds.

The caster touches a weapon no larger than a polearm,

instilling it with temporary magic. The weapon counts as magical for the duration, and grants a random effect as long as it is wielded (roll 1d6).

1d6	EFFECT
1	*Elemental*: Wreathed in flame, ice, acid, etc. Increase damage die by one size category.
2	*Lucky*: Increase critical range by 1.
3	*Swift*: Gain advantage on Initiative checks.
4	*Vampiric*: Wielder restores 1d4 hp on each hit.
5	*Strength*: gain 1d4 Str (max 19).
6	*Souleater*: Auto trigger a DDM effect if a target is killed.

Wodon's Eye

6th Level
Range: Touch
Duration: 1d6 x 10 minutes

The target gains supernatural clarity of vision, seeing through all darkness and obscurement, detecting all forms of magic, invisibility, and illusion. If the subject is being magically observed, she becomes aware of such. Finally, the subject senses the true nature of any monster she observes (for example a dragon in human form, etc).

Word of Ending

6th Level
Range: 240 ft
Duration: Instant

This spell affects a 30 ft radius of creatures with 6 HD or less. The caster may choose to exclude eligible targets if he is aware of them. Targeted creatures die instantly (no *Luck* save is permitted). Casting this spell automatically invokes a *Dark & Dangerous Magic* effect.

Writhing Fog

1st Level
Range: 120 ft
Duration: 1d4 hours

You conjure a thick fog that completely obscures vision and fills a 20 ft radius, spreading around corners if required. The fog remains until the duration ends or a strong wind disperses it.



ADVANCEMENT

LFG provides two options to advance PCs as they gain experience in the game world: *Downtime Level Up* and *Session Advance*. The two methods may be used together or separately.

Downtime Level Up

Using this method, adventurers who meaningfully participated in the last adventure advance one level during downtime. Some GMs might require gold and/or time to be spent on training before the level up occurs. For a slower advancement rate, consider levelling up after two (or three) adventures.

Session Advance

Using this method, at the end of a gaming session, each adventurer who meaningfully participated in the session gains a partial level advance. The player chooses one improvement from the adventurer's next level and applies it immediately.

Each class has at least three advances each level; increased hit points, an additional *Reroll* die or extra use of a class ability. In addition, other advances are often also available: increased attack bonus, a new skill, a new unique custom feature, a new or improved class ability, a *Luck* increase, and so on.

If an adventurer has gained all of her increases for a single level, the character is officially "levelled up" and no further session advances are possible until the next adventure commences. In the alternative, a fully levelled up PC who earns a further Session Advance might be permitted to recover 1 point of *Luck*, at the GM's discretion.

Example
A 5th level Magic User with 16 Int gains a session advance. Looking at the advancements available for 6th level, the player could choose to gain one of the following benefits: (1) attack bonus increase, (2) more hit points, (3) an extra reroll die, (4) gain one extra 2nd or 3rd level spell use, (5) learn 3 new spells, (6) substitute one known spell for a new one, or (7) gain a Unique Feature.

Optionally, GMs might prefer a degree of randomness to Session Advances. If so, players roll at the end of each session (or other period or milestone determined by the GM); 1d8 for all classes except Magic Users who roll 1d10. If the result is not applicable (eg: rolling hit point increase twice), use an adjacent result instead (if two possible advancements, determine randomly).

1d8 or 1d10	SESSION ADVANCE
1	Next level's *Luck* Increase
2	Additional *Reroll Pool* die
3	Next level's Class Attack Bonus
4	Extra use of a Class Ability
5	New Skill
6	One new Class Ability
7	New Unique Feature
8	Next level's Hit Points
9	Learn one new spell (MU only)
10	One extra spell use (MU only)

Lower Level PCs

If a PC is lower level than most of the party (perhaps because a prior character died, and is being replaced with a new 1st level PC), the GM might allow that character to advance twice as quickly until they catch up to their fellows (ie: two levels per *Downtime Level Up*, or two advances per *Session Advance*, capped at two levels per adventure).

Maximum Level

The default maximum level in LFG is 12th Level, after which PCs are assumed to shortly retire. Like all LFG rules, GM's are free ignore this and extrapolate higher levels if they wish.

Designer's Thoughts

12th Level was chosen as the end point for a number of reasons: (i) to keep certain powerful monsters especially scary and dangerous to even the most powerful PCs, (ii) to keep lower level monsters relevant for longer, and (iii) to remove the highest levels of magic from the game.

Downtime

Characters get up to things in between their adventures. During periods of downtime, an adventurer might choose to engage in one or more extracurricular activities. The specifics of what may be achieved during a period of downtime is left to GM discretion. Some example activities are outlined below.

Crafting

An adventurer with the right skills and tools might be able to craft one or more objects, or hire an NPC to fashion them.

In addition to stock items, characters might obtain unique or customized gear such as specially modified weapons, rare pets or unique alchemical concoctions.

Domain Management

Some adventurers may choose to build keeps, towers, guild halls, underground lairs and so on. Nearby land might need to be patrolled, monsters expunged, peasants taxed, neighbours appeased, and so on.

Research or Rumour Hunting

With access to a library (for research) or taverns (for rumour hunting), your adventurer might unearth new secrets or valuable information worth exploring. Magic users might discover (or create) a new spell.

Injury Recovery or Adaption

Sometimes recovering from a serious injury takes up all of an adventurer's downtime. The injury and healer's kit rules provide some guidance to the GM.

GM's might permit adventurers with permanent injuries, such as lost eyes, ears or limbs, to modify or negate some or all related penalties after a sufficient period of retraining and adaptation. For example, a fighter with a missing eye might negate the 33% miss chance after acclimatizing to one eye, or a rogue with a peg leg reduce her movement penalties.

Madness Progression

Characters with a madness trait might find their condition improving, deteriorating or staying the same. Refer to the madness rules for guidance.

Training

An adventurer might spend time training with an expert teacher to learn new skills or abilities, at the GM's discretion. Training is often associated with 3rd, 4th, 6th, 8th, 9th and 12th level advancements. This activity might also encompass training animal companions.

Sufficiently experienced adventurers might take on apprentices, train militia, or push the boundaries of their chosen profession, earning coin, fame and/or respect.



Family or Other Involvement

Some adventurers have family, business, religious or guild responsibilities or obligations to attend to. Examples might include turning a quick profit in a curio shop, dealing with a wayward sibling, attending to guild obligations, religious observance, or investing in a field of personal interest. Of course, some businesses and guilds are less legal than others, risking the attention of authorities, rivals or other stake holders.



GM TOOLS

Running a session of LFG is fairly easy, firstly because there aren't many rules, and secondly because the GM is encouraged to change the rules however the GM pleases. Everything in this document is just a guide, and GMs and players are expected to consult and discuss rules changes, tweaking the mechanics to better suit their table. Ultimately the GM is the final authority for his or her game.



As far as GM advice goes, there are plenty of excellent free GM blogs, guides and tips on the internet for those who are interested. In LFG, most situations can be handled by the GM improvising rulings based on the situation at hand, and/or whether a check of some kind is required, using the existing rules as a guide. The seven core attribute checks, along with *Luck* and an eyeballed modifier, should be able to handle most situations.

If the party attempts to sneak up on a group of sleeping goblins, is a Dex check required, or do the players automatically succeed?

There is no right or wrong answer to this question, and perfectly reasonable GMs will differ on their approaches. Some GMs might allow the PCs to automatically sneak up on their foes. Others will call for a Dex check, perhaps with advantage. Still others might improvise a simple 10% chance one of the goblins randomly wakes. All three approaches are reasonable, and as long as the GM tends to make consistent rulings for similar situations, the players will know what to expect and all will be well.

There is one piece of advice I will offer: don't be afraid to improvise. The most fun and exciting adventures sometimes arise out of side treks the players themselves initiate. Indeed, the LFG rules are well suited to a "sandbox" style approach to GMing, where the game world is independent of the adventurers and does not "scale" to provide "level appropriate" or "balanced" encounters. The Party Retreat mechanic allows GMs to throw whatever makes sense at the PCs, safe in the knowledge that a TPK is relatively unlikely, as the party will probably be able to escape if they must.

Whether out of the blue, or a spin off from a GM plot, if the players latch onto something and push the game in a specific direction - go with it! Don't immediately resist and try to "steer" them back to the original adventure idea straight away. Put on your improvisation cap, fire up that imagination, and enjoy the ride!

The freedom to explore and try anything is a major advantage of tabletop RPGs. The GM and players are more interactive and flexible than any computer game, TV series or written story. Use that imagination and make gaming history.

BLACKPOWDER & SHIPS

This section deals with optional rules for GMs interested in pirates, pistols, ships and cannons.

Blackpowder Weapons

Personal blackpowder weapons are outlined below. They exhibit the following properties:

- Damage dice that roll 4 are rolled again and accumulate ("exploding" dice).
- On a natural 19 attack roll (or for grenades, on a terrible failure *Luck* save), a random body part is injured; roll 1d8 and consult the *Injuries & Setbacks* table.
- If the wielder suffers damage while priming or reloading, their action is lost.
- The weapon is loud, preventing stealth.
- On a fumbled attack, the weapon malfunctions, rendering it a club until repaired (similar to shield rules).
- Powder grenades may be combined into a single trap (with a fuse timer, etc). Each additional grenade alternates between adding 1d4 dmg or increasing the blast radius by 5 ft (max 20 ft).

BLACKPOWDER WEAPONS			
NAME	**RANGE COST**	**DMG**	**PROPERTIES**
Pistol	40 ft 200 gp	3d4	1 action and two hands to reload.
Musket	100 ft 300 gp	4d4	Two handed. 3 actions to reload.
Blunder -buss	20 ft 150 gp	5d4	Two handed. Cone 20 ft long, 10 ft wide. 2 actions to reload.
Powder Grenade	70 ft 75 gp	4d4	1 action to prime, 1 action to throw. 10 ft radius. *Luck* (Dex) save negates (no attack roll).

Naval Combat

A naval combat turn covers approximately five to fifteen minutes of game time, divided up into four phases:

1. PC actions
2. Positioning (including withdrawing)
3. Artillery
4. Boarding (if applicable)



(1) PC Actions

Before ship to ship combat begins, each player declares their PC's action during the naval turn, choosing from the list below. At the GM's option, the player may also need to declare their PC's rough location on the ship.

i. **At the Helm** involves the PC piloting or assisting the helmsmen to pilot the ship. If assisting, the *Positioning* test is made at advantage if the assisting PC makes an Int (Sailing) check. If the check is a terrible failure, the *Positioning* test is made at a -3 penalty instead.

ii. **Boarding** involves hand to hand fighting with enemy crew (see p.117).

iii. **Defensive Actions**; the PC supports and directs crew in defensive actions, allowing the PC to spend a *Reroll* die to reroll an *Artillery Effect* against their own ship (max one reroll per Artillery attack).

iv. **Lookout** grants the captain a +2 bonus on *Positioning* tests provided the PC makes a Perc (Detection) check (max one PC). Additionally, if successful, the PC may

grant one character advantage to resist an observable *Artillery* event that turn.

v. ***Patch 'em Up*** converts 1d6 dead crew to incapacitated instead (regaining normal status after the combat ends). If a PC makes an Int (Apothecary) check, and expends a healing kit use, the crew return to normal status immediately.

vi. **Rally Crew**; 2d6 broken crew may make a morale check to return to normal status. Requires a Cha (Leadership) check.

vii. **Repairs** involves the PC and/or others shoring up damaged locations, restoring 1 point to the ship's Save attribute (maximum one PC per turn). A Con (Athletics) check is required (urgent and exhausting work).

viii. **Rescue** allows a PC to haul 1d6 overboard characters back onto the ship, into a lifeboat, etc (either personally or by directing others). *Luck* check required.

ix. **Take Aim** involves the PC operating or directing firing crews, allowing the PC to spend a *Reroll* die for an *Artillery Effect* against their enemy (max one reroll per artillery attack).





x. **Take Cover** grants advantage to the PC when resisting Artillery Effects this turn, and/or three quarters cover (if relevant).

Enemy Crew Actions

Enemy crew actions are simplified to a single 1d6 roll as outlined below:

1. **Nothing** special this turn.

2. **Back at it you Dogs!** 2d6 dead or broken crew turn out to be dazed instead, and are immediately reinstated.

3. **Batten down the Hatches!** Ship Save is restored to starting value.

4. **The Wind's with Us!** Gain advantage on the next *Positioning* test.

5. **Steady Now.** Next turn reroll one *Artillery Effect* against the PCs' ship or their own.

6. **Captain's Gambit.** On the next naval turn, whichever ship obtains favourable positioning may (in addition to their usual options) automatically ram, board, or withdraw from the engagement.

(2) Positioning

During this phase, ships are manoeuvring for superior position, using speed, skill and local conditions to leverage an advantage against their opponent.

The captains of both vessels (players might like to roll for their ship) make an opposed Int (Sailing) test. If one ship has faster speed than the other, it gains a +2 bonus. Other modifiers apply at the GM's discretion (for example, *Crew Advancements* on p.122). The victor's ship gains favourable positioning. On a great success, the victor's ship gains *very* favourable positioning. If both parties fail, positioning is neutral.

Favourable Positioning

A ship with favourable positioning (i) wins initiative (including for allied ships, if any), and (ii) may:

(1) Make three *Artillery* attacks this turn instead of two (see *(3) Artillery*), or

(2) If facing multiple enemy ships, force all ships but one (victor's choice) to make only a single *Artillery* attack this turn (instead of two).

Very Favourable Positioning

A ship with *very* favourable positioning may alternatively:

(1) **Prepare to Board** an enemy vessel. This requires winning favourable positioning again on the following naval turn, or

(2) **Prepare to Ram** an enemy vessel. This requires a winning favourable positioning again on the following naval turn, or

(3) **Prepare to Withdraw** from the engagement. This requires winning *very* favourable positioning again on the following naval turn, plus a group *Luck* check by the PCs (or NPC captain). The *Luck* check is made at advantage if the withdrawing vessel is faster than its pursuers.

(3) Artillery

Each ship may make two Artillery attacks per naval turn, choosing from their available weapons systems. Ships attack in order of initiative.

Superior Range

During the first naval turn only, if one ship has longer range artillery than the other, it gains two free attacks before any initiative based attacks.

Artillery Effects

To make an attack, each ship declares which kind of artillery is fired. All targeted ships then make saves (roll 1d6 vs the ship's Save attribute, p.119). If successful the attack is negated, and the ship's Save attribute increases by 1 (once only per naval turn, regardless of the number of successful saves).

If failed, the target vessel suffers 1 hit, and rolls 1d20 on the *Artillery Effects* table.

ARTILLERY EFFECTS	
1	Glancing shot! Negates Hit damage, and no other effect.
2	A solid hit, but no additional effect.
3	2d6 crew lost overboard (knocked/blown off, jump to avoid flames, etc). Rescue possible at GM's discretion.
4	Deserters; 2d6 crew lower one or more lifeboats to flee or surrender, hoisting the white flag.
5	3d6 crew killed.
6	Mast damaged (70%) or destroyed (30%). Reduce speed by 1 category until repaired or replaced.
7	2d6 crew killed, and 1 PC (if applicable) must make a *Luck* (Dex) save or be lost overboard. Rescue possible at GM's discretion.
8	Rigging damaged (70%) or destroyed (30%). Ship automatically loses initiative until repaired or replaced.
9	3d6 crew killed, plus 1d2 PCs roll on the *Injuries & Setbacks* table.
10	Main sails or oars damaged (70%) or destroyed (30%). If the only means of

	propulsion, the ship is stranded until repaired or replaced.
11	1d100% of cargo destroyed.
12	Weak spot exposed; increase ship's Save by 1 until hull repaired (max 6).
13	4d6 crew killed, and 1d2 hirelings reduced to zero hp (if any). Check crew morale, or a further 2d4 crew are broken.
14	4d6 crew killed, and 1 PC reduced to zero hp (*Luck* (Dex) save to lose half current hp instead). Check crew morale, or a further 2d4 crew are broken.
15	Helm or rudder damaged or jammed. *Positioning* checks made at disadvantage until repaired.
16	6d6 crew killed (50%), blasted/jump overboard (20%) and/or surrender (30%).
17	One brace of artillery runs out of ammunition (20%), is damaged (50%) or destroyed (30%). No longer usable until repaired, resupplied or replaced.
18	Random deck on fire. Ship suffers 1 automatic hit at the start of each naval turn. A PC may use the *Repairs* action to organise crew to extinguish the fire with a *Luck* (Cha) check. If NPC ship, 50% chance fire is extinguished at the end of each turn.
19	Captain (40%), Quartermaster (60%) or other important leader killed. Check crew morale at disadvantage, or 5d6 crew abandon ship/surrender.
20	Severe hull damage. Causes 2 hits worth of damage instead of 1.

(4) Boarding

Boarding is enabled by *(2) Positioning*, requiring at least two naval turns (see p.116). When boarding occurs, both crews exchange small arms fire, thinning enemy numbers as at least one ship secures itself to the other with grapple lines/chains.

Generally 3d6 crew are lost on each side, modified at the GM's discretion (eg +1d6 for significantly outnumbering the enemy, greatly superior firepower, etc).

PCs attempting to board an enemy ship must make a Dex check or fall into the water (delaying their boarding for 1d3 rounds as they climb up the hull instead). PC combat is run as normal, except one PC rolls on the *Skirmish* table (1d20 above deck, or 1d10 below) at the start of their turn. Rotate which PC each round.

Once two crews are locked together in melee, the final outcome of the naval battle hinges on hand to hand combat. Ignore the standard naval turn rules, and determine the final victor via the melee.

1d10 or 1d20	SKIRMISH
1	*KO!* Flying debris during an artillery salvo knocks the PC out for 2d6 rounds (*Luck* (Con) save resists).
2	*Rolling Deck.* A big wave, artillery or other effect rocks the ship violently. All PCs must make a Dex check or fall prone (2 out of 3 crew fall prone). On a critical fail, the PC is stunned (lose next action).
3	*Explosion!* A cannonball or other artillery causes an explosion of timber, cargo, etc in the PC's area (2d6 damage and roll on the *Injuries & Setbacks* table, *Luck* (Con) save resists).
4	*Pile on!* 2d4 enemy crew suddenly appear through a door or hallway, and pile onto the PC, pinning them down (Str contest vs Str 16 to resist being helpless).
5	*Unexpected Aid.* At an opportune moment, an allied crew member, escaped prisoner, or stowaway appears from behind cargo, drops from the rafters, etc, taking out 1d4 of the PC's opponents with an improvised weapon (heavy crate, skillet, broken oar, etc).
6	A pistol shot rings out as a nearby enemy attempts to snipe the PC from a doorway, popping out from behind cover, etc (make an attack roll at +2, as flintlock pistol damage p.114).
7	*Grenade!* Sounds of nearby battle can be heard as a fizzing powder grenade bounces

	or skitters into the area the PC is fighting in. It will explode in 1d3 rounds!
8	*Fire!* During the fighting, a shattered lantern sets part of the ship on fire. Unless doused by the end of the round, apply *Artillery Effect* 18.
9	The closest hallway or stairs is suddenly blocked by broken timber, smoke, fire, shifting cargo, etc.
10	*When Animals Attack.* A feline, monkey, parrot, ferret or other ship mascot drops from the rafters, claws outstretched, latching onto the PC's head (blind, spend an action to make a Str check to remove).
11	*Barrage!* A volley of arrows, bolts or shots rain down on the PC and any characters within 5 ft of her (3d6 damage, *Luck* (Dex) save for half).
12	The PC's foot becomes entangled in coils of spare rigging/rope, threatening to trip them over (Dex check avoids).
13	A bulky iron rigging hook swings down from a broken line. The PC must make a Dex check or suffer 1d8 damage and lose their next action (stunned).
14	*Lost Gear.* During the boarding or skirmish, the PC accidentally lost a random item (1d6: 1-3 weapon, 4-6 misc item. 50% chance item lost in the water).
15	An artillery explosion on deck threatens to blast the PC (and anyone else within 5 ft) overboard. A *Luck* (Dex) save negates.
16	A veteran of the enemy crew (Fighter 3+) calmly skewers her current foe, then makes eye contact with the PC, and drags her thumb across her tattooed neck.
17	*Net.* An enemy drops a weighed net from the rigging above, entangling the PC (action and Str contest vs 16 to escape, otherwise helpless).
18	*Poison.* The PC's opponent is using a rare *Sea Serpent* poison. If already injured, the poison kicks in now (otherwise next hit): 4d6 damage and *Luck* (Con) save or random limb paralysed for 1d4 days.
19	A sniper in the crow's nest takes a pot shot at the PC (+2 to hit, crossbow or musket damage).
20	*The hell is that!?* A colossal tentacle (Str 20) rises from nearby water, snatching a random character (PC or NPC) off the deck, dragging them beneath the water (PCs get a *Luck* (Dex) save to negate).

Crew vs Crew

Opposing crews fight each other in a running skirmish, starting above deck and working up/down. The outcome is abstracted by rolling 2d6. The GM might apply a 1 or 2 point modifier for substantial advantages/disadvantages (eg significantly outnumbered, superior armour, enemy spellcaster on board, etc).

CREW vs CREW	
2-3	60% friendly crew dead, incapacitated or broken. Similarly 25% enemy crew. Remaining friendly crew require a morale check to avoid breaking.
4-5	30% friendly crew dead, incapacitated or broken. Similarly 15% enemy crew.
6-8	20% of one side dead, 10% the other (even chance).
9-10	30% enemy crew dead, incapacitated or broken. Similarly 15% friendly crew.
11-12	60% enemy crew dead, incapacitated or broken. Similarly 25% friendly crew. Remaining enemy crew require a morale check to avoid breaking.

Magic

Spells similar to ship artillery (eg *Gift of the Fiery Furnace*) are treated as close range artillery attacks (including ship save, rolling on the *Artillery Effects* table, etc). Any further effects are at the GM's discretion. A maximum of one magic attack may be made per naval turn (does not count towards the standard two ship attacks per turn).

Morale

Crew that fail a morale check reduce the ship's available Crew (p.119; cowering behind cover, jumping overboard to escape, signalling their

surrender, etc). Broken crew might recover if a PC takes the Rally Crew action.

Sinking

A ship reduced to zero hits sinks in 1d4 naval turns, breaking up and/or taking on vast amounts of water. PCs require a *Luck* (Str) or (Will) save to avoid drowning as the vessel goes down. Those that survive end up on a piece of flotsam, in a lifeboat, in irons by the enemy, etc.

Ramming

A ramming ship causes 1d4 hits to its target, or 1d6+1 if using a ram (no save). The ramming ship suffers the same number of hits -1, or half as many if using a ram (round down). Crew from either ship may immediately board if they wish.

Withdrawing

Withdrawing is enabled by *(2) Positioning*, requiring at least two naval turns (see p.116).

Ship Weapons

Artillery are very large, slow loading weapons made for attacking ships and fortifications. Ranges are relative and abstracted for quick play. Rules for targeting enemy ships appear at *(3) Artillery* (p.116). If attacking individual characters, generally the target must make a *Luck* (Dex) save or be reduced to zero hp (GM's call).

ARTILLERY

NAME	COST	RGE	EFFECT
Onager	500 gp	Long	If using flaming pitch, powder keg, etc, 50% chance of inflicting *Artillery Effect* 18 (instead of rolling).
Ballista	400 gp	Short	May increase or decrease the *Artillery Effects* roll by 1 point, provided the final result affects crew.
Light Cannon	4,000 gp	Long	*Cannon ball*; grants +1 bonus on *Artillery Effects*.
		Short	*Chain shot*; may increase or decrease the *Artillery Effects* roll by 1 point, provided the final result affects masts, sails or rigging.
		Short	*Shrapnel shot;* if a crew effect occurs, increase the result by 50%. Never runs out of ammunition.
Heavy Cannon	7,000 gp	Med	*Steel ball*; grants +2 bonus on *Artillery Effects*.
Smoke Keg	500 gp	Short	Single use. 20 ft radius heavy smoke cloud imposes 66% miss chance until the end of next turn.
Flamer	4,000 gp	Very short	Permits a one off blast of fire when attacking via ramming or boarding. 50% chance of *Artillery Effect* 18.

Ships

Ship sizes, descriptions and costs are approximated below. Ship attributes are simplified for speedy resolution.

Attributes

- *Save*: When resisting *Artillery* attacks, roll 1d6; on the indicated number or higher the attack is negated (a miss or cosmetic damage). At the end of the turn, if the ship made at least one successful save, the Save attribute increases by 1 (maximum 6, until repaired).

- *Hits*: If a ship suffers this many hits from artillery, it sinks (see *Sinking*).

- *Crew*: The number of crew available for combat (does not include young children or the very old). The number in brackets

is the minimum crew required to sail the vessel. If reduced below this number, any remaining crew surrender.

- *Speed*: Relative ship speed. Increases as follows: very slow, slow, moderate, fast, very fast. A ship with no masts and no oars is stranded.

- *Artillery*: Common weapon loadouts and their locations. "All" means bow (front), stern (rear), port (left) and starboard (right). Roll 1d6 for random armaments, or select as desired.

Skiff

Very small 4 man rowboat, primarily for fishing and personal transport in lakes and bays. No mast. Single deck. 100 gp.

Save	6+
Hits	1
Crew	(1) 1d4
Speed	Very slow
Artillery:	None

Whaleboat

Small 12 man tender, a dinghy, most often used as a lifeboat or shore transport for a mothership. No mast. Single deck. 1,000 gp.

Save	6+
Hits	1
Crew	(1) 2d6
Speed	Very slow
Artillery:	None

Sloop

Small, agile sailing ship. 50 ft long, 15 ft wide. Single mast. Upper and lower deck. Emergency oars. 5,000 gp.

Save	5+
Hits	3
Crew	(3) 3d6
Speed	Very Fast
Artillery:	1-2: none 3-4: ballistae (bow, stern) 5-6: light cannon (port, starboard)



Cog

Small cargo ship. 70 ft long, 20 ft wide, single or double mast. Upper and lower deck. 7,000 gp.

Save	6+
Hits	4
Crew	(4) 3d6+5
Speed	Moderate
Artillery:	1-4: none 5: ballistae (port, starboard) 6: light cannon (stern)

Longship

Narrow, agile troop transport and land raiding vessel. 70 ft long, 10 ft wide, single mast, 40 oars. Single level, shields lining the sides. 4,000 gp.

Save	4+
Hits	4
Crew	(6) 4d6+30
Speed	Fast
Artillery:	None

Caravel

Large cargo ship. 100 ft long, 25 ft wide, two or three masts. Upper, lower and cargo deck. Forecastle and sterncastle. 12,000 gp.

Save	5+
Hits	6
Crew	(10) 3d6+25
Speed	Moderate
Artillery	1-2: none 3-4: ballistae (port, starboard) 5-6: light cannon (port, starboard)

Carrack

Warship. 120 ft long, 30 ft wide, three or four masts. Upper, lower, cargo and gun deck. Forecastle and sterncastle. 30,000 gp.

Save	4+
Hits	8
Crew	(15) 5d6+50
Speed	Very Fast
Artillery:	1-2: onagers (bow, stern) & ballistae (port, starboard) 3-4: light cannons (all) 5-6: heavy cannons (all)

Galleon

Large warship. 150 ft long, 40 ft wide, four masts. Upper, lower, cargo and gun deck. Forecastle and sterncastle. 80,000 gp.

Save	3+
Hits	12
Crew	(20) 6d6+75
Speed	Fast
Artillery:	1: onagers (all) & ballistae (all) 2: light cannons (all) 3-6: heavy cannons (all)

Ship Customization

At the GM's option it may be possible to customize ships as outlined below. Each customization generally costs half the ship's original price.

- *Sleek Design*: increase Speed by one category (max very fast).
- *Armour Plating*: decrease Save attribute by 1 point.
- *Reinforced Hull*: increase Hits by 3 points.
- *Extra Bunks*: increase crew by 50%.
- *High Power Artillery*: once per battle, may reroll one *Artillery Effects* die against an enemy ship.
- *Extended Range*: the ship does not suffer free attacks due to enemies having superior range (p.116).
- *Advanced Rigging*: minimum crew is halved (minimum 1).

Crew Stats

Crew, AC 12, HD 1, Cutlass/Axe 1d8, 19: as weapon, S12 D13 C11 I10 P10 W10 Ch10 L4, Mv 30 ft. Also armed with knives, 20% chance of a light crossbow and 10 bolts.

Quartermaster, AC 14, HD 3, Cutlass/Axe 1d8+2 or musket 4d4, 19: as weapon, S16 D13 C14 I13 P12 W13 Ch13 L4, Mv 30 ft. Also armed with a pistol, knife, and whip.

Captain, Boss Monster, AC 14, HD 4 (30 hp), Cutlass 1d8+2 and pistol 3d4, 19: Disarm, S15 D15 C12 I14 P12 W16 Ch15 L10, Mv 30 ft. The Captain is a *Boss Monster* with the usual benefits. Advantage on crew morale checks within sight. *Backstab, Skirmisher* and *Finisher* abilities like a 4th level Rogue, may choose from the following tricks three times per combat: *Flash Powder*, *Hidden Blade*, *Quick Reflexes*.

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Parrot, AC 14, HD 1d4 hp, Rake 1d3, 19: eyes bloodied, target blind until end of their next turn, S5 D16 C10 I4 P16 W13 Ch7, L5, Mv 120 ft. The parrot gains the usual aerial combatant advantages (p.78). May be trained in basic voice mimicry.

Cat, AC 13, HD 1d4 hp, Rake 1d3, 19: latches onto target's back, unable to be attacked by the target next turn, S5 D18 C8 I5 P14 W10 Ch8, L6, Mv 60 ft. The cat sees as well in darkness as light, provided there is some light to amplify (eg moonlight). Adv on stealth, climbing and balance related checks. Feeds itself.

Crew Advancements

At the GM's option, Crew that survive one or more engagements might gain one of the following advancements (roll 1d10):

CREW ADVANCEMENT	
1	*Wily Riggers*; once per naval battle, turn a failed ship save into a success.
2	*Lucky Mascot*; once per naval battle, provided the mascot still lives, turn one *Artillery Effect* roll into a 1.
3	*Hardy*; when suffering crew losses due to *Artillery*, roll d4s instead of d6s.
4	*Rock Steady*; +3 bonus on morale checks.
5	*Howling Boarders*; gain a +1 bonus on *Crew vs Crew* checks.
6	*Fearsome Rep*; impose a -2 penalty on enemy morale checks.
7	*Protective*; once per naval battle, the party may choose result 5 on the *Skirmish* table instead of rolling.
8	*Crew Killers*; when causing crew losses due to *Artillery*, roll d8s instead of d6s.
9	*Veteran Gunners*; make 3 *Artillery* attacks per naval turn, even if the ship does not win favourable positioning.
10	*Gifted Helmsman*: once per naval battle, automatically win *very* favourable positioning.



DISEASE

The medieval world is rife with fetid diseases, some of which the PCs are bound to fall prey to sooner or later. Generally speaking a Con check or *Luck* (Con) save is required to resist infection. Disease vectors are at the GM's discretion, but typically include touch, body fluid exchange, coughing or sneezing, and/or parasite bites.

Most diseases may be recovered from with time, herbalism, a skilled apothecary (possibly requiring one or more Int (Apothecary) checks), or *Purge the Accursed* spell. At the GM's option particularly horrid strains may cause death or permanent debilitation instead. If in need of a random disease, roll 1d12 and see below.

(1) Pinkscab Palsy

Pinkscab Palsy manifests as a red, irritating rash that swiftly extends across the body in 24 hours. Scratching leads to oozing scabs, until the third day manifests as severe muscle weakness, dragging gait and involuntary tremors (1d6 Str and Dex loss, half movement rate).

Previously healthy adults generally recover in four to six weeks (Con check each week after the third), but children, the infirm, and the elderly often fail to pull through, succumbing to critical organ failure. There are no known herbal or apothecary treatments.

(2) Lemon Rot

Lemon Rot disease causes foul smelling, yellow pustules to grow around the armpits, groin and neck glands, infecting the blood after 1d3 days (1d4 Str loss each day until bedridden at zero Str).

A *Luck* (Con) save is permitted after each day of Str loss to throw off the disease. An apothecary might cure the patient with a course of blood draining and the correct healing herbs.

(3) Bulging Bluevein

The ferocious *Bulging Bluevein* causes blood vessels to burst in the patient's eyes, cheeks, and tongue, spreading like purple tendrils. After 1d6 hours, the patient loses 1 point of Cha and Int, and suffers a serious madness due to brain swelling. These effects last 1d4 months. An apothecary adept in skull bores might halve the duration.

(4) Slop Bowel

The deadly plague known as *Slop Bowel* is a horrid wasting disease that ends in digestive and renal failure, eliminating half its afflicted in a matter of weeks. 1d4 days after infection, carriers lose 1 Con each day until death at zero Con. A single *Luck* (Con) save is permitted after 2d6 days to fight off the disease. There are no known herbal or apothecary treatments.

(5) Foam Fever

This rare brain disease causes flushed cheeks and foaming at the mouth 4d6 hours after infection. Carriers lose 1d4 Will, constantly grind their teeth, and become implacably bloodthirsty. Sufferers attack others at the slightest provocation, spend 1d3 rounds dismembering downed foes, and will attack allies when no foes are left (Will check to resist, or to snap out of a blood frenzy). Foam fever naturally subsides after 1d3 days. The right healing herbs grant advantage on Will checks but do not speed recovery.

(6) Filthenfurgers

Filthensfurgers is a curious nerve plegia, beginning as a tingling sensation in one limb that progresses to weakness and eventual paralysis (within 6d6 hours of infection). The paralysis persists for 1d4 months on a successful Con check, or permanent otherwise. An apothecary with the right healing herbs and sinew surgery can restore movement (but not feeling) in the affected limb.

(7) Oozy Eye

Infection with *Oozy Eye* causes opaque weeping from the tear ducts, followed by speckled vision. Within 24 hours, the patient suffers 1d4 Perc loss, and blindness in one (80%) or both eyes (20%) after 48 hours. The vision loss lasts 1d4 months. An apothecary expert in lens sculpting can cure the disease (very difficult surgery, imposing disadvantage on the Int (Apothecary) check.

(8) Skorn Wheeze

The beastman wheeze causes a violent, hacking cough that spits up blood and bile. Victims suffer disadvantage on endurance and charisma related tests, and find stealth impossible (irrepressible cough). The wheeze subsides after 2d6 weeks. A specialist daily draught completely cures the sickness in 1d6 days.

(9) Slough Pox

Bacterial *Slough Pox* causes the victims skin to rub off in red raw abrasions, with symptoms appearing within 1d6 hours. Victims lose 1d3 Str each day for 1d4 days, then make a *Luck* (Con) save. If successful, the disease subsides with no further deterioration over 1d6 months. If failed, the victim loses another 1d3 Str, and repeat. A character who survives the pox has a 50% chance of losing 1 point of Cha permanently due to severe scarring. A rare jungle plant ointment kills the disease in 4d6 hours.

(10) Black Retch

This deep belly illness causes disorientation and nausea within 1d6 hours, inflicting 2d4 Dex loss and disadvantage on balance related checks. Carriers cannot abide food or drink, and vomit up a foul, black coloured fluid every few hours. The sickness passes in 1d4 days. An apothecary with the right healing herbs halves the duration.

(11) Greyscale Blight

Greyscale blight is an uncommon skin infection resulting in hard, itchy scales, commonly forming on fingers, hands, toes, feet and forelimbs. Scratching at the scales causes them to drop off, leaving bleeding sores that quickly regrow twice as many scales than before, spreading to adjoining areas. After one week, enough scales have formed to impede fine motor skills with fingers and chaffing feet, causing 1d3 Dex loss and imposing disadvantage on picking locks, disarming traps, endurance checks on long treks, etc. The scales disappear by themselves after approx 2d4 months. An expensive herbal unguent removes the scales in 2d6 days.

(12) Weeping Earholes

Weeping Earholes is a brain disease that impairs speed of thought, clarity and judgment, similar in some ways to being drowsy or intoxicated. Clear fluid leaking from the ear canal is the first sign, followed by persistent fever and headaches. Within 2d6 hours, victims suffer 1d4 Int loss, disadvantage on initiative checks, and forget one random spell (if applicable, spell returns when the disease ends). The malady clears up of its own accord after 1d3 months. There are no known herbal or apothecary treatments.

Parasites

Whilst not strictly diseases, these detestable parasites might as well be, threatening adventurers with debilitation or death.

Treasure Ticks

Treasure ticks are 1 inch parasites drawn to the smell of valuable metals and gems. The bugs have an uncanny chameleonic ability, able to change shape and colour to mimic surrounding coins, gemstones, etc, where they hibernate until a suitably warm blooded victim becomes available.



If collected in a pouch with genuine coins, the bugs burrow out in 1d6 minutes, entering the flesh of their victim to feed on their blood (they secrete an anaesthesia effect similar to a leech). Detecting the burrowing tick requires a Perc check at

disadvantage. If undetected, the parasite causes blood poisoning (1 Str and Dex loss after 1d4 hours, and a minor madness). The effects do not subside until the bugs are removed. Eradicating the ticks requires deep flesh surgery (Int (Apothecary) check, causing 1d4 damage). If performed improperly, the victim also suffers an *Injury* (roll 1d6, 1: Arm, 2: Leg, 3: Internal Bleeding, 4: Pestilent Wound 5: Muscle Tear, 6: System Shock).

Flesh Grubs

Flesh grubs are fat, filthy, two inch burrowing worms with wicked beaks, that feast on flesh and carrion. They consume corpses from the inside, kept warm by the foul gases they emit as they lay eggs and multiply.

Infested corpses tend to bloat as the fumes build, rendering them liable to explode (an Int (Apothecary) check might notice the tell tale "flesh grubs" odour).

If disturbed, the corpse ruptures, showering the PC with the accursed bugs, which burrow straight for the heart. A *Luck* (Con) save is required to avoid death in 1d4 rounds. Fire or acid can kill the grubs, but requires an Int (Apothecary) check to apply correctly (2d4 damage, halved if the check is successful).

Throat Leeches

Throat leeches are fast swimming, 4 inch marine parasites that lurk in water holes, rivers and oceans. An adventurer swimming in an infested area requires a *Luck* (Dex) save to avoid swallowing the horrible wrigglers.

On a failed save, a number of leeches have entered the victim's throat and latched onto their gullet. Over the next 1d4 hours, and every day afterwards, the leeches feed, causing 1 Str or Con loss (even chance, to a minimum of half the victim's maximum stats).

Removing the leeches requires surgery and/or special alchemical tinctures that are highly poisonous if not properly administered. An Int (Apothecary) check kills the parasites in 1d3 days. If failed, the victim also suffers 2d4 damage. A desperate victim might drink and regurgitate a flask of acid to kill the worms in minutes (the drinker suffers 3d6 damage, and cannot use their vocal chords for 1d4 months).



DUNGEON ROOM GENERATOR

For those times when the party wanders into a side trek dungeon, it can be handy for the GM to have a random table of dungeon descriptions. The table below is for just such an occasion. Roll twice and improvise the best result.

1d30	DUNGEON ROOM
1	This chamber is lit by a sconced torch beside the door. From here, you can see three unoccupied wooden bunks laid with straw and dirty blankets. Small chests sit at the foot of each bunk. The far wall is not visible beyond the torchlight.
2	As the door swings open, you are immediately hit with the awful stench of rotting flesh. Inside, human corpses in yellow robes are littered about the room, sprawled in positions suggesting the horrors of self-sacrifice. Ornate knives with hooked blades are still lodged in chests, throats and other vital areas, or clutched in the pallid grip of rigor mortis. In the centre of the chamber stands an obsidian altar decorated with golden runes.
3	A natural cavern unfolds before you, the stone shaped by underground currents long since passed. The floor is littered with human sized stalagmites encrusted with glittering salts and minerals. Stalactites of similar size and appearance hang from the ceiling 30 ft above.
4	This chamber appears to be empty. The walls are made of natural stone chiselled flat and straight. Curiously, both the floor and ceiling are set with alternating black, red and white tiles.
5	The door opens to reveal a rusty, six ft iron portcullis. Beyond the portcullis you can see part of a large chamber, walled with large blocks of uneven masonry. Scattered about are broken pieces of furniture – tables, chairs and bookshelves. From your location, you cannot see anyone, but you detect the faint sound of slow breathing.
6	The entry way to this chamber radiates waves of heat. Inside you see a glowing brick furnace with a chimney set into the ceiling. Ingots of iron, steel and other metals line a side table to the east. Weapons of various makes are set into a rack lining the west wall. A burly humanoid figure is stoking the crackling coals, muttering to itself.
7	This dark stone chamber is cluttered with wooden tables, chairs and hammocks. The air here is unpleasant and reeks of stale sweat. As you take in the room, something rustles in one of the far hammocks.
8	The door opens to reveal a chamber with a tiled floor and walls. In the centre of the room is a square, box like contraption, covered in dials and turning cranks. A number of pipes protrude from the machine, running across the floor, ceiling and out through the walls. Hissing steam issues from one of the pipes.
9	Within this stone chamber are four alabaster pedestals, one near each of the walls. The northern pedestal is decorated with a candle motif, the east with waves, the south with clouds and the west with cobblestones. Affixed to the top of each pedestal is a translucent orb.
10	Beyond the door is a large cavern covered in cave moss, damp and cool. The is cavern divided by a slow moving underground river. An arched stone bridge spans the river's banks.
11	This man made chamber has no floor. Instead there is a 20 ft drop with a greenish liquid at the bottom that smells strongly of vinegar. Small tubes can be seen protruding from the ceiling and some of the walls. Adjacent to the doorway are three metal levers.

12	The floor here is set with uneven flagstones, one of which catches the door as it grates open. Inside 1d4+1 half woman, half serpent creatures coil around a central raised dais, intent on an unfurled scroll. At the sight of you they rise up, hissing and bearing their fangs.
13	This chamber opens into a large underground arena, with stone benches carved into the sloping walls. The arena floor is stained with dried blood and littered with humanoid corpses. Weapons are still clenched in their dead hands.
14	This tiled chamber is laid out with three large hot baths decorated with squid like motifs. The air is cloudy and thick with warm steam. From the doorway, the water in the baths appears reasonably clear. In the far bath, you think you spy something stir beneath the water.
15	The walls of this room are covered with six foot mirrors, repeatedly reflecting your image over and over. The effect is somewhat disorientating. In the centre of the chamber is an iron cage that casts no reflection.
16	Low growls greet you as the door opens, revealing two large wooden kennels and 2d6 dark brown war dogs. The dogs are dressed in leather barding studded with bronze.
17	The walls of this room are lined with bookshelves. In the centre is a large desk covered in bubbling glassware and foul smelling flasks. A diminutive imp with red skin and bat like wings crouches on the edge of the desk, eyeing you curiously; "*Hi los ni fin drog*" (you are not the master) it says in a sibilant voice.
18	Salted meats hang from the ceiling of this room and the walls are lined with shelves of pungent spices. A large, heavy set humanoid with a wicked cleaver stands behind a stone table, a half butchered carcass before him. At the sight of you, he licks his lips with an audible slurp.
19	This large chamber has murals of exquisite beauty covering the walls, depicting landscapes, animals and half human gods. A number of life like statutes stand about the room, in poses of surprise, terror or grim determination. A heavy blue curtain with yellow stars hangs upon the far wall.
20	Natural sunlight filters into this room from an overhead shaft about 5 ft in diameter. Ceremonial cloaks of various sizes hang on wooden pegs about the walls. The centre of the room is dominated by a stepped platform of rust coloured stone.
21	This small chamber is filled with rotting waste. The smell is ghastly and potent enough to induce a gagging sensation. Amongst the rubbish you spot old bones and decomposing humanoid corpses.
22	This large room contains two long tables littered with half empty bowls and broken drinking mugs. A number of benches are askew and one is snapped completely in half, marred with dried blood. As you take in the scene, something snores quietly beneath a distant bench.
23	This wooden panelled chamber is dominated by an 8 ft iron drinking fountain, decorated with gargoyle like creatures with wicked spines. The liquid in the fountain appears to be water. On the bottom of the pool you can see a scattering of tarnished coins.
24	Chained manacles hang from the walls of this dismal chamber, and implements of torture are laid out on a blood caked slab of stone. In one corner is a 7 ft iron maiden, heavily tarnished and decorated with a leering devil face. A low moan issues from the half open doors of the sarcophagus like device.
25	The walls of this chamber are roughly hewn. In the centre of the room is a wide pool with creeper vines growing around the edges. The water in the pool is still and dark.

26	This area opens up into a natural cavern wider than your torchlight allows for. The floor here is slick with some kind of translucent slime, and the walls bear a number of tube like tunnels about a foot in diameter. As you take in the details, a peculiar chittering noise issues from the darkness.
27	Beyond the door is a narrow corridor only 2 ft wide, extending beyond the range of your torchlight. The ceiling here is adorned with bronze studs. In the walls you see small rectangular holes about 4 inches tall and 1 inch wide.
28	This door opens to loud and ferocious barking. 2d6 pony sized wolves bear their fangs at you, growling menacingly. Around the walls of this chamber are a series of open cages lined with straw. One additional cage is locked and holds a slumped humanoid figure dressed in rags.
29	Beyond the doorway, the ceiling of this natural cavern quickly drops to approximately three feet in height, and stretches out further than your torchlight reveals. The ground here is slick with course rubble, crunching underfoot. In the darkness you think you hear a quiet skittering.
30	The contents of this room are obscured by a dark grey mist that clings to your skin with a cold embrace. Visibility is limited to approximately five feet. A faint but regular dripping noise emanates from the room.



EXPLORATION

Rules for exploration are provided below, including overland, underground, water voyages and flight. Portable light sources are covered on p.53.

For a well provisioned party on a short trip, the GM might periodically check for random encounters, and call for an Int (Wilderness Lore) check. If failed, the explorers become temporarily lost, losing a day backtracking.

For longer, more substantial expeditions however, the following process is provided. Apply each day, 1d3 days, or other GM determined interval:

(i) Roll on the *Weather* table to determine starting or changing weather, which may impact on choice of objective, random encounters, ease of navigation, etc,

(ii) PCs choose a specific site or area at large that they wish to reach or investigate,

(iii) PCs pick a route, often requiring choices between terrain (which will affect random encounters), travel speed, distances, and likely dangers.

(iv) Roll 1d20 for a *Travel Event* on the *Overland*, *Underground*, *Voyage* or *Flight* table. If an event occurs and the particular time is important, randomise day or night, then roll 1d12 for the hour.

Whilst travelling, the PCs might get up to a number of things including scouting, navigating, sneaking, foraging, talking to NPCs, and so on. At the GM's discretion, the party's travel speed (slow & careful, normal, fast & reckless, etc) might impose modifiers on such activities.

Travel Speed

Simplified travel distances for an 8 hour trek are provided below (assuming daytime travel on foot and carrying a moderate to heavy load, ie weapons, armour, supplies and loot). Explorers can push themselves to travel twice as far by using every hour of daylight, but this leaves no time for foraging, is noisy, and may draw attention. A Con



check is required at the end of a 16 hour forced march to maintain such a pace the next day.

Riders on horses or other beasts generally travel twice as quickly. Carrying extreme loads, bad weather, travelling at night, by stealth, and so on may reduce travel speed at the GM's discretion.

TRAVEL SPEED	
ENVIRONMENT	**8 HOURS TRAVEL**
Roads & Trails	10 miles
Plains & Light Woods	8 miles
Forests, Hills, Subterranean	7 miles
Mountains, Jungles, Swamps, Deserts & Artic Ranges	5 miles
Ocean (large sea vessel at about 5 knots)	40 miles
River or Lake (rowboat, canoe, barge, small sailing vessel at about 3 knots)	24 miles

Weather

For starting weather, roll 1d8 with a -1/-2 modifier in especially hot climates, or a +1/+2 modifier in very cold climate. GMs might also consider a 1 point modifier to reflect the season.

STARTING WEATHER	
1d8	**Weather**
-1	Extreme Heat/Wildfire
0	Severe Heat/Humid
1	Hot and Sunny
2	Clear and Sunny
3	Warm, partly cloudy
4	Warm and Cloudy
5	Cool and Cloudy
6	Cold, Cloudy and Windy
7	Rain (and/or Fog 50%)
8	Thunderstorm
9	Snow
10	Heavy Snow/Blizzard

Shifting Weather

After determining starting weather, roll 1d12 on the following table at the end of each day or other interval to determine if/how the weather shifts.

SHIFTING WEATHER	
1d12	**Weather Change**
1	Much Hotter
2	Warmer
3	Similar but Drier
4	Similar but More Humid
5	Similar but Less Windy
6	Similar
7	Similar or reroll on Starting Weather Table (50%)
8	Similar but Windier
9	Similar but Less Humid
10	Similar but Wetter
11	Cooler
12	Much Colder

Overland Events

Roll 1d20 to determine overland events whilst travelling. What follows are merely examples, GMs are encouraged to add/substitute their own custom entries.

(1) Freak Weather

A freak weather change suddenly occurs. Roll for *Shifting Weather* (reroll 6 or 7), and exaggerate the effect (eg "less windy" might mean the air turns completely still and stale, making spoor hunting difficult, or "wetter" a sudden downpour washing away tracks). If the PCs press on through difficult weather, a Con (Athletics) check is required to avoid 1 Str loss due to exhaustion.

(2) Off Course

The party has strayed from their intended course (if possible, otherwise ignore or reroll this result). A Party Challenge is required to regain bearings (focusing on Int, Perc, Wilderness Lore, Gather Information, General Lore).

If successful, the adventurers retrace their steps but lose a day's travel. If unsuccessful, they become properly lost (GM secretly randomises their location on the map, and/or requires additional bearing checks).

(3) Random Encounter

A *Random Encounter* occurs.

(4) Vagaries of Adventure

The party experiences an unexpected turn of weal or woe (even chance). If good (the stars align, blessed from afar, lucky charm/shibboleth, dumb luck, etc) 1d4 PCs may reroll a single roll during the adventure at a time of their choosing (separate to their *Reroll Pool*).

If bad (wrong place wrong time, supernatural curse, ill fated prophesy, blind misfortune, lost mascot, etc) roll 1d6:

1. 1d4 PCs are exposed to a random disease.
2. 1d4 hirelings, henchmen or pets are exposed to a random disease.
3. 1d4 PCs lose, damage (not usable until repaired), or use up a random item or batch of related items.
4. The PCs have secretly been (or will be) betrayed by a hireling or other NPC, to be revealed at an opportune moment. If irrelevant to the adventure at hand, ignore this result.
5. One PC misplaces, loses or has (secretly) stolen from them a valuable of some kind (coin pouch, gemstone, piece of jewellery, etc). A *Luck* (Perc) check resists.
6. A *Random Encounter* occurs.

(5) Ancient Ruins

Forgotten ruins beckon, tempting the adventurers with the possibility of treasure. Exploring the ancient site requires a Party Challenge (focusing on Int, Perc, Detection, Wilderness Lore, General Lore). If successful, each PC finds some loot (roll 1d6, 1-3: 1 x Carry Loot, 4-5: 1 x Trinkets & Curios, 6: 1 x Valuables). If unsuccessful, the party awakens the ruin's guardian instead (*Boss Monster*, roll on an appropriate random encounter table).

(6) Overwhelming Forces

Overwhelming numbers of enemies or other rivals block the party's present course (xenophobic barbarians guard a bridge, enemy scouts fill the valley, a man eating skorn tribe is camped along the riverbank, etc). A Party Challenge focusing on Dex, Int, Perc, Stealth and Wilderness Lore is required to slip past. If unsuccessful, run a Chase to determine whether the adventurers escape.

(7) Random Encounter

A *Random Encounter* occurs.

(8) World Building

The explorers' travel is relatively uneventful, providing ample time for study and contemplation. One player may propose a new piece of world building (place, history, NPC,

legend, etc). If most of the table is entertained, and GM agrees, the proposed material becomes part of the setting.

(9) Natural Wonder

The party stumble upon a natural wonder, fey sacred site, or other place of special majesty or tranquillity. If the party spends a day here, one PC suffering madness may make a Will check to reduce the severity by one level.

(10) Other Travellers

The party encounters other travellers, roll 1d8: (1) 1d3 scouts, (2-3) 2d6+10 borderguard, (4) merchant caravan, (5) 1d4+2 rival adventurers, (6) noble with entourage, (7) 4d6+10 religious pilgrims, (8) GM special.

Roll 2d6 to determine the travellers' initial reaction: (2-3) hostile, (4-5) suspicious, (6-8) neutral, (9-10) cautiously curious, (11-12) friendly. The travellers might have useful gear or information to trade, provide safety in numbers, draw unwanted attention, rob the PCs, threaten them as rivals, etc.

(11) Random Encounter

A *Random Encounter* occurs.

(12) Party Bonds

The explorers' travel is relatively uneventful, providing ample time to strengthen party bonds. One player may choose to reveal a secret or other special detail about their PC's history (a deed, place, NPC, event, party bond, prior adventure, etc - GM veto applies). If most of the table is entertained, one PC may transfer one point of *Luck* or a *Reroll* die to another PC (up to their normal maximum). Once per PC only.

(13) Short Cut

The opportunity to take a short cut arises if the party can find it (unmarked river to sail, tunnels beneath the mountains, treetop rope bridges, game path through a bramble field, etc). Resolve as a Party Challenge focusing on Perc, Int, Detection, Wilderness Lore and Gather Information. If successful, the party doubles its travel speed for one day.

(14) Low Supplies

The party must make a Group *Luck* check or their rations (50%), water supply (30%) or both (20%) run out (tainted by parasites, spoiled by disease, stolen by animals, overeaten after too many ales, dropped in a chase, etc). Hunting for food and/or water requires a Party Challenge (focusing on Int, Perc, Wilderness Lore and Animal Lore).

A success gathers sufficient supplies for the remainder of the trip. A failure means the PCs go without (or subsist on quarter rations), causing 1 Con loss. Alternatively, the PCs may consume tainted food/water, avoiding Con loss, but requiring a Con check to avoid contracting a random disease.

(15) Random Encounter

A *Random Encounter* occurs.

(16) Inspiring Tale

The explorers' travel is relatively uneventful, providing ample time for stirring songs and grand tales. One player may choose to regale the group with a tune or story (historical, political, mythical, fable lesson, etc).

If most of the table is entertained, and the PC makes a Cha check, one random adventurer gains an immediate *Session Advance*. Once per PC only.

(17) Unfortunate Injury

A random NPC (hireling, henchmen, other NPC) or animal (horse, mule, dog etc) falls ill, lame, or is otherwise injured (not including ranger pets). A Party Challenge focusing on Int, Cha, Will Apothecary and/or Animal Lore allows the injury to be managed before any lasting harm occurs. If unsuccessful, the NPC or animal is unable to continue under their own power.

(18) Taxing Terrain
Difficult and unexpected terrain impedes the explorers' path (river crossing, forest fire, steep valley, landslide, ruined bridge, etc). Progress is slow and taxing, requiring a Party Challenge focusing on Str, Con, Will, Cha, Athletics, Leadership, Wilderness Lore. If failed, all PCs lose 1 point of Str, and a random PC uses up or loses a piece of relevant gear (rope, climbing gear, rations, torches, etc).

(19) Random Encounter
A *Random Encounter* occurs.

(20) Perfect Campsite
The party has a chance to locate the perfect campsite, providing comfort and safety in equal measure. A Perc (Wilderness Lore) check is required. On a success, all PCs restore 1 lost attribute point, 1 *Reroll* die, or 1 point of *Luck* (once per adventure only).

Underground Events

(1) Dangerous Terrain
Some manner of dangerous terrain must be passed through to stay the course, or to avoid lengthy backtracking (unstable tunnel, pockets of psychoactive gas, scalding steam pools, poisonous slime colony, searing magma flows, etc).

A Party Challenge focusing on Int, Dex, Perc, Wilderness Lore, Acrobatics and Athletics is required to avoid injury (if unsuccessful, PCs suffer 2d6 + level damage).

(2) Off Course
As *Overland Event.*

(3) Random Encounter
A *Random Encounter* occurs.

(4) Vagaries of Adventure
As *Overland Event.*

(5) Ancient Ruins
As *Overland Event.*

(6) Overwhelming Forces
Overwhelming numbers of enemies or other rivals block the party's present course (dwarf clan guards a chasm bridge, dark elf scouts are scouring the fungi cavern, hanging stalactite city of skorn, etc). A Party Challenge focusing on Dex, Int, Perc, Stealth and Wilderness Lore is required to slip by. If unsuccessful, run a Chase to determine whether the adventurers escape.

(7) Random Encounter
A *Random Encounter* occurs.

(8) World Building
As *Overland Event.*

(9) Natural Wonder
As *Overland Event.*

(10) Other Travellers
The party encounters other travellers, roll 1d8: (1) 2d4 dark elf scouts, (2-3) 3d6+8 dwarves on guard patrol, (4) metal ore caravan heading for the surface, (5) 1d4+2 rival adventurers, (6) 3d6 prospectors on an expedition, (7) 2d6+5 cultists performing a ceremony at a sacred site, (8) GM special.

Roll 2d6 to determine the travellers' initial reaction: (2-4) hostile, (5) suspicious, (6-8) neutral, (9-10) cautiously curious, (11-12) friendly. The travellers might have useful gear or information to trade, provide safety in numbers, draw unwanted attention, rob the PCs, threaten them as rivals, etc.

(11) Random Encounter
A *Random Encounter* occurs.

(12) Party Bonds
As *Overland Event.*

(13) Short Cut
The opportunity to take a short cut arises if the party can navigate it (underground river, recently opened horizontal fissure that is more direct than the winding tunnels, a narrow, slippery rock chute cut by a water stream or giant worms, etc). Resolve as a Party Challenge focusing on Perc, Int, Dex, Wilderness Lore and Athletics. If successful, the party doubles its travel speed for one day.

(14) Low Supplies
As *Overland Event.*

(15) Random Encounter
A *Random Encounter* occurs.

(16) Inspiring Tale
As *Overland Event.*

(17) Unfortunate Injury
As *Overland Event.*

(18) Taxing Terrain
Difficult and unexpected terrain impedes the explorers' path (collapsed tunnel, deep chasm, thick fungi forest, viscous mud pits, etc). Progress is slow and taxing, requiring a Party Challenge (focusing on Str, Con, Will, Cha, Athletics, Leadership, Wilderness Lore).

If failed, all PCs lose 1 point of Str, and a random PC uses up or loses a piece of relevant gear (rope, climbing gear, rations, torches, etc).

(19) Random Encounter
A *Random Encounter* occurs.

(20) Perfect Campsite
As *Overland Event.*



Voyage Events

(1) Weather Change

A substantial weather change occurs. Roll 1d6:

(i) *Perfect weather*: Favourable winds, currents, clear passage and visibility; double the ship's travel speed for one day

(ii) *Ordinary Storm*: Moderate to heavy rain and high winds reduces visibility by a factor of 10. Ship travel speed is increased or decreased by 50% (even chance).

(iii) *Rolling Fog*: Visibility is reduced to 1d3 x 100 ft.

(iv) *Gale Force Winds*: Powerful winds double the ship's travel speed for one day, or break one of the masts, reducing speed by 50% until repaired at port (a *Luck* check determines which).

(v) *Severe Storm*: Powerful winds, high waves and lashing rain reduce visibility to 1d4 x 100 ft, ship travel speed is halved, and there is a 50% chance the ship is wrecked on a reef, island, or is otherwise severely damaged (a group *Luck* check resists). At the GM's discretion, cargo might be damaged or crew lost overboard (*Luck* checks resist).

(vi) *Becalmed*: the ship covers no ground if its only means of propulsion is wind. A ship with oars travels at approximately 3 knots. A group *Luck* check is made at the end of each day to determine if the winds return.

(2) Off Course

The ship has strayed from its intended course (if possible, otherwise ignore or reroll this result). A Party Challenge is required to regain bearings (focusing on Int, Perc, Sailing, Wilderness Lore, General Lore).

If successful, the ship steers back on course but loses one day's travel. If unsuccessful, the crew become properly lost (GM secretly randomises their location on the map, and/or requires additional bearing checks).

(3) Random Encounter

A *Random Encounter* occurs.

(4) Vagaries of Adventure

As *Overland Event*.

(5) Lost Ruins

Forgotten ruins beckon (half submerged during low tide, on a uncharted island, visible in the shallows of a river, etc), tempting the adventurers with the possibility of treasure. Exploring the ancient site requires a Party Challenge (focusing on Int, Perc, Str, Detection, Wilderness Lore, Athletics, Sailing). If successful, each PC finds some loot (roll 1d6, 1-3: 1 x Carry Loot, 4-5: 1 x Trinkets & Curios, 6: 1 x Valuables). If unsuccessful, the party awakens the ruin's guardian instead (*Boss Monster*, roll on an appropriate random encounter table).

(6) Chance Salvage

Drifting cargo, a grounded vessel, shipwreck, or other potential for free booty presents itself, if the PCs are willing to investigate. A Group *Luck* save garners some treasure (roll 1d6: 1-3: 1 x Valuables, 4-6: 1 x 3 HD Lair Treasure). There is a 50% chance a random number of PCs are exposed to disease.

(7) Random Encounter

A *Random Encounter* occurs.

(8) World Building
As *Overland Event.*

(9) Natural Wonder
As *Overland Event.*

(10) Other Sailors
The party encounters other travellers, roll 1d8: (1) a patrolling warship, (2-3) merchant vessel, (4) 2d6 canoes or rafts, (5) a rival adventurers' ship, (6) raiders/pirate ship, (7) 2d6 survivors in a cast off whaleboat, (8) GM special.

Roll 2d6 to determine the sailors' initial reaction: (2-3) hostile, (4-6) suspicious, (7-8) neutral, (9-11) cautiously curious, (12) friendly. The ship might have useful gear or information to trade, provide an escort, blockade the area, draw unwanted attention, board the PCs' vessel, attack, etc.

(11) Random Encounter
A *Random Encounter* occurs.

(12) Party Bonds
As *Overland Travel.*

(13) Short Cut
The opportunity to take a short cut arises if the party can find it (favourable seasonal currents, most direct route through a reef/sandbars, hidden inlet through a mountain pass, etc). Resolve as a Party Challenge focusing on Perc, Int, Sailing, Detection and Wilderness Lore. If successful, the ship doubles its travel speed for one day.

(14) Low Supplies
The party must make a Group *Luck* check or their rations (60%), water supply (20%) or both (20%) run out (tainted by parasites, spoiled by disease or a saboteur, overeaten after too many ales, etc). Fishing and/or collecting water (from nearby land) requires a Party Challenge focusing on Int, Perc, Sailing, Wilderness Lore and Animal Lore.

A success gathers sufficient supplies for the remainder of the trip. A failure means the PCs go without (or subsist on quarter rations), causing 1 Con loss. Alternatively, the PCs may consume tainted food/water, avoiding Con loss, but requiring a Con check to avoid contracting a random disease.

(15) Random Encounter
A *Random Encounter* occurs.

(16) Inspiring Tale
As *Overland Event.*

(17) Unfortunate Injury
As *Overland Event.*

(18) Strange Waters
Difficult and unexpected waters impede the ship's progress (whirlpool, tsunami, once a century currents, faultline tremors release pockets of foul gas, etc). Progress is slow and taxing, requiring a Party Challenge focusing on Str, Con, Will, Cha, Sailing, Athletics, Leadership. If failed, all PCs lose 1 point of Str, and a random PC uses up or loses a piece of relevant gear (rope, climbing gear, rations, torches, etc).

(19) Random Encounter
A *Random Encounter* occurs.

(20) Safe Harbour
The crew have a chance to locate the perfect harbour, providing comfort and safety in equal measure. A Perc (Sailing) check is required. On a success, all PCs may restore 1d3 lost attribute points, 1 *Reroll* die, or 1 point of *Luck* (once per adventure only).

Flight Events

(1) Weather Change
A substantial weather change occurs. Roll 1d6:

(i) *Perfect weather*: Strong favourable winds, blue skies and clear visibility.

Double the party's travel speed for one day.

(ii) *Ordinary Storm*: Moderate to heavy rain and high winds reduce visibility by a factor of 10. Party travel speed is increased or decreased by 50% (even chance).

(iii) *Thick Cloud*: Visibility is reduced to 1d2 x 100 ft.

(iv) *Gale Force Winds*: Powerful winds force the party to land if mounted. If on an airship, double travel speed for one day or the ship is damaged, reducing speed by 50% until repaired on the ground (a *Luck* check determines which).

(v) *Severe Storm*: Powerful winds, lightning and lashing rain reduce visibility to 1d4 x 100 ft. Mounts are forced to land. Airship speed is reduced by half, and there is a 50% chance the ship is severely damaged (a group *Luck* check resists). At the GM's discretion, cargo might be damaged or untethered crew lost overboard (*Luck* checks resist).

(vi) *Becalmed*: if in a ship propelled by air currents, it covers no real ground today. A group *Luck* check is made at the end of each day to determine if the winds return.

(2) Off Course

The party has strayed from their intended course (if possible, otherwise ignore or reroll this result). A Party Challenge is required to regain bearings, focusing on Int, Perc, Sailing, Wilderness Lore, General Lore.

If successful, the ship steers back on course but loses one day's travel. If unsuccessful, the crew become properly lost (GM secretly randomises their location on the map, and/or requires additional bearing checks).

(3) Random Encounter

A *Random Encounter* occurs.

(4) Vagaries of Adventure

As *Overland Event.*

(5) Lost Ruins

Forgotten ruins beckon (cloud fortress or flying earthmote, on a high peak, or just spotted somewhere on the ground below), tempting the adventurers with the possibility of treasure. Exploring the ancient site requires a Party Challenge focusing on Int, Perc, Str, Detection, Wilderness Lore, Athletics, Sailing. If successful, each PC finds some loot (roll 1d6, 1-3: 1 x Carry Loot, 4-5: 1 x Trinkets & Curios, 6: 1 x Valuables). If unsuccessful, the party awakens the ruin's guardian instead (*Boss Monster*, roll on an appropriate random encounter table).

(6) Un-natural Wonder

The party observe or happen upon an alien construct of primordial antiquity (high tech portal to the moon, low orbit space station, alien craft silently hovering in place, etc). Despite having been abandoned for longer than humans have walked, it still has power, albeit malfunctioning. If explored, what treasures and dangers await are for the GM to determine. Once only, reroll repeats.

(7) Random Encounter

A *Random Encounter* occurs.

(8) World Building

As *Overland Event.*

(9) Natural Wonder

As *Overland Event.*

(10) Other Sky Travellers

The party encounters other travellers, roll 1d8: (1) a patrolling warship, (2-3) merchant vessel, (4) 2d6

rangers on flying mounts, (5) a rival adventurers' ship, (6) raiders/pirate airship, (7) a sorceress propelled by magic, (8) GM special.

Roll 2d6 to determine the travellers' initial reaction: (2) hostile, (3-6) suspicious, (7-8) neutral, (9-11) cautiously curious, (12) friendly. The travellers might have useful gear or information to trade, provide an escort, blockade the area, draw unwanted attention, board the PCs' vessel, attack, etc.

(11) Random Encounter
A *Random Encounter* occurs.

(12) Party Bonds
As *Overland Travel.*

(13) Short Cut
The opportunity to take a short cut arises if the party can find it (riding favourable air currents, most direct route through a storm, etc). Resolve as a Party Challenge focusing on Perc, Int, Sailing, Detection and Wilderness Lore. If successful, the party double their travel speed for one day.

(14) Low Supplies
The party must make a Group *Luck* check or their rations (40%), water supply (30%) or both (30%) run out (tainted by parasites, spoiled by disease or a saboteur, overeaten after too many ales, etc). Hunting birds and/or collecting water (from nearby land if no rain) requires a Party Challenge focusing on Int, Perc, Sailing, Wilderness Lore and Animal Lore.

A success gathers sufficient supplies for the remainder of the trip. A failure means the PCs go without (or subsist on quarter rations), causing 1 Con loss. Alternatively, the PCs may consume tainted food/water, avoiding Con loss, but requiring a Con check to avoid contracting a random disease.

(15) Random Encounter
A *Random Encounter* occurs.

(16) Inspiring Tale
As Overland Travel.

(17) Unfortunate Injury
As *Overland Event.*



(18) Hurricane Winds
Hurricane strength winds impede the party's progress (moderate tornado, sandstorm, once a century hail storm, etc). Progress is slow and taxing, requiring a Party Challenge focusing on Str, Con, Will, Cha, Sailing, Athletics, Leadership. If failed, all PCs lose 1 point of Str, and a random PC uses up or loses a piece of relevant gear (rope, climbing gear, rations, torches, etc).

(19) Random Encounter
A *Random Encounter* occurs.

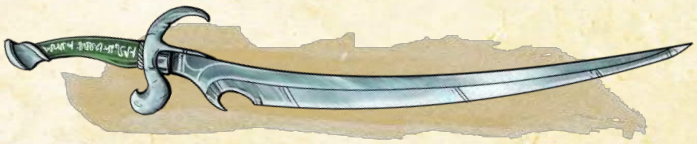
(20) Safe Harbour
The crew have a chance to locate the perfect harbour (quiet mountain peak, abandoned cloud port, etc), providing comfort and safety in equal measure. A Perc (Sailing) check is required. On a success, all PCs may restore 1d3 lost attribute points, 1 *Reroll* die, or 1 point of *Luck* (once per adventure only).

RANDOM ENCOUNTERS

Part of adventuring involves dealing with the unexpected, from a lucky item at a street vendor to an encampment of vicious beastmen blocking a mountain pass. The following series of tables are provided to assist and inspire the GM when improvising encounters.

The GM might decide for example that exploring a certain patch of wilderness is dangerous and impose a 30% chance of a random encounter every 8 hours. If a random encounter is triggered, the GM rolls *twice* on the relevant table, and chooses the encounter which best fits the situation.

Travelling at night is generally more dangerous than in the day. Many monsters can see in the dark, while adventurers are limited to the radius of their torch, lantern or light spell (which also acts like a beacon to some predators).



Starting Distances

The GM may nominate encounter starting distances or use the table provided below. Note the table distances are based on daytime activities and assumes various obstructions cause the parties to first notice each other at (relatively) short distances. Unusually poor visibility or an abundance of hiding places may further reduce starting distances at the GM's discretion.

ENVIRONMENT	STARTING DISTANCE
Settlements, Ruins	2d6 x 10 ft (20 - 120 ft)
Forests, Jungles, Swamps, Subterranean	2d6 x 10 yards (20 - 120 yards)
Hills, Mountains	4d6 x 10 yards (40 - 240 yards)
Deserts, Plains, Artic ranges, Lakes, Rivers	8d6 x 10 yards (80 – 480 yards)
Ocean	2d6 x 10 yards for a shark fin or similar, or 2d4 miles for a ship

Generally speaking, the earth's curvature at sea level creates a sea horizon about 3 miles distant. The higher you are, the further you can see. From an 18 ft ship deck a person might see up to about 5 miles, or 7 miles from a 36 ft crow's nest. From a 1,000 ft tower or mountain, the sea level horizon is at about 40 miles. Obviously large objects higher than sea level (such as hills, etc) can be seen at longer distances. Note 1 yard (0.9 m) = 3 feet, and 1 mile (1.6 km) = 1,760 yards = 5,280 ft.

Random Encounter Tables

The *Cities, Towns & Villages* table has 50 entries that are almost all non-combat encounters. The other tables have 20 encounters, divided up into approximately 70% "monster" encounters, 15% hazards and 15% side trek seeds. An encounter with monsters need not necessarily lead to combat however. GMs might make use of the Reaction table (p.224) or otherwise introduce the NPCs in a way that allows adventurers to run away, attempt stealth, engage in parlay, and so on.

Similarly, a street encounter with a repugnant noble might start off with witty banter but conclude with deadly combat. Or a hazard such as a rockslide might be detected by an experienced wilderness ranger and circumvented altogether.

Designer's Thoughts

The Random Encounter tables are not divided up into "level appropriate" encounters. In a living world, the adventurers might encounter anything out in the wilderness; from a pack of wolves to a terrible dragon. How the party deals with such situations is a fundamental part of being an adventurer!

Rolling twice on the encounter tables however allows the GM to select the best encounter for the circumstances, which might include moderating extreme results. It goes without saying the GM is free to ignore the tables altogether and simply improvise her own encounter. In that case the rolled results might provide some inspiration. If it all goes horribly wrong, don't forget the Party Retreat rule (page 68).

1d20	AERIAL
1	Hurricane strength winds force the party to remain on the ground for 4d6 hours. Check for random encounters in the relevant area.
2	A once a millennia full solar or lunar eclipse occurs, turning the sky pitch black. PCs exposed to the sky at the right time have their fates altered by otherworldly forces extending their influence through the Veil (50% chance gain or lose 1 point of *Luck*).
3	Another flying ship, mounted adventurers/guard patrol, or a single flying sorcerer appear on the horizon, taking up a heading to intercept the PCs.
4	A *flock of bats* flies through or over the party, chasing insects. A random PC is accidentally struck by a bat or their droppings, requiring a *Luck* (Con) save to avoid a random disease.
5	A flock of 2d6 *Griffons* fly around the party's ship, playing some kind of game, or attack them if they are riding flying mounts (or are powered by personal flying magic).
6	2d4 *Giant Wasps* are conveying 1d6 paralysed humans back to their nest. At least one captive has regained movement in her face, giving the party a desperate look as they buzz by.
7	The haunting song of 2d6 *Harpies* can be heard on the wind before they descend from the clouds, appear from a mountain top, etc. They attempt to beguile at least one PC and lure them back to their lair (to be their plaything, and eventual meal).
8	2d6 *Dire Bats* can be heard screeching in the night sky before they appear, swooping around the PCs as they decide who to target. Their plan is to grab one or two of the adventurers, then escape back to their colossal cave to devour them.
9	3d6 *Giant Eagles* with humanoid riders approach from across the skyline, signalling an intention to parlay.
10	A large 10 HD *Air Elemental* takes up a course parallel to the PCs, curious about what they are, and what they're doing. It is not inherently hostile, but will attack if spooked.
11	A *Manticore* is hunting in the area, looking for a fresh meal. There is a 30% chance the beast is an ancient 20 ft behemoth with 15 HD (*Boss Monster*). It has a limited vocabulary, but might spare the party for one of their mounts, or some other valuable trinket that takes its fancy.
12	A stowaway is discovered aboard the PC's ship, or 2d4 *Xornlings* (60%) or *Treasure Ticks* (40%) in a random PC's backpack or coin pouch.
13	Tainted air currents carry an unsavoury tang, spreading the spores of a rare windborne disease strain. Each party member must make a *Luck* (Con) save or contract a random disease.
14	The party has unwittingly entered the hunting grounds of 1d4 *Wyverns,* whose lair is nearby. They are highly territorial, and will attempt to destroy or drive off any intruders.
15	The PCs' ship, mounts or flying magic falters, disrupted by poor maintenance, sabotage, sickness or a tear in the Veil. The party are forced to land and lose 1 day's travel. Checks might be required to make repairs, cure illnesses, etc at the GM's option.
16	A terrifying 40 ft *Roc*, with a 100 ft wingspan, blacks out the sun or moon before diving from high altitude. It is determined to eat at least one of the PCs before moving on.
17	A solitary bat follows the party. It might simply be curious (30%), a trained pet that has lost its owner looking for a new master (50%), or a vampire hoping to ambush one of the PCs during a moment of isolation (20%).
18	A heavy dust storm blows in, turning the sky red grey with fine silt. Breathing becomes difficult (even with a mask) for those above deck or riding mounts. A *Luck* (Con) save is required to avoid losing 1 point of Con.

19	On a high mountain peak, an ancient spire juts toward the sky, its jade tip reflecting the sunlight. A *cold iron* door marked with forgotten runes can be found at the base. There is a 50% chance of a *Genie* guardian.
20	On the horizon, an unnatural cloud system is forming high above. Forked lightning flashes around a swirling, central vortex, drawing in nearby cloud cover. Even at this distance, a slight tugging force can already be felt.

1d100	CITIES, TOWNS & VILLAGES
1-2	Two farmers, *Mort* and *Jeraal*, brawling over livestock, foodstuffs or cotton.
3-4	A con woman by the name of *Doska* is inviting marks to gamble on a cups and balls game. She is highly skilled in sleight of hand.
5-6	A gaggle of ducks, chickens or other fowl scatter across the street, causing havoc. There is a 50% chance a pick pocket, *Riva "Homeslice"*, takes advantage of the diversion.
7-8	A noble, *Lord Ibrenon*, trots by on a white charger. He is terribly arrogant and jostles aside anyone who doesn't immediately get out of his way. He remarks that his horse eats better than the adventurers before he departs.
9-10	A long haired bard with a handlebar moustache, *Artur Excelsior*, offers to make a ballad about the party's exploits (for a reasonable fee).
11-12	A merchant, *Egbert "sell me own mother" Cruthers*, is selling an assortment of weapons on a gilded table in the street, watched over by his muscle, *Juke* (Fighter 4). For the discreet inquirer, he might also have access to more specialized gear, such as hidden sheaths, spring-blade pommels, caltrops, lockpicks and knife boots.
13-14	The *Screaming Goat Tavern* is well known for its exciting bar fights, and today is no exception. 5d6 drunken brawlers have spilled out onto the street, spreading fists, feet and headbutts like wildfire.
15-16	Alchemist *Gusterro the Improbable* ("Gus") is hawking fire pots stacked up by the half dozen. Mid way through his sales pitch, a guard patrol appears at the end of the street. *Gus* quickly scoops his pots into a sack and replaces them with undergarments instead, giving any potential customers a knowing wink.
17-18	At a very inopportune moment, a chamber pot is emptied from the second story of a boarding house. One traveller must make a Dex check or be doused in human excreta.
19-20	A herd of cows gets spooked by a terrific thunderclap and is about to stampede.
21-22	A young woman yells "Fire!", pointing frantically at a nearby building. Billowing smoke is beginning to issue from the ground floor and cries are heard from the upper window. The nearest well is several blocks distant.
23-24	4d6 guards patrol the street, eyes wary for pickpockets. If it's a slow day, they might accost any strange or dangerous looking adventurers, inquiring as to their business, the duration of their stay, boarding house and whether they have any information they wish to share with the authorities. Impolite or cheeky responses are unlikely to be well received.
25-26	A trio of axemen are selling firewood and kindling. They haven't noticed that one of the split logs is hiding a tiny fey behind a hinged knot.
27-28	*Oleg Arkoza*, a potion maker of some renown and very rarely seen outside his laboratory, is speaking with a noblewoman on the street. *Arkoza* is very choosey about his clients. Perhaps this is an opportunity for an introduction.

29-30	A falconer, *Ms Ellia*, is selling an assortment of hunting birds.
31-32	A funeral procession winds slowly down the street, including pall bearers, priests, and sorrowful relatives.
33-34	3d6 thugs of rival gangs clash over turf lines, stabbing at each other with knives and hatchets. Lingering witnesses, or anyone who attempts to intervene, is also set upon. Whatever the outcome, the surviving leader, *Udan the Slip*, does not forget.
35-36	3d6 starving rats skitter from a dark alley, attempting to bite chunks out of a busking street kid by the name of *Totha*, just 20 ft distant from the travellers. *Totha* has a great knowledge of the settlement's back roads and safe houses.
37-38	2d6 officious clergymen and devout sisters accost the travellers, berating them for their wicked ways of violence and greed. They threaten natural disasters and eternal hellfire if the party does not recant.
39-40	A shrill scream issues from a nearby alley. Glancing inside, three thugs can be seen beating on an overdressed merchant by the name of *Shuba Sendarran*. *Shuba* is in debt to a local gang, and they want to make an example of him.
41-42	A 3d6 member performing troupe has gathered a small crowd here. The troupe has knowledge of the local region. There is a 30% chance of pick pockets working the crowd.
43-44	A pigeon pie seller, *Ghirk Galak*, is on the corner. *Ghirk* is a little known street informant.
45-46	An elderly farrier, *Ugalos*, is mending horse shoes in a half barn. His wife has passed and he has no children, and he wishes to pass on his lucky shoe to a deserving stranger. If the travellers impress him, he gifts it to them. The shoe is indeed fortuitous, and restores 1 *Luck* at a time of the owner's choosing once per adventure.
47-48	A magistrate is presiding over an execution in the square. Three middle aged criminals are to be hanged. A small crowd has gathered. 3d6 guards are in attendance, along with the burly, hooded executioner. There is a 50% chance of a rescue attempt by related ne'er do wells.
49-50	A pile of dead, plague ridden bodies are stacked in a side alley, covered in sheets. One body has rolled off the pile, an ornate bracer still clasped to its arm.
51-52	An old crone, *Madame Eshorri*, is reading the tarot on a rickety table. The woman is in fact a genuine soothsayer and channels the fates. Any traveller having their fate read has an even chance of either increasing or decreasing their current *Luck* by 1 point.
53-54	A blood moon (lunar eclipse) occurs, with many folks invoking strange, superstitious rites to ward off evil, such as driving away any cats, lining their doorways with salt, marking the forehead with blood, carrying obvious silver, and so on. There is a 50% chance of a *Lycanthrope* hunting tonight in an especially ferocious manner.
55-56	An elderly street dog with a grey snout and one eye takes a liking to one of the travellers, and begins following him or her around. The dog is actually a canny and ferocious fighter. If befriended, the dog will fight to protect its bipedal pack mates.
57-58	A miserable, driving rain falls, making the road slippery and riddled with deep puddles.
59-60	A plague of mimes has descended on this street. Their mute performances range from poor to painful.
61-62	A riot has broken out in this square and adjoining streets. 2d100 furious dock workers or other labourers have taken up arms against their guild leaders and the town authority that supports them. The riot is reaching a crescendo such that the 5d6 guards will shortly lose control.
63-64	A beautiful man (*Aros*) or woman (*Odea*) walks by, drawing the eye of local admirers. He or she is a skilled actor and impersonator.

65-66	A middle aged merchant named *Thelsa* is selling books and maps from a covered stall. She is also an excellent forger and produces false party invitations, letters of introduction, identity documents and so on for discreet clientele.
67-68	6d10 members of three rival parties (barbarian clans, street gangs, religious orders, mercenary companies) have broken into a massive fisticuff, turning the street to chaos. No-one has drawn steel yet, but things are escalating quickly.
69-70	A whipcord teenager with red hair (*Bjernvin*) sprints towards the travellers clutching a pouch. 50 ft behind, a portly stall keeper (*Yornic*) struggles to keep up, yelling "Thief! Thief!"
71-72	A young man (*Carrex,* a noble) in fine clothing staggers in a cluttered ally and collapses. A pool of blood quickly forms beneath him.
73-74	A skilled hypnotist, *Alal the Mysterious*, is performing a show for a small crowd. In addition to his mundane skills, *Alal* has recently learnt to cast *Gaze of Beguilement* once per day.
75-76	A deafening explosion rocks the surrounding area, causing tables to shudder and clothes lines to snap. A thick plume of smoke billows from a nearby tower.
77-78	A small monkey has escaped her enclosure and springs from behind a barrel, wriggling into a traveller's backpack to hide. A handsome but furious travelling performer appears moments later at the end of the street with a small net, obviously searching for something.
79-80	Two elderly men (*Sodan* and *Mitro*) sit opposite each other playing chess outside an inn. Their glasses are empty and they do not speak, but they smile as they study the board.
81-82	A fog (50% light, 50% heavy) rolls in off the docks or adjoining land. There is a 70% chance of a lone *Will o' wisp* following it at dusk.
83-84	Two horses, carriages or chariots are racing down the street, two young nobles from opposing houses at the reins.
85-86	A body crashes to the ground in front of the travellers with a horrendous thud! Looking up, 1d3 humanoid shadows can be seen making a quick getaway across the rooftops.
87-88	The elderly merchant *Castin* has a single glass orb on his table stall. A number of potential customers inquire about the item, but are quickly turned away. If the travellers inquire, Castin says "The orb is not for sale, but it is time for me to part with it. The real question is, are you the one the orb waits for?"
89-90	A religious zealot is preaching from atop a wooden stool, inviting passers-by to prepare for the end of days, repent, welcome the Old Ones joyfully, etc.
91-92	A town crier is ringing his bell and declaring "The duke is dead!"
93-94	A procession of 3d6 priests and other religious officials makes its way down the road, offering blessings and scripture to interested passers-by.
95-96	The diminutive tax collector *Master Cruxus*, bearing the mayor's seal, makes a bee line for the travellers and asks to see their weapons & armour licences.
97-98	A thin looking tabby cat meows at one of the travellers, moving close to brush against his or her legs if given the chance. Both of the cat's ears have been cropped. If befriended, the cat becomes extremely loyal and has excellent hearing, eyesight and instincts for danger. He is happy to nap during the day and stay up at night, keeping watch over his human.
99-100	A blustering wind is blowing today, knocking light objects off tables and sending leaves and dust whirling across the ground.

1d20	DESERTS
1	A swarm of cursed scarab beetles burrows up from beneath the sands, seeking to infest the party's food, bedding and clothes. Each traveller must make a Will check or reduce their current and maximum *Luck* by 1 point until the curse is lifted.
2	An oasis with a watering pool and shady palms. The water is bitter but non-poisonous. There is a 60% chance of lurking predators (2d4 *Giant Crocodiles* (70%) or 1d6 *Giant Scorpions* (30%)).
3	A powerful sandstorm sweeps through the region. All travellers must make a *Luck* (Con) save or suffer 1d6 damage and 1 Con loss.
4	The unrelenting heat threatens to overcome even the most careful explorer. All travellers must make a Con check or suffer 2d6 damage.
5	4d6 *Skorn* raiders (60%) or 2d6 *Urgot* with an *Urgozer* (40%) have camped nearby, their tracks obvious. There is a 50% chance the humanoids are downwind of the party and have detected their scent.
6	3d10 *Human Berserkers* (60%) or 3d6 *Bandits* (40%) are looking for an easy raid.
7	3d8 animal headed humanoids (Jackal, Lion, Hawk, etc) wait for the travellers on a high dune or rise. They are guardians of a scared site and will seek an offering from the party as a tribute before they permit passage (as *Skorn*, but 3 HD, Int 11 and speak common, with senses of the relevant animal. They might also be *Lycanthropes*).
8	2d6 *Giant Worker Ants* (70%), possibly with 1d4 *Soldier* escorts (30%) are exploring this region. The odd clicking noises of their mandibles can be heard before they appear over the next dune.
9	2d4 *Giant Scarab Beetles* (as *Fire Beetles* but jet black) playing in the shadows of high dunes.
10	A 20 ft statue of a many headed serpent is half buried in the sand nearby. 1d6 *Giant Serpents*, and 1d4 *Serpentmen Hybrids* (*Ssurlocs*, 40%) have made a pilgrimage to the site, and are resting in nearby ruins.
11	A *Desert Bulette* bursts from the sandy drifts, intent on swallowing a PC before burrowing beneath the wastes.
12	1d6 *Giant Scorpions* crawl out of the sand, hoping to ambush their prey from behind.
13	3d6 *Cyclops* raiders are on patrol, ranging from a nearby oasis that they control. They might have a pet *Wyvern* with them (30%).
14	An *Air Genie* or *Fire Genie* guards a sacred site, most likely an oasis, ancient battlefield or cursed altar or rock formation. It demands a tribute (gold, gemstones, item of personal value) or a test (riddle, moral quandary, entertaining ballad) from all who seek to pass.
15	A destructive *Fire Elemental* ranges here, seeking to set everything flammable on fire; 10 HD (70%) or 15 HD (30%).
16	A desert *Hydra* prowls these wastes, digging a temporary burrow each day before it goes hunting at night. It leaves enormous tracks in the dunes or other wastes.
17	A *Purple Worm* hunts in this area, erupting from below to engulf its next meal. Large collapsed tunnels, circular and 15 ft wide, warn of its presence.
18	6 ft columns of salt rise from the sands, shedding wispy trails in the desert breeze. Despite the winds, the columns do not shrink or deteriorate. Ancient weapons and shields can be found half buried around the base of some of the columns.


DEAN SPENCER

19	A recent tremor or sandstorm has unearthed a humanoid statute with three beetle like heads holding a whip aloft. Beside the statue, carved steps from a previous age descend into a dark tunnel of worked stone.
20	A rocky outcropping rises from the sand, stretching 40 ft high to form a small plateau. Hand carved steps circle up to reach the top. At the uppermost edge, stones have been placed in small piles at irregular intervals.

1d20	JUNGLES
1	Poisonous vines or mind altering fungi spores, causing all travellers 1d6 damage and inflicting a moderate madness for 2d4 days. A *Luck* (Con) save resists.
2	A cloud of biting insects carries a rare disease. The adventurers must make a *Luck* (Con) save or suffer *Weeping Limbs* disease, causing nails to emit yellow puss and flake off (1d4 Dex loss over 1d3 days). An apothecary with the right healing herbs might be able to cure or delay the disease.
3	Pit traps with spikes, set by cannibals or territorial skorn, causing 1d8 damage or alternatively tree snares suspending travellers 6 ft in the air. A *Luck* (Dex) save resists.
4	5d4 *Projectile Leeches* lurking in the trees waiting to pounce (50%), or 3d6 *Urgot* (50%) with an *Urgozer* (30%) concealed behind a thicket of trees and vines.
5	5d6 *Skorn* are making a loud racket, crashing their way through the vegetation. There is a 50% chance the skorn are upwind and have caught the party's scent.
6	5d6 *Man Eating Monkeys* are in the trees, stalking the travellers and hoping to drop upon them unawares (ideally when they sleep).
7	2d12 *Giant Centipedes* are crawling through the undergrowth, looking for a warm body to implant their eggs into.
8	2d6 foraging *Giant Worker Ants* (70%), possibly with 1d4 *Soldier* escorts (30%), suddenly emerge from behind a cluster of 8 ft, broad leafed aroids.
9	A wild boar comes crashing through the undergrowth, thundering past the party at high speed. A few moments later, 2d4 *Tigers* (50% chance of 1d3 cubs) suddenly emerge in full stride. There is a 50% chance they abandon the boar and decide to eat the PCs instead.
10	5d6 *Flesh Eating Vines* (AC 12, 1 HD, 1d6+1 damage plus grabbed, Str 14) are growing here. They keep perfectly still until the party are amongst them before surging to life, desperate to strangle them and absorb their nutrients.
11	A nest of 1d6 *Giant Serpents* is located in the roots of some huge strangler fig trees. Their *Serpentman (Ssurloc)* handler might also be nearby (30%).
12	A band of *Serpentmen* (3d4 *Hraarsk* and 2d4 *Ssurlocs,* 10% chance of a *Noble (Razkarrt)*) are navigating through this area, on the way to a ley line junction.
13	One or more *Sabretooth Tigers* have been tracking the party for the last two hours, and are about to spring their attack (70% solitary hunter or 2d4 pack, including some cubs).
14	2d6 *Giant Apes* (see *Owlbear* variant) are lounging beneath some towering kapok trees. They are fiercely protective of their territory.
15	A ravenous 40 ft *Tyrannosaurus Rex* is rampaging through the area. It makes a lot of noise before it arrives, and smaller creatures such as boar and monitor lizards flee before it.
16	A *Hydra* lairs here in a subterranean cave or pool with a clutch of recent hatchlings. They are very hungry.
17	From the east comes the sound of hundreds of tribal drums (50% human cannibals, 50% *skorn*).

18	A 15 ft stone statute, carved in the likeness of a hybrid serpentman, stares imperiously, its fanged jaws agape. The base of the statue is wrapped in vines, but the plants appear carefully tended rather than overgrown.
19	A wooden hut is set into the branches of an enormous kapok tree high above. Vines twisted into knotted ropes hang down to 9 ft above the jungle floor.
20	The crack and crash of great trees being broken and hitting the ground echoes from the west. From here, distant treetops can be seen bending or buckling as something truly colossal makes its way through the jungle. A humanoid scream begins and is quickly cut off.

1d20	FORESTS & WOODLANDS
1	Poisonous trees, vines, undergrowth or noxious spores, causing all travellers 1d6 damage and 1 Con loss (50%) or a serious madness for 1d6 days (50%). A *Luck* (Con) save resists.
2	A branch of deadwood falls from a diseased tree, causing 1d6 damage to a single traveller. A Dex check resists.
3	A female barbarian (*Irit*) is struggling against a tree snare that is suspending her 10 ft in the air, setting off some wooden chimes. In 2d4 rounds the 2d6 *Ogres* that set the trap arrive to investigate.
4	5d4 *Giant Rats* (70%) or 3d4 *Dire Rats* (30%) are scavenging here, snuffling about. If the party are being noisy, they hide in the shadows. The giant rats try to snatch any food in the party's backpacks, or take a bite out of an arm or leg, then flee. *Dire rats* try to drag one of the party away.
5	4d6 *Skorn* (60%) or 2d6 *Urgot* with an *Urgozer* (40%) are camped here at a small pond. They are in a foul mood, having failed to catch any food today. Perhaps their luck is about to change.
6	A flock of 3d6 *Vampire Bats* are hanging high in the trees, making the occasional flutter with their wings. They watch the party warily, but do not attack unless the travellers are sporting obvious, bloody wounds.
7	Wolf howls fill the air an hour before a pack of 3d4 *Wolves* (70%) or 2d4 *Dire Wolves* (30%) appear through the trees, surrounding the party. The alphas know the weakest of the pack are near starvation and won't leave without something. They might be appeased by throwing food, or horses, at them.
8	Thick, sticky webbing covers the ground and lower branches of this heavily wooded area. In the shadows of the higher branches, 2d4 *Giant Spiders* are lurking.
9	A giant ant nest is beneath the earth nearby. 2d6 scouting *Giant Worker Ants* (70%), possibly with 1d4 *Soldier* escorts (30%) can be heard chittering beyond some nearby trees. Starting a battle here will draw more ants from the colony.
10	2d4 *Fire Beetles* are laying eggs here in the undergrowth. They do not wish to be disturbed and will drive off any curious interlopers.
11	1d6 *Giant Serpents* are slithering through the undergrowth or winding through branches in the trees. There is a 50% chance they have spotted the party and try to ambush them. Otherwise, their hissing can be heard before they are seen (Perc (Detection) check).
12	A curious creaking and scratching noise can be heard in the next swath of trees. A towering *Owlbear* (50%) or mated pair (50%) are itching their backs on massive tree trunks.
13	Small black and white mushrooms foreshadow an enormous, two ft mushroom with red spots growing in this darkened corner of the forest. There is a 50% chance the giant mushroom puffs out a cloud of spores, requiring a *Luck* (Con) save to avoid a serious madness for 1d6 days.
14	During the night, 2d6 pitch black *Shades* silently emerge from between the trees, swiftly gliding towards the party sentry, eager to drain their lifeforce.

15	A grove of 1d4 *Bloodroot Treants* are masquerading as trees. An astute observer might notice their subtle leaf or branch signalling.
16	A very old, stone arch bridge stretches across a long, dry riverbed. In centuries past, druids used the bridge to commune with distant spirits. Attempting to cross the bridge has a 50% chance of summoning dark entities from across the Veil (as DDM check entry 11).
17	A lone tree, gnarled and white, spotted with age, stands in a clearing. Something is carved in the tree, but it's hard to tell what from afar. A fey might reside within or nearby, willing to swap information for stories of the outside world. Or perhaps the tree is cursed, or good fortune, imparting such to any who touch it.
18	A sinkhole has opened beside an arrangement of man sized stones. Scraping away some moss reveals runes from a forgotten fey race. At the bottom of the hole, earth covered steps lead down into ancient darkness.
19	A trio of dilapidated thatched huts sit in a small clearing beside a bubbling brook. Five burial mounds can be seen beside the houses.
20	Wisps of light circle high out of reach in the tree branches above, following the party. They seem to resonate an ethereal hum, a sorrowful dirge that rises and falls with the breeze.

1d20	MOUNTAINS & HILLS
1	*Rockslide!* All travellers must make a *Luck* (Dex) save or suffer 2d6 damage. If damage of 10+ is rolled, a Con check is also required to avoid rolling on the *Injuries & Setbacks* Table.
2	Set into the mountain side is a dim, 10 ft tall tunnel. Guttering torchlight can be seen within. The entryway is ringed with bronze verdigris capstones, warded against intruders. Any non-cyclops who attempts to enter must make a *Luck* (Will) save or suffer 2d6 cold damage.
3	A steep slope or cliff like ridge must be climbed, requiring a Str (Athletics) check. If failed, the traveller is exhausted by the time they reach the top, suffering 1 Str loss.
4	Flickering torchlight can be seen from a large cave mouth. 4d6 *Skorn* (60%) or 2d6 *Urgot* with an *Urgozer* (40%) are inside, taking a brief respite. There is a 50% chance of a sentry keeping watch.
5	2d4 diminutive *Xornlings* are blending into the rock face here, hiding behind loose scree. They can smell any precious metals or gems carried by the party, and will try to sneak into their packs or pouches to eat them.
6	From around a long bend, quarrelling in broken, guttural common can be heard. 2d6 *Ogres* are fighting over whether they should continue in the same direction or change heading. There is a 50% chance the ogres are upwind and smell the party coming, in which case they suddenly go quiet.
7	A flock of 2d6 *Griffons* (50%) or 2d6 *Harpies* (50%) begin circling high above the party, riding the currents. They observe them for a time, gauging their prospects of a successful raid.
8	1d8 *Minotaurs* are hunting in the area, keenly sniffing the air for the scent of man flesh. They live in a nearby ravine containing the bones and gear of prior meals.
9	1d3 *Grey Ooze* lurk in shallow depressions, mimicking small, polluted pools.
10	1d6 *Giant Scorpions* are feasting on a dead skorn, which they are pulling apart with their massive pincers. Another meal of juicy humanoid flesh would not be unwelcome.
11	3d6 *Cyclopes* are roaming here, following orders to scout the area. Looks like their soothsayer was right after all; there are humans present to feast upon.
12	1d4 *Goblins* come rushing around the bend in the trail, breathing hard, moving straight past the PCs if permitted. 1d12 *Hill Giants*, also short on breath, come hurtling around the bend a few moments later.

13	Snuffling, cracking and grinding sounds can be heard up ahead. On a high ledge further along are 1d4 *Manticores*, devouring the remains of an unlucky barbarian. Depending on the number of manticores, they might welcome more food.
14	A hungry *Bulette* bursts from the earth, showering the adventurers with rocks as it tries to bite one in half.
15	1d6 *Hill Giants* are waiting in ambush on this mountain path. There is a 50% chance of hearing them complaining how hungry they are, tipping off any would be prey.
16	1d4 *Wyverns* use these mountain tops as their hunting grounds. They are particularly fond of snatching up metallic humanoids and dropping them from a great height to crack open their hard shells.
17	On a stony escarpment, a 100 ft latticework of small trees and boulders forms a gigantic nest. Dark grey feathers, 12 ft long, litter the ground. If the centre of the nest is explored, three 4 ft eggs can be found hidden beneath a bedding of leafy shrubs.
18	Dozens of campfire smoke columns can be seen wafting over a high ridge to the north.
19	A tall obelisk with ancient silver markings rises from the depths of a shallow crater. The floor of the crater is mirrored, reflecting the stars and moon overhead.
20	A small, low lying cloud seems to be following the party, matching their speed and direction. As each hour passes, it slowly descends, drawing nearer.



1d20	OCEANS, LAKES & RIVERS
1	A powerful storm with heavy rain and high winds blows in. Watercraft might become damaged, and unsound craft threaten to break apart. Visibility is reduced and checks to retain steady footing are made at disadvantage while the storm rages.
2	The region of water is becalmed, stranding sailing vessels without oars. The travellers must make a group *Luck* save each day to determine whether the winds return.
3	Viking like raiders in a longship (3d20+40 crew, including rowers) appear on the horizon, changing course to intercept the travellers.
4	2d6 dolphins, seals, otters or other inquisitive but harmless marine life takes an interest in the travellers.
5	A damaged merchant caravel from a nearby port or village, or another water craft, bobs in the current, half submerged. There is a 50% chance of 1d4 survivors with a ghastly tale to tell.
6	5d4 water *Sprites* take an interest in the travellers, swimming alongside or climbing aboard the PCs craft to cause mischief.
7	A *Kronosaurus* (see *Giant Crocodile* variant) surfaces nearby, slowly turning to its gaze to fix upon the party's ship. If the PCs seek to flee, a successful Party Retreat check means the winds are with them, or the behemoth is distracted by some other prey.
8	2d6 *Sea Trolls* (as *Troll* but hooked tentacle arms, and swim 40 ft) intercept the vessel and cling to the hull beneath the water. In the dead of night, they scale the ship and attempt to eat everyone.
9	A thick fog rolls in, reducing visibility to 90 ft. There is a 50% chance 2d4 *Will o' Wisps* emerge from the fog, keen to torment the crew or distract them long enough to ground them on a nearby reef.
10	A *Pirate Ship* (carrack, crew 2d10+40 pirates) appears on the horizon and gives chase. There is a 50% chance they are slavers, otherwise they leave no survivors.
11	A *Blue Hag* (as *Hag*, but amphibious and may spend an action to generate the following spell like effects once per day: *Gaze of Beguilement, Writhing Fog* (but affects a 1 mile diameter), *Strands of Ensnarement (made of seaweed), Soothing Edict, Hedge of Twisting Thorns (Coral), Blast of Frozen Ruin*) follows the ship for a time, hoping for the opportunity to snatch one of the crew and eat them.
12	An *Ochre Jelly* is swimming on top of the water, slowly undulating towards its next meal. It can slurp its way up the side of the ship without difficulty.
13	*Mutiny!* If the PCs have other crew aboard, 80% of them seek to seize control of the ship and change course for elsewhere. The losing side is killed or made to walk the plank!
14	1d6 *Wyverns* are hunting in the skies and decide the party are a potential meal worth investigating. They begin to slowly circle down towards them.
15	A saboteur has planted a slow acting poison in the ship's water supply or ration stores, spoiling them (an enemy of the PCs, the captain or other crew member). Everyone who has partaken of the ship's stores must make a *Luck* (Con) save each day or lose 1d2 Con (on a save, the poison subsides). An apothecary with the right healing herbs might be able to craft an antidote.
16	One of the crew has *Lake Pox*, a highly contagious skin disease that causes painful boils under the armpits, crotch and jaw (causing 1d3 Dex loss). The infected are contagious (airborne and touch vectors) for 1d4 days, and the boils disappear after 1d4 months. A *Luck* (Con) check resists. An apothecary with the right healing herbs might halve the duration.
17	A huge merchant galley (up to 300 crew), apparently in good condition, sits idle and seemingly abandoned. The flag displays the shackle icon of slavers.

18	The water surrounding the travellers turns jet black in all directions. Birds diving for fish do not resurface from the inky depths.
19	On the horizon, two cogs (approx 20 crew) are in the midst of a pitched battle with 1d3 pirate caravels (approx 30 crew).
20	A one of a kind hot air balloon ship flies overhead. The captain and his crew might be spying on the travellers, coincidentally passing through, or harvesting lightning from the clouds.

1d20	PLAINS & GRASSLANDS
1	*Wild fire* erupts in nearby grassland, sweeping through neighbouring plains, filling the sky with smoke and embers. There is a 50% chance the winds blow the fire towards the party. If so, a group *Luck* check is required to avoid being caught in the flames and suffocating smoke, causing 4d6 damage and requiring a roll on the *Injuries & Setbacks* table. Taking appropriate precautions grants advantage on the check (using a facemask, taking shelter in a trench, rock formation or pool, etc).
2	A band of 5d10 xenophobic barbarian riders appear in the distance. The travellers might be able to hide from them, negotiate passage, or neutralize the encounter in some other way.
3	1d6 *Giant Serpents*, or a single massive 16 ft specimen (10 HD), is slithering through the long grass, eager to locate their next meal.
4	5d4 *Giant Rats* (70%) or 3d4 *Dire Rats* (30%) are scavenging from a dead animal corpse. They might take their chances against a PC however, particularly if they can isolate a small or obviously wounded target.
5	3d10 *Skorn* hunters are loping through the grasses here, on the trail for fresh meat. There is a 50% chance they are upwind of the party and hiding in ambush.
6	Two rival packs of 3d4 *Wolves* (70%) or 2d4 *Dire Wolves* (30%) are fighting over hunting grounds, growling and snapping at each other.
7	2d4 *Centaurs* are on sentry duty in this region, which they have recently claimed as part of their ancestral territory. They are extremely hostile towards outsiders and will seek to drive them away, using their war horns to summon more of their kin if necessary.
8	Clouds roll in and a thick fog settles over the grasslands, reducing visibility to 60 ft. There is a 50% chance of 3d6 mounted tribesmen, *skorn* or *centaurs* in the fog.
9	2d4 *Giant Eagles* are wheeling overhead, descending from the thermals of distant peaks as they survey the grasslands for food. Their chicks are hungry.
10	A *Tiger* (70%) or mated pair (30%, possibly with cubs) are hunting in the long grass, stealthily stalking the rear member of the party.
11	2d4 boisterous *Ogres*, taunting a trussed up, captive barbarian (*Bok*), on the way back to their clan campsite to eat him.
12	A large pack of 3d4 *Wolves*, led by 1d4+2 *Dire Wolves*, are on the hunt, signalling to each other via howls. The *Dire Wolves* have developed a taste for human flesh and will not be distracted by horses, etc.
13	2d4 *Giant Wasps* are buzzing low across the grasslands, searching for some humanoid sized prey. If they manage to incapacitate a target, they will withdraw, carrying the unfortunate with them (for later eating and/or egg implantation).
14	A hungry *Bulette* is hunting here, evidenced by 6 ft wide holes scattered across the region (the tunnels have collapsed in on themselves).
15	A single *Bloodroot Treant*, masquerading as a large willow tree, hoping to lure a meal. Careful scrutiny of the tree reveals a number of bloodstained branches.

16	A warband of 4d8 *Ogres* are clashing with 5d10 mounted barbarians (50%) or *Skorn* (50%). If either side notices the party, they attack them too.
17	A wooden palisade 50 ft on a side has been erected here, protecting a large tent within. A solitary *Stone Golem* stands outside the entry gates.
18	A clear pond is located here. Wet humanoid footprints can be found nearby, circling the area. If the pond is explored, a dark underwater tunnel is discovered.
19	In the distance a single humanoid wearing an bird skull mask can be seen, raising her arms and voice to the sky. Moments later, a peal of thunder echoes overhead.
20	A 50 ft crater blackens the earth, at the centre of which lies a man sized meteorite of blue veined crystal. Serpent like tracks lead away from the mysterious rock.

1d20	ROADS & TRAILS
1	A broken down cart, filled with firewood and other timber. Two elderly wagoners (*Orson, Rubert*) ask for help to mend the axle and get them back on the road. The wagoners have lived in the region many years, and might have useful information.
2	2d4 *Adventurers* (p.225) chasing a rumour of lost treasure, magic or glory. They might invite the travellers to assist, consider them rivals, or ignore them, depending on the circumstances.
3	A thief (*Beth*) locked in a crow cage is dying of starvation. She pleads with the travellers to release her, in return for a service or secret information of a valuable nature.
4	4d6 local *Soldiers* or *Militia* on patrol. They don't suffer cheek.
5	A merchant caravan (1d8: cloth, wine, foodstuffs, oil, trinkets/art, tools, plants, other) with 3d6 guards.
6	3d6 pilgrims making their way to a near (or far) shrine or temple.
7	A carriage carrying a noble (*Lord Verne*), escorted by 3d4 knights or other heavily armed guards.
8	A robed woman with a shaved head on horse, escorted by three men with features reminiscent of a monkey, a pig and a fish. They are on a quest to locate some holy scriptures.
9	3d6 *Bandits* block the road, extorting a "road tax" from travellers. If asked how much, the leader *Grent* replies "*How much ya got?*"
10	A *Hag*, posing as an old crone, makes polite conversation with the party, hoping to gain their trust and accompany them for a time. When the opportunity arises, she attempts to eat one of them before escaping. She leaves behind an Evil Eye pendant, to spy on her pursuers should they track her.
11	3d10 barbarians (60%) or 4d6 *Skorn* (40%) have decided to risk raids on road travellers, despite the occasional guard patrols, in the hopes of earning more valuable booty.
12	1d6 *Wererats* (60%) or *Werewolves* (40%) in human form and posing as merchants, explorers, farmers, labourers, miners or artisans, attempt to befriend the party and accompany them for a time. If rebuffed, or when the opportunity arises (or at the next full moon) they attack.
13	2d4 beggars line the thoroughfare, asking for alms. One or more might belong to a network of spies, keeping an eye on the to-ings and fro-ings along the road.
14	A wagon carrying an undertaker (*Mr Tibers*) and a number of coffins. He is armed with a well used sword, but would like the party to act as his guards till the next town (his prior guards got into a

	drunken brawl and were arrested). The undertaker might be *Doppelganger*, hoping to kill one of the travellers and take his place, hiding the body in one of the coffins.
15	1d6 smugglers with a carriage or textiles wagons, secreting transporting (1d8: false papers, slaves, gems, counterfeit currency, poison, floor plans, maps, other). Nosey travellers might get a sword in the gut, or an invitation to help out for a cut, depending on the circumstances.
16	A saddled but rider less messenger horse thunders past, saddlebags intact. Half a mile up the trail is the dead messenger's body with a broken neck, as if thrown from his horse. A severed chain dangles from a locked forearm clasp.
17	2d6 wealthy tourists visiting from the neighbouring towns and villages. They are accompanied by 4d6 guards. They are in good spirits and happy to share stories with other travellers.
18	A troupe of 3d6 performers, artisans and bards. Some might be opportunistic thieves or spies on the side.
19	A detachment of 4d6 knights are urgently hunting a criminal, traitor, or other human enemy. They interrogate everyone they encounter for any useful information. There is a 20% chance one of the travellers resembles their quarry.
20	A *Bloodroot Treant* has taken up residence beside the road, masquerading as a normal tree. Tell-tale signs of blood can be found around the base of the tree.

1d20	SNOW & ICE
1	A terrible *blizzard* lasting many hours erupts. Unless the party can find or build adequate shelter, each PC must make a *Luck* (Con) save or suffer 1d3 Con loss.
2	*Avalanche*! Each traveller suffers 4d6 damage (*Luck* (Dex) save for half).
3	A *crevasse* breaks open beneath the lead traveller, who must make a *Luck* (Dex) save or fall to the bottom (1d10 x 10 feet deep).
4	3d10 Viking like raiders (as *Guardsmen*) are travelling across the horizon, pulling their gear on sleds.
5	A pack of 3d4 *Wolves* (70%) or 2d4 *Winter Wolves* (30%; as *Dire Wolves*) are tracking the party through the wastes, hoping the humans will suffer exhaustion before targeting the weakest member.
6	The smoke from a single campfire wafts into the air beyond the next rise. A mysterious explorer sits by the flames, a thick fur cowl pulled over their head.
7	2d4 *Ice Beetles* (as *Fire Beetles*, but deep blue and without any luminescence) are hibernating in frost covered shells. From a distance they look like 3 ft long snow mounds.
8	An encampment of 5d10 *Urgot*, led by an *Urgozer*, live nearby in a permanent hide skin encampment. In the desolate wastes, they practice dark and dangerous rituals, hidden away from the rest of the world.
9	2d4 *Frost Worms* (15 ft long, AC 15, 7 HD, 2d8 dmg) are burrowing their way through the surface ice or snow, attracted to the party's foot falls, hoping for a meal of warm flesh.
10	3d6 *Cyclopes* are scavenging here. They are outcasts from a large tribe in remote mountains, and are looking to resettle. They are in a ferociously foul mood.
11	Lurking beneath the snow or ice is a *Black Pudding* that burrowed up from the earth before falling into a dormant state. Travelers approaching within 20 ft have a 50% chance of awakening the starving monstrosity.

12	An *Ice Bulette* (as *Bulette*, but amphibious and immune to cold damage) hunts in this region. If burrowing up through ice, the travellers feel the tremors and cracks at least one round before it arrives (if burrowing up through clear ice, they will see it).
13	A lumbering, shaggy, vicious 14 ft *Yeti* prowls here, hoping for warm flesh to feast upon (as *Owlbear*, but double hit points, *Off Turn Attacks* and immune to cold damage).
14	A *Roc* flies far overhead, scouring the white wastes for a suitably sized meal (it usually hunts frost giants, polar bears or mammoths). Humans however make for good entrees.
15	1d10 *Frost Giants* are traversing the snow or ice fields, on their way to an important meeting with other giant kin. It's been a long time since humans were on the menu.
16	A 15 HD *Water Elemental* (quasi ice) is gathering strength here. Unlike most of its kind, it has developed a degree of intelligence (Int 4), and will attempt to communicate with the adventurers. It is interested to learn about what lies beyond the white wastes.
17	A *Purple Worm* lies dormant beneath the ice, waiting for travellers of sufficient size or noise to awaken it.
18	A serpent like cave mouth is set into a rise, ridge or escarpment. Flickering torchlight can be seen within.
19	A ring of humanoid statues, seemingly made of ice, encircle a black, altar like rock. A yellowed, bone drinking horn sits atop the altar, covered in frost.
20	A breaking glacier has unearthed a metallic, 40 ft cylindrical object, mostly (or entirely) encased in a shelf of deep ice.

1d20	SUBTERRANEAN
1	*Rockfall!* The adventurers must make a group *Luck* (Dex) save or suffer 2d4 damage and roll on the *Injuries & Setbacks* table.
2	Tremors have opened a large *crevasse* here, blocking the way. The crevasse is 1d4 x 10 ft wide and 1d10 x 10 ft deep. There is a 50% chance something awful climbs out of it.
3	A rare underdark wind rips through the passage, automatically extinguishing all non-magical lights. There is a 30% chance a *Green slime* coincidentally drops from the ceiling to attack.
4	4d6 *Skorn* (40%) or 2d6 *Urgot* with an *Urgozer* (60%) are either exploring these tunnels, or their skeletons lie dead on the floor, killed by some unknown beast (1 x Carry Loot).
5	Webs are strung across much of this area, on the walls, floor and ceiling. 2d4 *Giant Spiders* are either lurking in webs (50%) or hidden behind trapdoors concealed in the wall or floor (50%, a Perc (Detection) check notices the outlines of the burrow doors).
6	2d12 *Giant Centipedes* are crawling across the ceiling, antennae twitching for food. They might be driven off if branded with open flames such as torches.
7	2d4 patches of *Yellow Mould* are growing in dark corners (or are in stasis like dormancy, if no food sources are available).
8	A *Grey Ooze* is silently stalking the passages here. It uses its Emotion Burst ability to try and confuse or isolate a member of the party before it attacks.
9	A tremor releases a pocket of flammable gas in the party's vicinity. The gas is clear but may be detected by scent with a *Perc* (Detection) test. If any flame based light sources are not extinguished in 1d4 rounds, the gas explodes for 2d4 damage (the light source is destroyed).
10	2d4 *Mushroom Men* (sentient walking toadstools, AC 10, HD 4, 2d6, Mv 20 ft, stick to target on Nat 19) are hibernating in this chamber, surrounded by many smaller varieties of fungus and mould. If the party lingers here, they awaken within 1d4 rounds.

11	An *Ochre Jelly* (60%) or *Black Pudding* (40%) is searching for flesh to consume, undulating along a corridor wall or rooftop.
12	1d6 *Plague Worms* are moving through these tunnels, tasting the air for the scent of succulent flesh.
13	A *Basilisk* has made its home in the walls nearby, digging itself a large cavity to sleep in. Scattered about the area are the remnants of old petrified meals.
14	A mould known as *Miner's Woe* is growing nearby. Its airborne spores require a *Luck* (Con) save to avoid suffering a wheezing, hacking cough developing over the next 1d6 x 10 mins. The condition imposes disadvantage on endurance related tests and the sufferer speaks in whispers only, lasting for 1d4 days. An apothecary with healing herbs might reduce the duration by half.
15	A *Tentacle Spawn* (70% single or 30% 1d4) is exploring this area, expanding its knowledge of near surface tunnels. If it thinks it can prevail, it will gladly take the opportunity to devour some surface dwellers' brains.
16	1d6 *Rock Eaters* (as *Ogre*, but four clawed limbs causing 1d6 damage, burrow 20 ft), burst from the walls, ceiling or floor, homing in on the resonance of the party's precious metals.
17	A pile of earth and rock the size of a large wagon is lumped against a wall. The 10 HD *Earth Elemental* is replenishing its strength from nearby stone, which slides across the walls and floor to merge with it. It is in a quasi sleeping state and will be very surly if disturbed.
18	An empty well or narrow vertical chute sits in the middle of a small chamber. If travellers listen carefully, they might hear clanking and grinding noises echoing from deep below.
19	A 6 ft ceramic red devil face, with a wide open mouth, is set into the wall. The mouth is large enough to crawl into. The interior of the mouth is unnaturally black, as if somehow absorbing nearby torchlight.
20	A naturally formed side tunnel opens up into a gigantic cavern filled with a still, dark lake, in the centre of which is a small forest of giant fungi. Within the fungi rises a 40 ft, golden monolith with a crenelated top.

1d20	SWAMPS
1	*Quicksand* pool. The leading traveller must make a *Luck* (Dex) save or be sucked underwater, suffering 1 Con loss in the scramble to escape.
2	*Stinging insect swarm.* Each adventurer must make a *Luck* (Con) save or contract *Febrile Rot*, a feverish wasting disease, suffering 1d4 Str loss each day (save each morning to end). An apothecary might be able to cure the disease with the right healing herbs.
3	*Poisonous bog fumes.* Each traveller must make a *Luck* (Con) save or suffer 1d6 damage and a mild madness (p.163) that persists for 1d4 months.
4	3d10 ravenous *Stirges* descend on the party in a buzzing swarm.
5	3d6 *Skorn* (60%) or 2d6 barbarians are hunting in the area, using drums or horns to signal to each other. If combat begins, the other half of the war party (similar numbers) appears as reinforcements in 2d6 rounds.
6	5d4 *Projectile Leeches* lurking beneath shallow pools (50%), or 2d12 *Giant Centipedes* are concealed in ferns and bracken (50%).
7	A curious fog descends on the moorlands that persists for 1d4 hours. There is a 50% chance 2d4 *Will o' Wisps* appear from the gloom, hoping to lure travellers into sink holes or quicksand.
8	4d4 *Serpentmen* (Hraarsk), possibly with 1d4 *Ssurlocs* (40%), are ranging far from their lair, scouting the area for signs of ley lines.

9	2d4 *Giant Crocodiles* lie in ambush, fully submerged in the filthy swamp water but for their nostrils.
10	A nest of 1d6 *Giant Serpents* can be found nearby, including 1d4 baby serpents and 1d4 unhatched eggs the size of a man's hand (worth 1d4 x 100 gp each to the right buyer). The serpents will defend their brood at all costs.
11	*Hags* live nearby in a ramshackle hut made of mud bricks; either one (70%) or a coven of three (30%). There is a 50% chance the hags foresaw the party's arrival, and are waiting for them with a prophetic message, threat or offer of mutual gain.
12	1d12 *Moor Trolls* wander these fens, searching for sentient flesh to feast upon. When pickings are scarce, they go into a state of dormancy and sink beneath the watery mud, waiting for prey to rouse them.
13	1d4 *Hammer Snails* come surging out of a wide thicket of bracken, crowberry or scattered birch trees, gliding towards the party with a sickening slurping noise.
14	2d6 amphibious *Giant Eels* (as *Giant Serpent* but Swim 40 ft, and electric shock instead of poison) emerge from dank, clouded pools, hoping to take a bite out of the adventurers before fleeing back into the muck.
15	A grove of 1d4 *Bloodroot Treants* are masquerading as bald cypress trees. They attempt to drown passers-by in shallow pools. Their red stained roots might tip off the wary.
16	1d8 *Claw Toads* are croaking loudly in the area, signalling to each other to gather for spawning, or alternatively to feast on the adventurers (or both).
17	A gigantic, half submerged dragon skeleton lies in the water. Although ancient and highly decomposed, a handful of scales remain intact, and could be worked into a shield, breastplate or helmet (any special properties at the GM's discretion).
18	A 10 ft wide pile of green brown refuse sits in the middle of a dark pool. Careful examination of the pile reveals a number of shiny objects within. Anyone approaching might notice ripples in the water, or tremors from the pile itself.
19	An ancient mangrove tree has carvings of capering, demonic frogmen lording over humans. A number of roots have merged with an oaken chest (1 x Valuables p.261), sealing it shut more securely than any lock. There is a 50% chance 2d4+1 *Swamp Goblins* are nearby the sacred ground, preparing to enact loathsome rituals.
20	A wooden hut stands elevated on stilts within a bog cluttered moor. Smoke rises from a small chimney, and light flickers behind a set of shutters. The insects here are eerily silent.



HIRELINGS

Hirelings come in two varieties: (i) *mercenaries*, typically rash fodder with sharp steel and dull wits, and (ii) *non-combatants*; desperate souls willing to risk life and limb as torch bearers, porters, guides, etc, for hard coin.

Roles

Generally speaking, hirelings are willing to perform their specific role as agreed (and set their fee to). Non-combatants might be willing to perform other relatively safe roles if capable (eg a torchbearer might act as a porter if he doesn't have a bad back, but not a guide, since he knows nought about pathfinding), but will not fight unless cornered, and then only to save their own skin.

As a rule of thumb, hirelings won't do anything the PCs aren't willing to do themselves (eg requests to "walk down this passage and check for traps" are likely to be met with "you first, boss").

Mercenaries are slightly different (apart from the smell). They mean to fight, and expect to be put in peril, but they didn't sign up for shoving fingers in locks, pulling on suspicious levers, or deciphering tedious puzzles. Sellswords sign on for glorious combat and valuable experience, and won't agree to being trap monkeys or campfire cooks. Then again, some offers are hard to refuse; they might just be cajoled into something stupid in special circumstances (GM discretion).

How Many?

At the beginning of an adventure (or at suitable break points determined by the GM), up to 1d4 + Cha mod retainers are available for potential hire (and "trust" the PC enough to risk accompanying them). The process of buying drinks/making inquiries/vetting potential hires usually takes 1d3 days, and costs 2d10 gp. Urgent recruitment of hirelings might be possible at higher cost (GM's call).

A PC with the Leadership skill gains a +1 bonus on the above roll, and the GM might apply other modifiers depending on circumstances (eg recruiting at a small outpost might impose disadvantage). Each hire has an even chance of being a mercenary or a non-combatant, subject to circumstances (eg: if a PC goes out of her way to hire bodyguards from a mercenary company, then all hirelings will be sellswords).



How Much?

Cost is for the GM to determine, taking into account the region's usual price lists, how much gold the PCs have, where they are, nature of the job, etc. As a rule of thumb however, mercenaries cost 10 times (or more) as much as a non-combatant, and most hirelings require half up front. In the *Midlands* for example, mercenaries generally cost 5 gp/day, and non-combatants 5 sp/day.

Name, Sex & Age

The average hireling is 3d10+16 years old. Three name tables are provided below, including male and female (f). The table below presents names

for the humancentric *Midlands*, split between the five main cultures: *Midlanders*, *Nydissians* (n), *Varnori* (v), *Karoks* (k) and *Thuels* (t).

NAME & SEX (Humans)			
1-2	Erik	51-52	Falker
3-4	Brigley	53-54	Boris
5-6	Gorath	55-56	Gorven
7-8	Numitor (n)	57-58	Sextus (n)
9-10	Maarika (v,f)	59-60	Lagertha (v,f)
11-12	Costana (k,f)	61-62	Ettore (k)
13-14	Krul (t)	63-64	Sula (t,f)
15-16	Robek	65-66	Crowe
17-18	Torin	67-68	Terrin
19-20	Eloise (f)	69-70	Brogen
21-22	Pax (n,f)	71-72	Iovis (n,f)
23-24	Herotta (v,f)	73-74	Luta (v,f)
25-26	Donoso (k,m)	75-76	Mercado (k)
27-28	Grubak (t)	77-78	Hothra (t,f)
29-30	Vance	79-80	Ayleth (f)
31-32	Carter	81-82	Wick
33-34	Daria (f)	83-84	Carver
35-36	Ferox (n)	85-86	Avenius (n)
37-38	Yorri (v)	87-88	Arnolf (v)
39-40	Marente (k)	89-90	Garcilo (k)
41-42	Jugath (t)	91-92	Orok (t)
43-44	Merek	93-94	Annas (f)
45-46	Thea (f)	95-96	Dain
47-48	Corvex (n)	97-98	Tybalt
49-50	Sigfurd (v)	99-100	Ruen

The second name table (d66) provides for Elves (e), Dwarves (d) and Halflings (h).

NAME & SEX (Demihumans)			
11	Tilwen (e)	41	Dagira (d,f)
12	Illorae (e,f)	42	Torvic (d)
13	Erelith (e)	43	Strom (d)
14	Jasildyr (e)	44	Grilmek (d)
15	Yulthiel (e,f)	45	Frun (d,f)
16	Norfindas (e)	46	Dunwul (d)
21	Varandil (e)	51	Ramble (h)
22	Galawyn (e,f)	52	Wilt (h)
23	Miramor (e)	53	Frosco (h)
24	Sorbrindil (e)	54	Pira (h,f)
25	Carae (e,f)	55	Filbert (h)
26	Nivinie (e,f)	56	Tolf (h)
31	Melgur (d)	61	Gilly (h,f)
32	Onek (d)	62	Welby (h)
33	Dunkar (d)	63	Bargus (h)
34	Borgrim (d)	64	Kepli (h,f)
35	Balorn (d)	65	Crista (h,f)
36	Haelia (d,f)	66	Gert (h)

The third names table (d66) produces a series of nicknames in the "common" tongue.

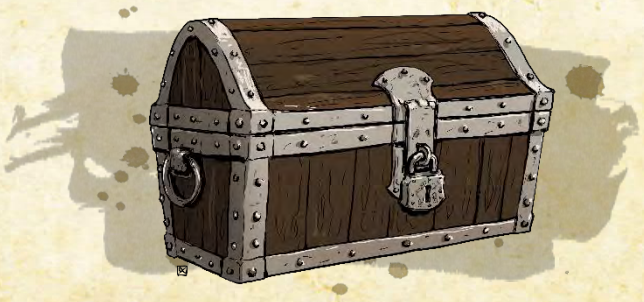
NICKNAMES			
11	Mad Dog	41	Highpants
12	Lucky Top	42	Tweety
13	Ballsy	43	Foxy
14	Crane	44	Duke
15	Twinkle	45	Gummy
16	Brick	46	Noggin
21	Princess	51	Ratsack
22	Kiddo	52	Crusher
23	Butcherboy	53	Slick
24	Mother	54	Ziggy
25	Lugnut	55	Flash
26	Sparra	56	Old Head
31	Nugget	61	Slumsy
32	Lil' Fella	62	Big Unit
33	Pigsy	63	Smirk
34	Nimble	64	Knuckles

35	Beerslave	65	Boondog
36	Rube	66	Pixie

Background

Hirelings are commonly from the lowest rungs of society, emboldened in their quest for coin. Additionally, most mercenaries have some combat experience (roll 1d8: (i) ex-city watch, (ii) ex-militia, (iii) bodyguard, (iv) pit fighter, (v) ex-soldier, (vi) thug (vii) ex-pirate (viii) green recruit).

BACKGROUND			
11	Pickpocket	41	Beekeeper
12	Rat Catcher	42	Leech Collector
13	Grave Digger	43	Stable Hand
14	Beggar	44	Bone Grubber
15	Busker	45	Deserter
16	Street Walker	46	Thatcher
21	Fishmonger	51	Cobbler
22	Skinner	52	Wagoneer
23	Slave	53	Limeburner
24	Alley Thug	54	Organlegger
25	Lay Preacher	55	Ploughman
26	Woodsplitter	56	Scullion
31	Ditch Digger	61	Mudlark
32	Street Sweeper	62	Swineherd
33	Bar Wench	63	Fur Trapper
34	Yellow Lotus Addict	64	Fuller
35	Chimney Sweep	65	Gong Farmer
36	Mutineer	66	Hangman



Hireling Quirks

The quirks below are skewed towards the kinds of fortune hunters, outsiders and other desperados willing to accompany unpredictable adventurers into the dark places of the world.

QUIRKS			
1-2	Loose Canon	51-52	Dimwitted
3-4	Short Fuse	53-54	Joker, Prankster
5-6	Cruel	55-56	Blackmailer
7-8	Deceptive	57-58	Sneaky Git
9-10	Cynical	59-60	Lotus Addict
11-12	Brutish	61-62	Pagan
13-14	Greedy	63-64	Sly
15-16	Callous	65-66	Reckless
17-18	Hears Voices	67-68	Grieving
19-20	Shameless	69-70	Haggler
21-22	Overconfident	71-72	Indebted
23-24	Argumentative	73-74	Babbler
25-26	Pilferer	75-76	Schemer
27-28	Death Wish	77-78	Godless
29-30	Bloodthirsty	79-80	Sassy
31-32	Outspoken	81-82	Blamer
33-34	Woefully Naïve	83-84	Ruthless
35-36	Snarky	85-86	Selfish
37-38	Mirthless	87-88	Lazy
39-40	Blissfully Ignorant	89-90	Rowdy
41-42	Withdrawn	91-92	Blunt
43-44	Bawdy Singer	93-94	Jaded
45-46	Alcoholic	95-96	Foul Mouthed
47-48	Religious Zealot	97-98	Daring
49-50	Tireless Optimist	99-100	Iron Grit

Hireling Traits

The traits table (d100) includes a mix of humorous, curious and distinguishing oddities, some suited to the rigours of adventuring, and others not.

TRAITS			
1-2	Random Disease	51-52	Face/Neck Tattoo
3-4	Pockmarked	53-54	Stark white Hair
5-6	Ugly Mug	55-56	Elderly
7-8	Missing Ear	57-58	Bald/Hairless
9-10	Scruffy	59-60	Sumo Size
11-12	Thievery Brand	61-62	Young (12+1d4 yrs)
13-14	Missing Teeth	63-64	Wheezy
15-16	Limp or Pegleg	65-66	Half Skorn (Str, Con 15)
17-18	Whispers	67-68	Hacking Cough
19-20	Six Fingers on One Hand	69-70	Nose/Ear Ring
21-22	Pox, Warts, etc	71-72	Androgynous
23-24	Pet Bird, Snake, Rat, Lizard, etc	73-74	Massive Eyebrows
25-26	Half Dwarf (Con 15)	75-76	Hook Hand
27-28	7 ft Giant (Str 17)	77-78	Drooping handlebar moustache
29-30	Scar on neck, arms, etc	79-80	Mismatched Irises
31-32	Foul Odor	81-82	Huge Hands, Feet, Nose, etc
33-34	Doesn't wear pants	83-84	Lisp
35-36	Hard of Hearing	85-86	Lice Ridden
37-38	Loud Talker	87-88	Body Tattoos
39-40	Eye Patch	89-90	Bad Wig
41-42	Hunchback	91-92	Cat like Reflexes (Dex 15)
43-44	Bad Breath	93-94	Broken Nose
45-46	Lazy Eye	95-96	Crude Eyeglass(es)
47-48	Massive Beard	97-98	Twins (two for one)
49-50	Hairy Palms	99-100	Mute



Gear

In addition to everyday items, non-combatant hirelings may use light armour, one handed melee weapons, and slings (roll 1d4 for starting gear).

Mercenaries may use any weapon, light or medium armour, and shields. The table below provides starting gear (roll 1d12, plus dagger). Naturally, PCs may buy better gear for their hirelings. Pets do not come with barding (left to the GM as to availability, cost, etc).

STARTING GEAR	
1	*Non-Combatant*: no armour, knife. *Merc*: light armour, shortsword.
2	*Non-Combatant*: no armour, club.

	Merc: light armour, flail.
3	*Non-Combatant*: no armour, staff *Merc*: light armour, shield, spear.
4	*Non-Combatant*: no armour, sling. *Merc*: medium armour, heavy mace.
5	Medium armour, shield, shortsword, 1d3 light axes.
6	Medium armour, spear, 1d3+1 javelins.
7	Medium armour, shield, longsword/battle axe/mace/hammer
8	Medium armour, polearm.
9	Medium armour, great sword/axe/hammer.
10	Light armour, shortsword, short/long bow, 20 arrows.
11	Medium armour, heavy crossbow, 20 bolts.
12	Heavy armour (proficient), shield, longsword/battle axe/mace/hammer.

Catchphrase

Hirelings might come with a catchphrase to further differentiate them (d100).

CATCHPHRASE	
1-2	Not how I'd have done it.
3-4	A shovel will sort it.
5-6	I can do it fast, or I can do it right.
7-8	You had one job.
9-10	Slackjaw scrumpy time.
11-12	If I was richer, I wouldn't put up with this sh*t.
13-14	We're all gonna die.
15-16	I like the gold more than I like you.
17-18	Can't hear you over my brain talk.
19-20	This is bullsh*t.
21-22	I survived the puss puddle plague. How bad can it be?
23-24	Argona save us.
25-26	Fangs of fate!
27-28	Hodorf.
29-30	Does this look swollen to you?
31-32	Permission to speak, boss?
33-34	We should never have come here.
35-36	I ain't got time to die.
37-38	Son of a scob must pay.
39-40	That's some bad juju.
41-42	Don't mention it.
43-44	It's like we're in some kind of sick game.
45-46	I never liked him anyway.
47-48	Ruuun!
49-50	Aw hell no.
51-52	Baal's balls!
53-54	Get to the horses!
55-56	Is it just me, or ...
57-58	You heard the lady.
59-60	Where to from here?
61-62	I didn't sign up for this.
63-64	This ain't good.
65-66	Well that's embarrassing.
67-68	I'm not dying in this scraghole.
69-70	Am I right?
71-72	Smells like a trap.
73-74	Runebones say no.
75-76	Thought I was smarter than this.
77-78	I don't trust any of you assholes.
79-80	I would if I could.
81-82	I feels it in me bones.
83-84	You got this.
85-86	I'm gonna need more gold.
87-88	If this ain't a trap, I don't know what is.
89-90	Storm's brewin'
91-92	I don't even want to know.
93-94	Better you than me.
95-96	Somebody oughta do something.
97-98	Right you are guv.
99-100	Say what now?

Pets

Pets are available to PCs at the GM's option, including war dogs, falcons, cats, snakes, etc. The following table provides some qualities (d66) to assist in personalising them. It is assumed players will name their own pets.

PET QUALITIES			
11	Dumb	41	Hyper
12	Ferocious	42	Insane
13	Hard to Kill	43	Fat
14	Sharp Ears	44	Relentless
15	Territorial	45	Sick
16	Affectionate	46	Clever
21	Protective	51	Climber
22	Cowardly	52	Lazy
23	Reckless	53	One Eye
24	Greedy	54	Playful
25	Hates Water	55	Skinny
26	Impatient	56	Sociable
31	Mangy	61	Shaggy
32	Very Quick	62	Sharp Eyes
33	Sneaky	63	Albino
34	Great Nose	64	Loud
35	Fearless	65	Very Strong
36	Digger	66	Loyal



Hireling Advancement

Hirelings (and perhaps pets) that survive an adventure gain an advancement on the following table at the GM's option (roll 2d6).

Hirelings who evolve into henchmen become 1st Level in an appropriate class, and are loyal to their PC if accepted. If a PC declines a henchmen, or if the henchmen has any outstanding payback (below), they depart on adventures of their own.

Henchmen gain experience/levels at half the PC's rate. Whether henchmen receive a share of party treasure etc is left to GM determination.

ADVANCEMENT	
2	Permanently gains one 1st level ability from an appropriate class.
3	Gains an appropriate skill and a *Reroll Pool* of 1.
4	Gains advantage on morale checks.
5	Treat as a PC for dying and injuries.
6	Gains a piece of useful gear.
7	Increase a random attribute by 2 (max 15, subject to GM approval re pets).
8	Gains a piece of useful gear.
9	Learns to use a new weapon.
10	Learns to use a new armour (inc shields).
11	Increase Max hp by 2 and treat as a PC for dying and injuries.
12	Transforms into a beautiful henchmen.

Payback

Hirelings treated poorly tend to react adversely over time, particularly mercenaries. At the GM's option, poor treatment might call for a 2d6 roll on the *Payback* table below.

PAYBACK	
2	A powerful friend of the hireling gets wind of their poor treatment (if not impossible), and organises some manner of revenge (blacklist, robbery, arson, arrest, possibly even assassins, etc).

3	The hireling leaves the party's employ, then attempts to blackmail the PC over some misdeed they witnessed or are aware of.
4	Word of the party's poor treatment of their hireling(s) makes its way to powerful people (if not impossible), marring the PCs' reputation in highborn circles.
5	The hireling actively works to undermine the PC behind her back. Within 4d6 hours, all of the party's hirelings become reluctant to assist the PC (might require Cha checks, etc).
6	The hireling suffers disad on morale checks until the end of the adventure or matters significantly improve (GM discretion).
7	Bites his lip and cops it, this time. Add +1 to the next *Payback* roll.
8	The hireling leaves the party's employ when back in civilization. He bad mouths them in taverns, etc, marring their reputation amongst commoners and merchants.
9	The hireling tries to steal something valuable from the PC (maybe some gold, a trinket, a gem, etc).
10	The hireling leaves the party's employ, and betrays them to a known enemy (if not impossible).
11	The hireling sabotages the PC's gear in some way (frays climbing rope, holes in waterskin, greases sword hilt, etc).
12	The hireling actively seeks to arrange the PC's injury or death. Eg a non-combatant might fail to pass on critical information, or lead the PC into an ambush. A mercenary might slit the PC's throat while on sentry duty, switch sides during a desperate melee, etc.

MADNESS

Some things are so shocking, such an affront to the natural order, that they threaten the minds of those who experience them. Depraved demons, grotesque monstrosities, impossible aberrations, and forbidden lore are just a few of the unhinging horrors adventurers might suffer.



The following rules are meant to add fun to the game. They are intended as an opportunity for players to temporarily mix things up, tainting their character's usual outlook with strange and possibly dangerous eccentricities. If your table is not interested in such things, feel free to ignore this section.

Madness Traits

When a character's sanity is threatened, a *Luck* (Will) save is usually permitted to resist. On a failure the adventurer develops a madness trait. The table below provides some examples, but GMs and players are encouraged to devise their own, tailored to the character and scenario at hand.

1d20	MADNESS TRAIT
1	"Do not be alarmed. The tremors and flashbacks come upon me every nightfall. They will subside by the morning."
2	"Something sinister is following us. Sometimes I catch a glimpse of it from the corner of my eye."
3	"Have no fear, my friend. I am the greatest warrior that ever lived. There is no foe we cannot overcome."
4	"I must close every door I walk through. It keeps the Old One at bay."
5	"This is no ordinary spider web. It is an ill omen. Five trapped insects struggling to be free, just as we five are trapped here in this forsaken ruin! We must turn back before it is too late."
6	"My apologies, please forgive my laughter. In recent times my sense of levity has become skewed. I understand this is a very serious situation. Do continue."
7	"I cannot abide the smell of beastmen any longer! The stink makes me wretch. I must leave this place or cut off my nose."
8	"I can't put my finger on it, but ever since [insert event] there has been something very wrong with [insert ally name]. Keep a close eye, sister."
9	"I grow weary of being exploited and taken advantage of all the time. From now on, I give the orders round here."
10	"Who is this burly dwarf with the broad axe? I think I would remember her if she were our ally as you claim. What sorcery is this? Who are you, wench!?"
11	"On occasion I lose the power of speech. Sometimes for days. They say I am cursed, or mad. Perhaps I am. But there is a secret in the silence, and I will be the one to uncover it."
12	"If I draw my sword, one of us must die. Such is the price that the Blood God demands. I dare not disobey."
13	"It is a curious thing, but the more I lie and exaggerate, the more others respect me."
14	"The more people I meet, the more I care only for myself."
15	"I keep my dear friend's ear with me always. As long as I have it, I know he can still hear me."
16	"I don't feel anything anymore. Not since [insert event]."
17	"Can you not see her? The cloaked woman in the shadow of the trees? Is she saying something, I can't make it out?"
18	"Bloodshed unleashes the demon within me. Keep well clear and loose the nets if I cannot shake the bloodlust once the last of our foes is dead."
19	"Sometimes I black out and wake up elsewhere, with no memory of how I got there."
20	"I am whispering because even here they are likely listening. You would be wise to do the same."

Madness Severity & Penalties

A madness usually begins at the minor severity level, presenting infrequently and at low intensity. Additional exposure to horror however, and failed *Luck* (Will) saves, may increase the severity of an existing madness or manifest as a new madness trait, at the GM's discretion.

From time to time, the GM may determine that a madness imposes a penalty on a current action.

For example, an adventurer distracted by flashbacks or hallucinations at the wrong moment may have a penalty to spot enemies waiting in ambush. The severity table is meant as a ballpark guide, and GMs are encouraged to apply penalties in a restrained and organic manner. In many instances, particularly social encounters, players might instigate their own penalties.

Magical Healing

The *Purge the Accursed* spell removes one minor madness or reduces a more severe madness by one level.

Progression & Remission

Between adventures, an adventurer makes a Will check for each current madness. A success reduces the madness by one severity level or removes a minor madness entirely. An unsuccessful check increases the severity by one level. GM's might rule that extended personal care from an apothecary grants advantage, or that a failed check does not increase the severity of the madness, instead stabilising it at the current level.

An adventurer whose madness reaches incapacitating level generally goes into compulsory retirement.

SEVERITY	FREQUENCY & INTENSITY	PENALTY
Minor	Rarely presents and/or weak compulsion.	Once per adventure
Moderate	Occasional presentation and/or moderate compulsion.	Once/long rest
Serious	Commonly presents and/or strong compulsion.	Once/day
Pervasive	Near continuous presentation and/or extreme compulsion.	Multiple times/day
Incapacitating	Effective mental shutdown. The PC's adventuring career is either on hold or at an end.	Special




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MASS BATTLE

Mass battle is divided into two broad sets of rules: (i) *Party Spotlight*, and (ii) *Unit Combat*.

Party Spotlight focuses on the adventurers, zooming in on a series of *Sudden Twists* and *Critical Events* that the PCs must deal with as the battle unfolds. The events are dealt with "in media res", dropping the party straight into the action.

The spotlight rules are abstract and improvised, obviating the need for maps, miniatures, etc. How well PCs' handle *Critical Events* affects how swiftly the battle proceeds to the *Final Confrontation*, and what state the PCs are in when they get there.

Unit Combat on the other hand "zooms out" to manage the battlefield as a whole, concerned with troop related movement, combat and morale. These rules are location based and work best with a map, miniatures, tokens, etc.

The *Unit Combat* rules are essentially a simple mini game to quickly resolve regiment warfare. Similar to *Party Spotlight*, the overall results of *Unit Combat* impact on how quickly the *Final Confrontation* occurs, and how depleted the PCs' resources become.

The two rule sets may be used separately or together. If using *Party Spotlight* only, the GM handwaves unit based results. If using *Unit Combat* only, the GM handwaves PC efforts until the *Final Confrontation*. If using both rule sets, *Critical Events* are resolved first (the results of which may bear upon *Unit Combat*), followed by *Unit vs Unit* battle.

Regardless of mix of rules adopted, all mass battles end in the *Final* Confrontation: an epic showdown between the party and enemy leader(s) as they fight for ultimate victory.

Party Spotlight

The following rules are intended to zero in on the PCs, highlighting the adventurers' exploits as the larger conflict surrounds them.

Two *Critical Events* occur each turn. By default the GM rolls 1d20 to determine which events arise (alternatively the GM might choose, using a timeline, geographic sequence, etc).

Most importantly, whatever situations arise, the PCs are the only characters available to deal with them (NPC allies, if any, are too busy managing other emergencies).

The GM decides on a case by case basis whether a *Critical Event* happens to a specific PC(s), random PCs, or whether the players choose who is involved. Some turns might not involve the whole party, if so, PCs who miss out this turn are prioritized next turn.

Critical Events are intended to cover a broad range of combat and non-combat scenarios, but not every entry will be appropriate for all battles. GMs are encouraged to swap out ill suited events with custom scenarios.

Each entry includes a suggested resolution method, which the GM should tweak to taste.

Critical Events

(1) Assume Command

A high ranking official (infantry captain, militia head, scout sergeant, knight commander, siege crew boss, quartermaster, perhaps even the General?) is dead, incapacitated or otherwise indisposed, their forces in disarray as the enemy threatens to charge. Can the PCs step up and take control?

Resolution: A mix of roleplaying and Party Challenge (difficult: 8 successes), focusing on Cha, Will, Leadership and Persuasion.

PC Impact: If the challenge is failed, PCs lose 1 point of Will or Cha (determine randomly).

Unit Impact: If successful one PC may spend a *Reroll die* to reroll a single unit roll this turn.

(2) A Worthy Foe

An enemy champion (witch hunter, veteran knight, skorn werebear, etc) or monstrous foe (owlbear, giant, dire wolf, etc) appears from the chaos, driving back PC forces. Can the adventurer defeat the champion and turn the tide?

Resolution: Play out a duel between the PC and the champion. If the PC is reduced to zero hp, they are automatically killed (the champion ensures they are dead, in a manner calculated to devastate allied morale).

PC Impact: Per the duel.

Unit Impact: If successful, one enemy unit at the same location is destroyed (no *Armour* save).

(3) Death From Above

Siege weapons hammer the area the PCs are in with boulders, fire, toxic gas, ballista bolts, etc, raining death from above.

Resolution: A mix of roleplaying and Party Challenge (difficult: 8 successes), focusing on Dex, Will, Int, Con, Athletics and Acrobatics. Additionally, the PC must make a *Luck* (Dex) save or roll 1d12 on the *Injuries & Setbacks* table.

PC Impact: As above.

Unit Impact: If unsuccessful, the closest allied unit is destroyed (no *Armour* save).

(4) Fire & Flame!

A large blaze has broken out nearby (building, wagon, corpse pile, trees, grasslands, etc), thick smoke wafting through the air. If the PCs don't take action, the fire will swiftly spread/grow into a raging inferno.

Resolution: The PCs must put out the fire and/or convince others to break away from the fighting to help them. A mix of roleplaying and Party Challenge (hard: 11 successes), focusing on Cha, Will, Str, Con, Leadership, Persuasion and Athletics.

PC Impact: If the challenge is failed, PCs lose 1 point of Str or Con (determine randomly).

Unit Impact: If unsuccessful, units at the location must make a *Move* check or be destroyed.

(5) Innocents in Peril

One or more unexpected non-combatants are in danger (eg 2d6 civilians being dragged away by the enemy, stowaway children cowering beneath a supply wagon about to be attacked, allied warrior's helm is knocked off revealing a highborn's underage heir). Will the PCs intervene?

Resolution: The PCs may choose not to intervene, but gain some infamy among their allies, imposing disadvantage on later Cha based checks. Alternatively the PCs may attempt a Group *Rescue Exploit* (LFG p.75), then play out a combat with 2d4 infantry (per PC).

PC Impact: As above.

Unit Impact: If successful, one unit automatically passes morale checks this turn (player's choice).

(6) Hold the Line!

Enemies are about to break through the shield wall or other defensive line where the PCs are fighting, can they hold the line?

Resolution: Play out the melee for 2d6 rounds. The PCs must avoid being incapacitated until reinforcements arrive, fighting 1d3 foes (per PC) per round. Foes that survive one round are added to the next.

PC Impact: As above.

Unit Impact: If unsuccessful, one allied unit at the same location is destroyed.

(7) A Friend in Need

Through the carnage, the PCs spot a wounded NPC friend slowly but inevitably being encircled by enemies as his/her allies are cut down. Can the PC save their friend in time?

Resolution: Play out a melee with the NPC, the PCs, and 2d6 enemies (per PC).

PC Impact: As above.

Unit Impact: No effect.

(8) And My Axe

During a furious melee, one PC spots an exhausted soldier drop to both knees after felling multiple foes. Behind him, another enemy readies her spear to skewer him. Will the PC intervene?

Resolution: The PC may choose not to intervene and fail this event. Alternatively, the PC may attempt a *Rescue Exploit* (LFG p.75) to save the warrior, followed by combat with the female spearwoman (AC 15, 4 HD, 1d6+3 damage).

PC Impact: If saved, the grateful soldier pledges to repay his rescuer (PC gains a free random henchmen for 1 year). Once only, reroll repeats.

Unit Impact: No effect.

(9) Frantic Beasts

Nearby animals (war dogs, mules, chargers, supply horses with carts, etc) have been spooked by the death of their handlers, siege weapons, fire, foul weather, etc. Can the PCs help calm the beasts, or will they break free and wreak havoc?

Resolution: A mix of roleplaying and Party Challenge (moderate: 5 successes), focusing on Cha, Will, Str, Animal Lore, Leadership, and Athletics.

PC Impact: If the challenge is failed, PCs lose 1 point of Con or *Luck* (player's choice)

Unit Impact: If unsuccessful, allied units at the same location cannot move this turn.

(10) With Me Brothers!

Soldiers fighting alongside the PC are losing heart due to recent setbacks (captain killed, suffered heavy losses, serious fatigue, etc), and are threatening to break. Can the PC rally them?

Resolution: Play out a melee with 1d4 enemies (heavy infantry), all of whom must be defeated. If at least one foe is slain in spectacular fashion (player describes) using a *Major Exploit*, a Cha or Will (Leadership) test causes troop morale to soar.

PC Impact: As above.

Unit Impact: If unsuccessful, one allied unit is *Broken*.

(11) Traitorous Scum

Traitors have been hired or coerced to kill the PCs mid battle by an old nemesis, enemy forces, unknown threat, etc. Will the PCs survive the ambush from within?



Resolution: Determine surprise and play out the melee for 1d6+1 rounds. The PCs must avoid being incapacitated until help arrives, fighting 2d4 foes (per PC) armed with poison (50% *Fireblood*, 30% *Elderberry Toxin*, 20% *Ghoulsheen Admixture*).

PC Impact: as above.

Unit Impact: If unsuccessful, one allied unit at the location is destroyed.

(12) Fall Back!

As the battle unfolds, PCs and nearby soldiers are forced to withdraw, driven back by overwhelming odds. Can the adventurers escape?

Resolution: The withdrawal might be resolved as a Chase, Party Retreat or Party Challenge (difficult: 8 successes), focusing on Con, Int, Will, Athletics and Acrobatics.

PC Impact: As above.

Unit Impact: If unsuccessful, one allied unit at the location is destroyed (no *Armour* save).

(13) Behind Enemy Lines

A fluke coincidence provides a fleeting chance to gain a battlefield advantage, if only the PCs can sneak behind enemy lines (to sabotage enemy supplies, assassinate scouts, gather crucial intel, etc). Can the PCs infiltrate enemy territory, get the job done, and make it back in one piece?

Resolution: A mix of roleplaying and Party Challenge (hard: 11 successes), focusing on Int, Dex, Con, Stealth and Wilderness Lore. If the mission is failed, a Chase is required to avoid capture or death.

PC Impact: As above.

Unit Impact: If successful, one allied unit automatically destroys their target this turn (players' choice; no *Armour* save, no *Bosses*).

(14) Right Place, Right Time

As the PC drops another foe, they spot disaster about to unfold a short distance away (battering ram or siege tower flounders when one of the handlers is killed, dying standard bearer can't raise her signal banner at a crucial time, riderless messenger horse with orders still in the saddlebag). Can the PC complete the task in time?

Resolution: Reaching the spot quickly requires a Str (Athletics) or Dex (Acrobatics) check (player's choice). A Party Challenge (moderate: 5 successes) focusing on Str, Dex, Will, Con, Leadership and Athletics allows the PC to finish what was started.

PC Impact: If the challenge is failed, PC loses 1 point of Dex.

Unit Impact: If unsuccessful, one allied unit at the location is destroyed (no *Armour* save).

(15) Dark Ritual

Word somehow reaches the PCs in the midst of combat that an enemy warlock, sorceress, priest, etc is performing a dark ritual elsewhere on the battlefield (gathering a bowl of hearts to offer to the dark gods, etc). Can the PCs stop the ritual?

Resolution: A mix of roleplaying and Party Challenge (difficult: 8 successes), focusing on Int, Dex, Perc, Stealth, Arcane Lore and Gather Information. Once the secret ritual site is located, play out the combat with the enemy spellcaster (as *Sorcerer* plus 1d4 enemies per PC).

PC Impact: As above.

Unit Impact: If unsuccessful, the GM determines the sorcery's effect.

(16) Sniper Hunt

A hidden sharpshooter (siege tower, tree line, valley ridge, high building, etc) is targeting the PC's area, protecting enemy champions and picking off key allied warriors (standard bearers, medics, etc). Can the PC eliminate the enemy sniper?

Resolution: A mix of roleplaying and Party Challenge as the PC maneuverers for position (difficult: 8 successes), focusing on Perc, Dex, Int, Stealth, Wilderness Lore and Gather Information. On a fail, the PC is shot at (+7/2d8+3). If the Party Challenge succeeds, the PC gets one chance to kill the sniper, otherwise they decamp to another

battle location (attack roll vs AC 14, or a *Luck* (Dex) check, player's choice).

PC Impact: As above.

Unit Impact: If unsuccessful, one important allied NPC is killed.

(17) Medic!

Through the smoky haze, urgent cries for a medic ring out as a dying NPC (messenger with critical orders, scout with information, highly respected sergeant good for morale, etc) is dragged to relative safety. The ally is critically injured and on the verge of death; can the PCs save him/her?

Resolution: A mix of roleplaying and Party Challenge (moderate: 5 successes), focusing on Int, Perc, Will, Apothecary, Insight and Gather Information. A healing kit or similar might be required at the GM's option. If successful, the NPC lives but remains unconsciousness. The PCs may choose to make a *Luck* (Int) check to stabilize the NPC at 1 hp (ie conscious) for a short time.

PC Impact: If the challenge is failed, PCs lose 1 point of *Luck*.

Unit Impact: If unsuccessful, one random allied unit is destroyed (50%, no *Armour* save) or *Broken* (50%).

(18) Shields Up!

A barrage of arrows, spears, bolts, fire pots and other personal ranged weapons target the PCs' location. Soldiers without shields or that can't find cover drop like flies.

Resolution: A *Luck* (Dex) save is required to avoid 2d8+2 damage. On a terrible failure, also roll on the *Injuries & Setbacks* table. At the players' option, they may face the projectile storm with overt defiance (eg: Braveheart style) and roll their *Luck* save with disadvantage. If they still succeed, gain a +1 bonus on this turn's *Final Confrontation* check, and fame amongst the troops.

PC Impact: As above.

Unit Impact: If unsuccessful, one allied unit at the same location is destroyed.

(19) Suicide Mission

A genuine suicide mission presents itself (hold the tide of enemies on the bridge so allies can escape, light the warning beacon atop the tower surrounded by foes, collapse the tunnel taking out the tide of giant rats as well as oneself, Hold the Door! etc, Will the PC sacrifice themselves for the greater good?

Resolution: The player chooses whether to complete this task. If they don't the event automatically fails. If they do, a great success *Luck* (Will or Con) save is required to succeed. If successful gain a +1 bonus on this turn's *Final Confrontation* check, and the PC's heroics become legend.

Either way, the player rolls 1d6 to determine the fate of their PC: (1) dies gloriously, (2-3) rolls 1d10 on the *Injuries & Setbacks* table and is captured for interrogation and torture, (4-6) rolls 1d6 on the *Injuries & Setbacks* table, is reduced to zero hp, and left for dead. The GM might improvise a rescue mission/adventure if appropriate.

PC Impact: As above.

Unit Impact: If unsuccessful, one allied unit at the same location is destroyed (no *Armour* save).

(20) In the Thick of It

The PCs are battling where the fighting is fiercest, hewing enemies left and right in a desperate bid to survive. But as one foe falls, another takes its place. How much longer can the PCs endure?

Resolution: A mix of roleplaying and Party Challenge (hard: 11 successes), focusing on Str, Con, Will, Cha, Athletics and Leadership. Additionally, PCs suffer 3d6 + PC level damage, and 1d4 Str, Con or Will loss (determine randomly). If the Party Challenge is successful, the damage and attribute loss is halved (round down).

PC Impact: As above.

Unit Impact: If unsuccessful, one allied unit at the same location is destroyed (no *Armour* save).

Event Points

The party's success or failure during *Critical Events* reflects the overall flow of the battle, moving PCs closer to (or further away from) the *Final Confrontation* (p.179). The PCs gain *Event Points* as outlined below, accumulating turn to turn.

EVENT POINTS	
Party succeeds at both *Critical Events*.	Gain 1 *Event Point*, and a +1 bonus on this turn's *Final Confrontation* test.
Party succeeds at one *Critical Event*.	Gain 1 *Event Point*.
Party fails both *Critical Events*.	Lose 1 *Event Point*.

In addition to *Event Points*, the outcome of a *Critical Event* has a direct impact on the PCs involved, and might also affect *Unit Combat* results (if using those rules).

Incapacitated PCs

If all PCs are reduced to zero hp (or otherwise incapacitated) whilst dealing with a specific *Critical Event*, roll 1d6 (for each PC) to determine their fate: (1) *Dead*, (2-3) *Captured* for interrogation/torture/ransom, or (4-6) *Left for Dead*, but somehow make it back to allied territory (player explains). The GM might improvise a rescue scenario if other PCs remain uncaptured.



Sudden Twists

Combat in a mass battle is unlike normal small scale adventuring conflict. The PCs are in the thick of extreme danger; swept up in a gruesome throng of panicked shouts, slashing blades and deadly arrows. Amidst the chaos, injury and death threaten from all corners.

During a *Critical Event*, if combat is occurring nearby, the first time one of the PCs rolls a natural 1 or 20 on an attack roll (or other 1d20 check), a *Sudden Twist* is triggered. Roll 1d20:

SUDDEN TWIST	
1	*Duck!* A stray crossbow bolt or distant marksmen takes a pot shot at the PC (attack roll at +4, 2d8+1 damage).
2	*Incoming!* Somebody hurls a brace of fire pots in the PC's vicinity; a *Luck* (Dex) save is required to avoid 3d6 damage and being set on fire.
3	*Allied Reinforcements* appear from nearby trees, over a small rise, from another street, etc. If the PC is mid battle, enemies are automatically defeated (50% chance they are over run and slaughtered, 50% they flee).
4	*Dead Weight.* A hireling, henchmen, pet or important NPC accompanying the PC (if any) has been wounded and knocked unconscious for 1d3 hours. Can the PC keep them safe?
5	*Lost Weapon.* The PC's weapon is somehow lost or destroyed (if magical it is damaged instead, not usable until repaired).
6	*Backstab.* A sneaky git stabs the PC in the back whilst they are preoccupied fighting others (1d6 + PC level damage).
7	*Lootin' Time.* The PC seizes the opportunity to quickly loot nearby bodies, gaining 1 x Carry Loot (p.251).
8	*Band of Brothers.* Rallying cheers from the PC's surrounding allies

	reinvigorates the adventurer (restore up to half of lost hit points).
9	*Corpse Hazard.* The PC threatens to become entangled in the growing pile of dead and dying underfoot (Dex (Acrobatics) check or fall prone, plus a further Str check to avoid dropping held items).
10	*Tide of Battle.* Sheer numbers threaten to force the PC and their opponent into dangerous terrain (eg toppled off a wall, thrown into a raging river, knocked down a steep slope, pinned against a rock, pushed down a sewer chute, etc). A Str (Athletics) or Dex (Acrobatics) check resists.
11	*Crushing Intervention.* A catapult stone, heavy warhorse, hurtling wagon or other large moving object threatens to crush the PC. A *Luck* (Dex) save is required to avoid being reduced to zero hp.
12	*Selfless Protector.* If the PC is reduced to zero hp sometime during the mass battle, a nameless solider automatically intervenes to negate the attack. The soldier dies in the process (player describes). Once only, reroll repeats.
13	*World of Hurt.* A spear, javelin or blackpowder weapon strikes the PC in a vital location, causing serious injury (roll 1d6 on the *Injuries & Setbacks* table).
14	*Spoils of War.* As the PC fells their latest foe, a valuable object is somehow revealed on their person (spills from a pouch, hangs about their neck, etc; 1 x Valuables, LFG p.261).
15	*Shaken Soul.* A series of dreadful atrocities personally witnessed by the PC threatens to traumatize them. A *Luck* (Will) save avoids a serious madness: "*Fair warning sister, I fought well just now, but dare not rely on my blade. Sometimes I freeze mid battle, just for a few moments, my mind locked in old terrors.*"
16	*Fearsome Charge!* A small force of enemy cavalry or war beasts (pack of *Hounds, Boars, Dire Wolves*, etc), thunder through the area, leaving carnage in their wake! The PC must make a *Luck* (Con) save or roll on the *Injuries & Setbacks* table. NPCs in the vicinity are killed or scattered.
17	*Extreme Terrain.* Terrain the PC is standing on or near becomes dangerous (a wall falls down, forest wildfire, bridge collapse, rockslide, choking smoke bomb, etc). The PC suffers 6d6 damage (an appropriate *Luck* save reduces damage by half). Nearby NPCs are similarly affected.
18	*Obscurement.* A vision obscurement floods the area (heavy smoke from nearby fires, an alchemical smoke bomb, rolling fog, night time torches are extinguished by freak winds, etc), limiting vision to 20 ft and imposing a 33% miss chance on attacks. Checks relating to hiding or escape gain advantage.
19	*Snap Opportunity.* A distant enemy champion or other important NPC is exposed for a moment through the melee. A Dex check allows the PC to take a single action against the NPC.
20	*Sorcery.* An enemy spell caster or warrior with a one shot magical item unleashes it upon the PC and nearby allies. Roll 1d6 (as 7th level Magic User): (1) *Channel Lighting*, (ii) *Veil of the Balor*, (iii) *Strands of Ensnarement*, (iv) Curse of Searing Steel, (v) *Bound by the Black Spiral*, (vi) *Affliction of the Eyeless Host.* There is a 20% chance of a DDM effect.

Unit Combat

Before the mass battle commences, the GM determines:

1. Which types of units each side has, and how many of them,
2. The *Battle Map*, and
3. Unit starting locations.

Number & Types of Units

For ease of play, standard units are broken down into five categories (see p.177): *militia, infantry, heavy infantry, archers*, and *cavalry*. Five examples of special units are also provided as a guide (*scouts, veteran company, siege weapon battery, ogre warband* and *dragon*). GMs are encouraged to create/customise their own special units that reflect their campaign world.

The GM decides the number and type of units each side has. For example, one side might have 4 archer units, 5 infantry units and 2 cavalry units. The number of individuals within each unit is abstracted, but GMs might like to describe approx numbers for roleplaying purposes (eg the above force might consist of 2,000 soldiers - about 1,000 men-at-arms, 700 archers, and 300 mounted knights).

Map & Starting Locations

The GM decides how many battle locations there are, bearing in mind the map, number of units and *Critical Events* the GM has planned (if any). Unit positions within a location may be as abstract or precise as the GM wants them to be, from basic sketches to gridded play mats with miniatures, 3D terrain, counters, etc.

By way of example, battle locations for a pitched battle in an open field might include (i) the front, (ii) centre, (iii) rear, (iv) right flank, (v) left flank, and (vi) supply lines. Locations for a city siege might include (i) the main gate, (ii) eastern walls, (iii) streets, (iv) sewers, (v) *Temple of Graxus*, and (vi) the *Stargazer's Citadel*.

Turn Order

A turn of *Unit vs Unit* combat is resolved in the following order. Each side alternates activating individual units until each phase is complete.

1. Ranged Attacks.
2. Movement.
3. Melee Attacks.
4. Victory Points.

If also using the *Party Spotlight* rules, resolve *Critical Events* before Ranged Attacks, as PC outcomes may impact on unit combat.



(1) Ranged Attacks

To make a ranged attack, a ranged unit that is not in melee chooses a target and rolls 2d6. If the target is in significant cover (forest, rock formations, trenches, walls, barricades, heavy smoke, etc) apply a -1 penalty. At the GM's option targeting a unit already in melee with a friendly unit affects both units (only roll once).

RANGED ATTACK (2d6)	
2 – 4	*Ambush!* The attacking force is ambushed by hidden enemies; immediately place a (bonus) enemy infantry unit at the same location.
5 – 7	*Defiant.* The target weathers the storm with few losses.
8	*Shaken.* The target must make a *Morale* check or break.
9+	*Rain of Doom.* The target is destroyed (subject to *Armour* save, if any).



(2) Movement

Unit movement between battle locations is not always automatic. The following rules apply.

- Players (for allies) and the GM (for enemies) take turns moving units until all units have had the opportunity to move.
- A engaged unit (in melee with an enemy unit) cannot move until the enemy unit is destroyed or broken.
- Subject to difficult terrain, an unengaged unit may move to an adjacent location, or engage the closest enemy unit (in the same location) without a *Move* check.
- If the unit intends to move into or pass through difficult terrain, the GM may call for a *Move* check.
- Moving to engage a unit other than the closest enemy requires a *Move* check.

To make a *Move* check, roll 2d6 and apply any modifiers. If the score is equal to or higher than the unit's *Move* attribute, it engages the intended target or moves to the intended location. If failed, the unit fails to move this turn.

Movement Modifiers

Move check modifiers for different terrain types are noted below.

MOVEMENT MODIFIERS	
Favourable (roads, paths, game trail, shortcut through backstreets, secure battlements with no enemies).	+1 bonus
Average (relatively open plains, light woods, low hills, skirmishing melee, occasional pot shots from enemies).	-
Difficult (trackless forest, river crossing, rising hills littered with scree, winding underground tunnels, "in the thick of it" melee, pinned down by unrelenting arrow volleys, part of the building is on fire).	-1 penalty
Very Difficult (mountains, steep valley, thick jungle like plant life, swamp, bodies pilling up while surrounded by foes, pushing through a fleeing crowd of civilians, burning rubble strewn streets with heavy smoke).	-2 penalty
Impassable without special gear or removing the enemy first (river, lake, cliffs, chasm, blazing inferno, collapsed bridge, courtyard under heavy catapult fire, enemy fortifications).	GM's call

(3) Melee Attacks

Players (for the allies) and the GM (for the enemy) take turns making melee attacks until all units have had the opportunity to do so. To make an attack, roll 2d6, apply modifiers, and consult the *Melee Attack* table.

MELEE ATTACK (2d6)	
2 - 3	*Crushing Defeat.* The attacker is destroyed.
4	*Costly Mistake.* The attacker must make a *Morale* check or break.
5	*Outmaneuvered.* The target gains a terrain advantage or the attacker is forced into less favourable terrain (target's choice).
6	*Steady now.* Casualties on both sides, but neither gives any real ground.
7	*Drive them Back!* The target is forced into less favourable terrain, or the attacker gains more favourable terrain (attacker's choice).
8	*Shaken.* The target must make a *Morale* check or break.
9+	*Drink from Their Skulls.* The target is destroyed (subject to *Armour* save, if any).

Melee Modifiers

Apart from unit traits, the following melee modifiers apply. The GM determines whether modifiers stack.

MELEE MODIFIERS	
Attacker outnumbers target 2:1 or more	+1
Attacker with terrain or positioning advantage (high ground, target trapped in dead end street, etc)	+1
Attacker with terrain disadvantage (crossing river, mud, frozen lake, tangled undergrowth, fighting upstairs, scaling castle walls, heavy smoke, etc)	-1

(4) Victory Points

Each turn, the overall result for unit combat generates *Victory Points* for the party's side. Winning and holding battle momentum moves the PCs closer to the *Final Confrontation* (p.179), whilst losing momentum stalls progress. The PCs' side gains *Victory Points* as outlined below, accumulating turn to turn.

VICTORY POINTS	
Twice as many enemy units as allied units were destroyed this turn.	Gain 2 *Event Points.*
At least as many enemy units as allied units were destroyed this turn.	Gain 1 *Event Point.*
More allied units than enemy units were destroyed this turn.	Zero *Event Points.*

MISCELLANEOUS

Broken Units

A unit that becomes *Broken* immediately moves to an adjacent location with the fewest enemies. For the remainder of the mass battle, the *Broken* unit suffers disadvantage on all tests, and attacks against it gain advantage. A *Broken* unit that destroys an enemy unit is restored to normal status.

Destroyed Units

Destroyed units are removed from play. If a PC was directly involved in a unit that is destroyed (eg if using *Critical Events*, etc), they automatically escape to an adjacent battle location, but must make a *Luck* save or roll on the *Injuries & Setbacks* table. If more information is required about precise unit losses (perhaps for future mass battles), roll 1d4 on the *Survivors* table below:

SURVIVORS	
1	*No survivors.* The entire unit was mercilessly slaughtered.
2	*30% Survive*, but all have incapacitating injuries (broken limbs, severe organ damage, acute shock, etc).

3	50% *Survive*. Of these, half fled the battlefield with minor wounds, the remainder are incapacitated. If this unit is replenished for a future mass battle, it has a 50% chance of retaining prior advancements (p.179).
4	*70% Survive*. Of these, three quarters successfully fled the battlefield with minor wounds, the remainder are incapacitated. If this unit is replenished for a future mass battle, it retains prior advancements (p.179).

Party Resource Attrition

By default PCs are ignored in Unit Combat, or are taken into account via *Critical Events*.

Alternatively, the GM may randomly determine the mass battle's impact on the party as they fight in the background: roll 2d6 and see below. Check for 1d4 PCs at the end of each mass battle turn. If a PC is reduced to zero hp or otherwise incapacitated, see p.172.

PARTY RESOURCE ATTRITION	
2 – 3	*Serious Injury*. PC rolls 1d8 on the *Injuries & Setbacks* table.
4	*Setback*. PC rolls 1d10+6 on the *Injuries & Setbacks* table.
5	*Damaged Gear*. PC's weapon or shield is damaged (unusable until repaired).
6	*Testing*. A random class ability is expended.
7	*Cuts & Bruises*. PC suffers 1d6 + level damage.
8	*Bloodied & Battered*. PC's current hp is reduced by 1d4 hp per level.
9	*Dig Deep*. The PC loses 1 *Reroll* die.
10	*Close Call*. The PC loses 1 point of *Luck*.
11-12	*Spoils of War*. The PC obtains a treasure (1 x Valuables, p.261).

Magic

Given the very large numbers of soldiers involved in mass battles, a small number of spell casters are unlikely to alter the battle in any significant way. Magic becomes more important when zooming in for PC combat. Alternatively, treat a "unit" of spellcasters as a *Siege Weapon Battery*.

Siege Weapons vs PCs

Siege weapons are generally too imprecise to aim at individual PCs during a mass battle. If they are somehow targeted however, a *Luck* (Dex) save is required to avoid being reduced to zero hp.

Units

Standard Units include *Militia*, *Infantry*, *Heavy Infantry*, *Archers* and *Cavalry*. GMs are encouraged to tinker with the categories as desired (eg: light vs heavy cavalry).

Special Units cover everything that isn't a standard unit, but has the potential to influence the battle or is otherwise important. Examples might include scouts, siege weapons, an ogre warband, a dragon, or a ragtag band of refugees the PCs must protect. Some examples of *Special* units are included below.

All units have four attributes:

- *Armour*: if a unit is destroyed, roll 2d6. On this number or higher, the attack or effect is negated.
- *Move*: relative unit speed and agility. If a *Move* check is required, roll 2d6 and score this number or higher to succeed.
- *Morale*: when forced to check for morale, roll 2d6 and score this number or higher, otherwise the unit is *Broken* (p.176).
- *Trait*: every unit comes with one or more traits. Some examples are provided below.



Archers
Lightly armoured, swift travelling ranged attackers. Decent morale.

Armour	10+
Move	5+
Morale	8+
Trait	May make *Ranged Attacks* into other battle locations (maximum range determined by the GM).

Cavalry
Heavily armed and armoured, extremely fast. Resolute.

Armour	8+
Move	7+
Morale	6+
Trait	May move twice per turn. +1 bonus on *Melee Attacks*, and targets suffer a 1 point *Armour* penalty.

Heavy Infantry
Heavily armed and armoured, slow, good morale.

Armour	8+
Move	8+
Morale	7+
Trait	+1 bonus on *Melee Attacks* and reroll 1's (once per attack).

Infantry
Moderately armed and armoured, decent morale. The average soldier unit.

Armour	9+
Move	7+
Morale	8+
Trait	+1 bonus on *Melee Attacks*.

Militia
Lightly armoured, poorly equipped and organised, easily broken. At least they're cheap.

Armour	NA
Move	9+
Morale	10+
Trait	-1 penalty on *Melee Attacks*.

Dragon
A flying juggernaut that rains fire on its hapless foes.

Armour	5+
Move	4+, Flying
Morale	3+
Trait	May move twice per turn. May attack twice per turn and uses d10s instead of d6s. Usually has positioning advantage (flying).

Ogre Warband
A small warband of giant kin.

Armour	7+
Move	7+
Morale	7+
Trait	+2 bonus on *Melee Attacks*.



Scouts
A stealthy band of swift moving pathfinders.

Armour	Special
Move	4+
Morale	6+
Trait	Once per turn, enable another unit in the same or adjacent location to move twice. Unengaged Scouts have a 7+ Armour save vs *Ranged Attacks*.

Siege Weapon Battery
A battery of catapults, ballistae, trebuchets, cannons, etc.

Armour	10+
Move	9+
Morale	8+
Trait	May attack any reasonable target on the battlefield (GM's call). +2 bonus on *Ranged Attacks* vs humanoid or giant sized creatures, +1 vs colossal. Targets suffer a 1 point *Armour* penalty.

Veteran Company
A rare contingent of elite warriors, well armed and armoured.

Armour	8+
Move	7+
Morale	4+
Trait	+1 bonus on *Melee Attacks*. May attack twice per turn.

Unit Advancements

At the GM's option, units that survive one or more mass battles might gain one of the following advancements (roll 1d10):

UNIT ADVANCEMENT (1d10)	
1	*Pathfinders*; once per mass battle, turn a failed *Move* check into a success.
2	*Lucky Mascot*; once per mass battle, provided the mascot still lives, ignore the unit's first destroyed result.
3	*Iron Grit*; lower the unit's *Armour* value by 1 point.
4	*Rock Steady*; lower the unit's *Morale* by 3 points (minimum 3).
5	*Proven Tactics*; the unit ignores *Ambush!* (ranged) and *Crushing Defeat* (melee) attack results.
6	*No Mercy*; enemy units that must check *Morale* due to an attack from this unit automatically break.
7	*Rage of the Iron God*; attack twice per turn instead of once.
8	*Weaponmasters*; roll d8s instead of d6s on attack rolls.
9	*Heroic Aura*; allied units in the same location (including this unit) gain advantage on *Morale* checks.
10	*GM Special*: create a new trait for the unit.

Final Confrontation

At the end of each mass battle turn, the GM rolls 3d6 plus either the party's *Event Points* or *Victory Points* (whichever is higher) to determine if the battle moves to the end phase.

If the result is **18 or more**, the *Final Confrontation* occurs. If 17 or less, continue with *Critical Events* and/or *Unit Combat*. At the GM's option, if the party has already faced six turns of mass battle (or some other number the GM determines), the *Final Confrontation* automatically occurs.

Final Confrontation is the battle's ultimate climactic encounter; when the party goes head to head with the enemy *Boss* (and perhaps bodyguards, etc). The GM determines the details of this set piece encounter. Unless the GM rules otherwise, whichever side wins the *Final Confrontation* also wins the mass battle.





MONSTERS

The following explains how to read the monster descriptions.

Armour Class
Represents the monster's natural AC (tough hide, scales, agile, etc). Humanoid monsters wearing armour and using shields apply the equipment rules.

Hit Dice
The number of 1d8 rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total. For example, a monster with HD 3+3 would roll 3d8+3 for hit points. Most monsters die when they are reduced to zero hit points. The GM might treat a particularly important monster like a PC when it comes to death and dying. A monster's "level" is generally equal to its hit dice.

Attacks
The number of attacks the monster makes each turn, and the damage each attack causes. A monster's attack bonus is equal to their hit dice (eg, a 3 HD monster rolls 1d20+3 to attack vs AC), to a maximum of +15. Monsters make a separate attack roll for each attack. Generally speaking, monster attacks and damage are simplified and do not apply the normal attribute modifiers.

Nat 19
On a natural 19 attack roll, most monsters cause a special effect of some kind. Note these effects are separate to Minor Exploits (p.73), which monsters may attempt at any time (just like PCs).

Attributes
Average attributes are provided for attribute checks. Monster to hit bonuses, damage bonuses and ACs are simplified, and generally do not apply attribute modifiers the way PCs do.

Luck
A monster's *Luck* attribute functions like PC *Luck* (p.12), but is not reduced on successful save.

Move
Move is the monster's movement rate. Most humanoids move approximately 30 ft per turn. Note that (like PCs), monsters can charge, or spend their action to move twice in a single turn.

Recharge
Recharge abilities may be used once and not again until the recharge conditions in the monster entry are met.

Special Traits
Certain monster traits are grouped together here for convenience.

Aberrant Terrors
Aberrant Terrors are unholy horrors spawned from other dimensions or magic gone catastrophically wrong. *Terrors* appear in all manner of forms but most commonly appear as *Eye Terrors* (floating, bulbous sacks of rubbery flesh with a large central eye, toothed maw, and eye stalks that shoot magic beams) and *Gibbering Terrors* (undulating, amorphous oozes of teeth, and eyes, shrieking or whispering forbidden lore).

Whatever form a *Terror* takes, their movement rate remains fairly constant at 30 ft, but the means of locomotion might be slithering, crawling, swimming, flying, floating, etc. *Eye Terrors* for instance magically float in any direction, while *Gibbering Terrors* employ a kind of burbling motion, able to move up walls and across ceilings as the ground.

All *Terrors* have a limited regeneration ability, healing 1d12 hit points every round. Damage from silvered weapons or fire is not regenerated. A

Terror reduced to zero hit points does not regenerate.

Cause Injuries

Some large, physically powerful monsters cause the target to roll on the *Injuries & Setbacks* table if the attack roll is in an especially high range (usually 19-20).



Demons

Demons are darkness and corruption incarnate, utterly depraved and malicious. Like *Undead*, *Demons* do not sleep, eat or breathe, and are immune to all mind affecting abilities, including sleep, charm, fear, illusion and stun, but excluding madness. *Demons* see perfectly well in darkness as in light. A vial of holy water causes 1d8 damage to demons (whether thrown, applied to a weapon, etc). All *Demons* are immune to non-magical weapons, except those of cold iron, which affect them normally.

Incorporeal

Monsters of this kind are visible but intangible and insubstantial, able to fly and pass through objects and creatures like a human moves through water. They are immune to non-magical weapons, except those of cold iron, which affect them normally.

Lycanthropes

Lycanthropes are half human, half beast monsters, the classic example being the werewolf. In LFG, were creatures are inherently evil, savage and cruel, preying on human populations while hiding in plain sight among them. Lycanthropes may spend an action to shift between three forms: human, beast, and hybrid. The human form tends to have some resemblance to the beast form, for example, werewolves posing as human are often very hairy, with an acute sense of smell, etc.

Lycanthropes regenerate all damage caused by non-magical weapons at the start of their next turn, or in 1d6 minutes if reduced to zero hit points. Damage from silvered weapons or fire is not regenerated. A lycanthrope reduced to zero hit points and completely dismembered, burnt, buried or similar does not regenerate.

Any character bitten or scratched by a lycanthrope must make a *Luck* (Con) save or be cursed with lycanthropy themselves. Such a character has until the next full moon to have the curse removed (a *Purge the Accursed* spell will do so), or the change is permanent, and the adventurer becomes a monster under the GM's control.

Magic Resistance

Some rare monsters are inherently resistant to magic and have a "magic resistance" percentage. Whenever adverse magic is used against the creature, make a percentile test. If the result is less than or equal to the magic resistance score, the magic is negated for that creature only. For example, a demon caught in a *Gift of the Fiery Furnace* spell might be unaffected, but other creatures caught in the explosion still burn.

Off Turn Attacks

Some fearsome enemies have *Off Turn Attacks*, allowing them to make a single physical attack in between adventurer turns. If such a monster has no adjacent enemies in between PC turns, the monster may also take a move action.

Example
An Ogre with *Off Turn Attacks* is fighting three PCs. The initiative order is Fighter, Ogre, Ranger, Monk. The Fighter attacks, then the Ogre goes, then the Ranger, then the Ogre gets an *Off Turn Attack*, then the Monk goes. That round then ends.

Next round's Initiative is Ranger, Monk, Fighter, Ogre. The Ranger goes, then the Ogre gets an *Off Turn Attack*, then the Monk goes, then the Ogre gets an *Off Turn Attack*, then the Fighter goes, and finally the Ogre takes its normal turn. That round then ends.

Swarms

Some monsters may be treated as a single "swarm" rather than tiny individual monsters (eg: the *Rat Swarm*). *Swarms* make attacks against all targets within reach each round. They suffer half damage from weapons, double damage from area effects, and split into two when *Staggered* (once only, same stats as the original *Swarm*, but halve the remaining hp). On a Nat 19, the target is overwhelmed by sheer numbers (helpless for 1d3 rounds; a *Luck* (Str or Dex) save resists).

Undead

Some monsters are sustained by a cursed half-life, trapped in an unliving but animate state. *Undead* do not sleep, eat, or breathe, and are immune to all mind affecting abilities, including sleep, charm, fear, illusion and stun, but excluding madness. *Undead* see as well in darkness as in light. A vial of holy water causes 1d8 damage to undead (whether thrown, applied to a weapon, etc). Some *Undead* are immune to non-magical weapons, except those of cold iron.



Boss Monsters

A *Boss Monster* is a particularly powerful example of a monster, strong enough to fight the party alone or with little back up. Classic Bosses include high level monsters such as dragons, vampires, greater demons and liches; foes that threaten the greatest adventurers. For less deadly foes, monsters such as owlbears, ogres, skorn chiefs, dire wolves, and so on make excellent lower level Bosses.

Bosses generally exhibit any or all of the following characteristics:

- *More Hit Points and/or Hit Dice*
  A *Boss* usually doubles its hit points, and/or may have a higher number of Hit Dice.

- *Major Exploit Protection*
  A *Boss* is not susceptible to Major Exploits until *Staggered*, and cannot be instantly killed or incapacitated via a Major Exploit.

- *Off Turn Attacks*
  The *Boss* makes *Off Turn Attacks*.

- *Stronger Luck*
  A *Boss* gains a *Luck* save to resist adverse effects that don't normally allow *Luck* saves, for example a *Sleep* spell. *Stronger Luck* ceases to operate once the Boss Monster is *Staggered*.

- *Reroll Pool*
  A *Boss* gains a *Reroll Pool* with 1d4+1 dice available at the time combat commences. The *Reroll Pool* is available for any attribute check or *Luck* save.

- *Cause Injuries*
  Any time the *Boss* hits a PC with a natural 1d20 roll of 19-20, the target must roll on the *Injuries & Setbacks* table.

- *Custom abilities*
  Many GMs like to give their *Bosses* custom abilities.

Designer's Thoughts
The *Boss Monster* template is meant to challenge the party with a single, very scary monster that breaks the normal rules, capable of challenging the party without backup.

Off Turn Attacks allow a Boss to match the party's action economy, while more hit points, stronger *Luck* and a small *Reroll Pool* make it difficult to end the fight early (or at least before the Boss is *Staggered*). Note that if you choose to increase Hit Dice, that also impacts on attack rolls and some spells.

Custom & Improv Monsters

For GMs who wish to make their own monsters, approximate AC, *Luck* and Damage attributes (based on hit dice) appear below. Particularly lucky or skilled monsters might have higher than usual *Luck* (or vice versa).

If adding extra attacks, compare with similar HD monsters and extrapolate. Referees are encouraged to be creatively devious with Nat 19 effects and other special abilities.

HD	AC	Luck	Damage
1	11	4	1d6
4	13	7	2d6
6	14	8	2d8
9	15	10	2d10
12	16	12	3d8
15	18	15	3d10
18	20	16	3d12
22	23	16	4d10

MONSTERS BY HD & PAGE

< 1 HD	1 HD	2 HD	3 HD
Bat 186, Giant Rat 211, Goblin 199, Kobold 205, Man Eating Monkey 207, Sprite 215, Stirge 215, Xornling 221.	Dwarf 194, Elf 196, Human 202, Projectile Leech 205, Skeleton 213, Urgot 218, Wolf 187.	Centaur 190, Dire Rat 210, Giant Ant (Worker) 189, Giant Centipede 191, Giant Spider 215, Green Slime 200, Horse 186, Serpentman (Hraarsk) 212, Skorn 214, Will o' Wisp 220, Zombie 223.	Boar 186, Dire Bat 189, Dire Wolf 220, Gargoyle 196, Ghoul 197, Giant Ant (Soldier) 189, Giant Eagle 194, Harpy 202, Lemure 193, Wererat 206, Worm (Plague) 220, Yellow Mould 223.
4 HD	**5 HD**	**6 HD**	**7 HD**
Cockatrice 191, Claw Toad 217, Doppelganger 193, Fire Beetle 190, Gelatinous Cube 197, Giant Lizard 206, Griffon 201, Ogre 209, Ogre Skeleton 213, Shade 212, Tiger 187.	Barrow Wight 220, Chuul 191, Giant Serpent 211, Giant Shark 213, Giant Wasp 219, Hammer Snail 201, Hell Hound 193, Sorcerer 204, Maelheim Terror 188, Manipede 193, Merrow 208, Minor Elemental 195, Minotaur 208.	Giant Ant (Queen) 188, Giant Crocodile 191, Giant Scorpion 211, Grey Ooze 200, Hag 201, Imp 193, Owlbear 210, Serpentman (Ssurlock) 212, Werewolf 206, Wraith 221.	Banshee 189, Cyclops 192, Flesh Golem 199, Manticore 207, Mummy 209, Ogre Mage 209, Sabretooth Tiger 217, Spectre 214, Troll 217.
8 HD	**9 HD**	**10 HD**	**11 – 12 HD**
Gibbering Terror 188, Ghost 197, Hill Giant 198, Invisible Stalker 205, Medusa 207, Ochre Jelly 209, Veil Spider 215.	Black Pudding 190, Bulette 190, Serpentman (Razkarrt) 212, Slop Gorger 214, Vampire 218.	Basilisk 189, Elemental 195, Ettin 196, Genie 197, Tentacle Spawn 216.	Bloodroot Treant 217, Eye Terror 188, Frost Giant 198, Mammoth 207, Stone Golem 200.
13 – 14 HD	**15 HD**	**16 – 17 HD**	**18+ HD**
Hydra 204, Roc 211, Wyvern 221.	Iron Golem 200, Lich 205 Major Elemental 195.	Giant Octopus 209, Storm Giant 199.	Balor 192, Dragon 194, Purple Worm 210, T-Rex 216.

Animals (Ordinary)

A selection of ordinary animals are provided as examples below.

Bat

No. Appearing: 3d6
Armour Class: 11
Hit Dice: 1d4 hp
Attacks: Bite 1d3
Nat 19: the target suffers a random disease (*Luck* (Con) save resists).
S:1 D:15 C:8 I:2 P:15 W:10 Ch:4
Luck: 4
Move: 70 ft flying

These blood drinking bats have 4 ft wing spans and drain blood to survive. After landing a hit, the bat clings on, causing 1 hp loss each round unless removed (eg: action and Str check to pry it off). Some bats also carry debilitating diseases which the host might contract, at the GM's discretion.

Bear

No. Appearing: 1
Armour Class: 11
Hit Dice: 4+4
Attacks: 2 x Claws 1d6+1 and Bite 2d4
Nat 19: bear hug
S:19 D:8 C:115 I:3 P:12 W:15 Ch:7
Luck: 7
Move: 40 ft

Large bears stand up to 9 ft tall and weigh more than a 1,500 pounds. If hit with both claws, targets are caught in a crushing bear hug, requiring a roll on the *Injuries & Setbacks* table (*Luck* (Con) save resists).

Boar

No. Appearing: 1d12
Armour Class: 12
Hit Dice: 3
Attacks: Gore 1d8+2
Nat 19: the target is severely gored, roll on the *Injuries & Setbacks* table.
S:15 D:10 C:17 I:2 P:10 W:14 Ch:4
Luck: 7
Move: 40 ft

Wild Boars go into a bestial fury when *Staggered*, gaining advantage on attack rolls.

Cat

No. Appearing: 1 or 2d6
Armour Class: 13
Hit Dice: 1d4 hp
Attacks: Rake 1d3
Nat 19: latches onto target's back, unable to be attacked by the target next turn.
S:15 D:18 C:18 I:5 P:14 W:10 Ch:8
Luck: 6
Move: 60 ft

The cat sees as well in darkness as light, provided there is some light to amplify (eg moonlight). Advantage on stealth, climbing and balance related checks.

Dog

See *Wolf*.

Falcon

No. Appearing: 1 or 2
Armour Class: 14
Hit Dice: 1d4 hp
Attacks: Rake 1d3
Nat 19: eyes bloodied, target blind until end of their next turn.
S:15 D:16 C:10 I:4 P:16 W:13 Ch:7
Luck: 5
Move: 120 ft

The above stats are for a trained falcon, owl, raven or other medium to large sized bird. Advantage on sight based perception checks. Some birds see as well in darkness as light, provided there is some light to amplify (eg moonlight).

Horse

No. Appearing: Any
Armour Class: 10
Hit Dice: 2

Attacks: Hoof 1d6
Nat 19: the target is trampled for double damage and is knocked prone.
S:19 D:13 C:16 I:2 P:10 W:13 Ch:6
Luck: 5
Move: 60 ft

The above stats are for a riding horse. Warhorses have AC 15, 3 HD and make a Hoof (1d8+1) attack. A horse acts at the same time as the rider but makes separate attacks. Riding horses will generally attempt to flee combat rather than fight. A war horse might require persuading to attack certain monsters.

Rat, Swarm

No. Appearing: 1
Armour Class: 11
Hit Dice: 2
Attacks: Bites 1d6
Nat 19: the target is overwhelmed (helpless for 1d3 rounds, *Luck* (Str or Dex) save resists).
S:3 D:15 C:4 I:3 P:10 W:7 Ch:4
Luck: 5
Move: 60 ft

A rat swarm consists of hundreds of desperate, starving vermin. *Swarm* rules (p.183) apply. If threatened with fire, a rat swarm must make a Will check or be held at bay for 1d6 rounds.

Snake

No. Appearing: 1
Armour Class: 11
Hit Dice: 1d6 hp
Attacks: Bite 1d3 + poison
Nat 19: disarm
S:9 D:15 C:14 I:4 P:10 W:10 Ch:5
Luck: 4
Move: 30 ft

Typical snakes are 4 to 6 ft long, able to climb trees and squeeze into tiny spaces. They detect body heat up to 10 ft distant (ignores visibility penalties against living targets). Their poison causes 1d6 damage (*Luck* (Con) save negates).

Tiger

No. Appearing: 2d4
Armour Class: 13
Hit Dice: 4
Attacks: 2 x Claws 1d4+2 and Bite 1d8+1
Nat 19: the target is knocked prone.
S:19 D:13 C:17 I:3 P:13 W:10 Ch:6
Luck: 7
Move: 50 ft

Tigers have advantage when tracking and on stealth checks. A tiger that hits with both Claws knocks the target prone, and automatically hits with its bite.



Wolf

No. Appearing: 3d4
Armour Class: 12
Hit Dice: 1+2
Attacks: Bite 1d4+1
Nat 19: the target is knocked prone.
S:13 D:14 C:15 I:3 P:12 W:10 Ch:6
Luck: 4
Move: 60 ft

Wolves are pack hunters and may be found in large numbers. Male wolves weigh from 80 to 100 pounds and have advantage when tracking. If wolves flank their prey, they gain advantage on attack rolls instead of +1. Wolf stats might also substitute for hunting dogs, war dogs, and so on.

Aberrant Terrors

Aberrant Terrors share certain characteristics (p.181), but many have unique traits determined by the GM. Some examples are provided below.

Aberrant Terror, Eye

No. Appearing: 1
Armour Class: 17
Hit Dice: 12
Attacks: Bite 3d6, plus 1d6 eye stalks.
Nat 19: The aberration makes a free Bite attack against a single melee target. If it hits, the target loses a limb (*Luck* (Dex) save resists).
S:14 D:12 C:14 I:18 P: 19 W:16 Ch:1
Luck: 12
Move: 30 ft

Each turn an eye terror makes one Bite attack and uses 1d6 eye stalks to project magical beams of energy that mimic spells. Roll 1d8: (1) *Viridian Ray of Unmaking*, (2) *Lash of Unerring Pain*, (3) *Flesh to Stone*, (4) *Glimpse the True Gods* (5) *Insidious Slumber*, (6) *Gaze of Beguilement*, (7) *Crush of the Warp*, (8) *Affliction of the Eyeless Host*). Additionally, at no action cost, an eye terror's central eye may use *Sever Arcanum* in a 60 ft cone with a 30 ft base once per round.

Aberrant Terror, Gibbering

No. Appearing: 1
Armour Class: 14
Hit Dice: 8
Attacks: Bite 2d8
Nat 19: the aberration unleashes a disturbing howl, causing all targets within 20 ft to make a *Luck* (Will) save or suffer a moderate madness.
S:16 D:7 C:16 I:3 P:10 W:14 Ch:1
Luck: 9
Move: 30 ft

Any intelligent being within 60 ft of a gibbering terror must make a *Luck* (Will) save. On a fail, the target either gains a random moderate madness (60%) or loses 1 point Will (40%).

Aberrant Terror, Maelheim

No. Appearing: 1
Armour Class: 13
Hit Dice: 5
Attacks: Tentacle (special) and Bite 2d4
Nat 19: special
S:18 D:12 C:16 I:4 P:15 W:15 Ch:3
Luck: 8
Move: 30 ft flying

Maelheim manifest as 8 ft, floating, fleshy sacks of tentacles with a single bulging eye, enormous fanged maw, and a prehensile, three pronged tongue. On a natural 19, the terror plants its tongue on the target, draining 1 point of Con, and forcing a Will check to resist a minor madness. Their tentacle attack drains 1 level until the adventure ends (*Luck* (Will) save resists).

Maelheim are hunger incarnate, manifesting to gorge for a few hours before unravelling, dragged back through the Veil to their alien spawning ground. They have only animal intelligence, but instinctively discern between friend and foe, and will generally do their best to resist eating any allied cultists.

Ant, Giant (Queen)

No. Appearing: 1
Armour Class: 16
Hit Dice: 6
Attacks: Bite 3d4 + special, and Stinger (poison)
Nat 19: special.
S:19 D:8 C:19 I:1 P:15 W:15 Ch:16
Luck: 8
Move: 30 ft and may climb walls, ceilings, etc

The Queen is approximately 8 ft long and directs the hive colony. On an 18+ attack roll, the victim is crushed in her mandibles and suffers 3d6 damage each turn until freed (the victim may spend their action to make an opposed Str check to escape). The Queen's stinger carries a potent poison causing 1d4 Con loss (*Luck* (Con) save for half).

Ant, Giant (Soldier)

No. Appearing: 2d3
Armour Class: 15
Hit Dice: 3+3
Attacks: Bite 2d4 + poison
Nat 19: the soldier spits acid on the target, causing 2d4 damage.
S:19 D:12 C:16 I:1 P:12 W:12 Ch:8
Luck: 6
Move: 40 ft and may climb walls, ceilings, etc

Soldier ants are approximately 4 ft long with a venomous bite that requires a *Luck* (Con) save or the target loses 1d4 Con. Soldiers may swarm a target, gaining +1 to hit for each additional ant beyond the first (maximum +4).

Ant, Giant (Worker)

No. Appearing: 2d6
Armour Class: 13
Hit Dice: 2
Attacks: Bite 1d6
Nat 19: The worker knocks the target prone.
S:16 D:10 C:16 I:1 P: 10 W:10 Ch:4
Luck: 5
Move 40 ft and may climb walls, ceilings etc

These 3 ft worker ants live in hives and venture to the surface for food. Workers may swarm a target, gaining +1 to hit for each additional ant beyond the first (maximum +4).

Banshee

No. Appearing: 1
Armour Class: 15
Hit Dice: 7
Attacks: Touch 2d8
Nat 19: the target ages 2d8 years (*Luck* (Will) save resists).
S:- D:- C:- I:14 P: 13 W:16 Ch:6
Luck: 9
Move: 30 ft and 60 ft flying

Banshees are beautiful fey who can transform into hideous, gaunt looking humanoids. They are often corrupted by dark forces, consumed by loss, sorrow and hate. They are quite mad and seek only to impart their pain on all intelligent creatures they encounter. Some but not all banshees are able to shift between physical and *Incorporeal* form.

A banshee's wail is terrifying and utterly unforgettable; a supernatural scream of pure agony. All listeners within 60 ft must make a *Luck* (Will) save or be reduced to zero hit points instantly. Those who succeed on the check must make a Will check at disadvantage or suffer a moderate madness trait. The wail has a 30% chance of recharging at the start the banshee's turn.

Basilisk

No. Appearing: 1
Armour Class: 16
Hit Dice: 10
Attacks: Bite 2d8 and Gaze
Nat 19: the target's weapon or armour (50% chance) is petrified (*Luck* save resists).
S:20 D:10 C:16 I:2 P:10 W:14 Ch:3
Luck: 10
Move: 50 ft

Basilisks are great 14 ft lizards with eight legs, able to turn material to stone by channelling a supernatural gaze attack. Their lairs are often surrounded by pieces of incredibly life like statues, which the monster consumes. The basilisk's gaze attack requires one organic target within 120 ft to make a *Luck* (Con) save or be turned to stone. Such petrification can be reversed with tears from a unicorn or sprite, or a *Flesh to Stone* spell.

Bat, Dire

No. Appearing: 1d4
Armour Class: 13
Hit Dice: 3
Attacks: Bite 2d4 and 2 x Claws 1d6.
Nat 19: special
S:15 D:14 C:14 I:2 P:15 W:14 Ch:4
Luck: 6
Move: 60 ft flying

These enormous, corrupted bats have 18 ft wing spans and attack with claws as well as a bite. On a 19+ attack roll, the dire bat may grab the target and fly away with it at a rate of 40 ft per round. The target may use their action to break free with an opposed Str check. Once per day, some dire bats may spend an action to issue a supernatural screech, causing all humanoids within 30 ft to lose their next action (*Luck* (Will) save resists).

Beetle, Fire

No. Appearing: 2d4
Armour Class: 16
Hit Dice: 4
Attacks: Acid Spray 2d4+2
Nat 19: the target is caught in the Beetle's mandibles, automatically suffering 2d4 acid damage each turn. A Str contest is required to break free.
S:16 D:10 C:14 I:2 P:10 W:12 Ch:8
Luck: 7
Move: 30 ft or 15 ft burrowing

Fire beetles are 4 ft carnivores with thick, luminescent shells. They burrow through soft earth at half their usual movement rate and often ambush their prey from below. Fire beetles automatically sense the movement of ground based creatures within 60 ft. They attack with a jet of acid that targets one creature up to 50 ft.

Black Pudding

No. Appearing: 1
Armour Class: 13
Hit Dice: 9
Attacks: Pseudopod 2d8 or Fling Corrosive Glob 2d8 (up to 60 ft).
Nat 19: the target's weapon is corroded, imposing a -2 penalty to hit until repaired.
S:19 D:8 C:16 I:2 P:14 W:16 Ch:1
Luck: 10
Move: 30 ft and may climb walls, ceilings, etc

Black puddings are amorphous blobs composed of a very sticky and corrosive sludge. They are subterranean predators and scavengers. Non-magical weapons or armour making contact with a black pudding must make a *Luck* save or be destroyed, eaten away by the fast acting acid. Black puddings are immune to cold damage and split in half if struck by lightning (halve hit points). Black puddings make *Off Turn Attacks*.

Bulette

No. Appearing: 1
Armour Class: 18
Hit Dice: 9+4
Attacks: Bite 3d6.
Nat 19: the target is dragged underground and begins suffocating. A Str check at disadvantage is required to dig free.
S:22 D:13 C:19 I:2 P:13 W:14 Ch:3
Luck: 10
Move: 30 ft including when burrowing

Bulettes are 12 ft burrowing quadrupeds covered in slick chitin. Their armoured head is beak shaped to assist in tunnelling, and their jaws filled with a ridiculous number of teeth. They burst up from the earth, taking their prey by surprise before dragging them underground to devour. Bulettes are sometimes referred to as earth sharks. When attacking with surprise, bulettes gain +4 to hit and cause double damage. Bulettes detect tremors in the earth and automatically sense land moving creatures within 120 ft. They *Cause Injuries* on critical hits.

Centaur

No. Appearing: 2d4
Armour Class: 12
Hit Dice: 2
Attacks: Kick 1d6 and Spear/Bow 1d6+1
Nat 19: the target suffers an extra 1d6 damage and is knocked prone by a ferocious kick.
S:18 D:14 C:15 I:8 P: 13 W:13 Ch:10
Luck: 5
Move: 60 ft

These half man, half horse hybrids are xenophobic and highly hostile to strangers encroaching on their territory (typically deep

forests, low hills or expansive plains). Corrupted centaur tribes are a terror to behold, fast and deadly raiders that descend on remote homesteads and outposts to snatch away victims for eating or worse. A charging centaur causes double damage.

Centipede, Giant

No. Appearing: 2d12
Armour Class: 13
Hit Dice: 2
Attacks: Bite 1d3 and Stinger (poison)
Nat 19: the target suffers an extra strong dose of poison requiring two *Luck* saves instead of one.
S:14 D:14 C:10 I:1 P:10 W:10 Ch:2
Luck: 5
Move: 30 ft

This 4 foot centipede hunts in swarms and has a stinger with a debilitating poison. Failing a *Luck* (Con) save causes 1 Dex loss. A dose of anti-toxin neutralizes the poison and restores half of any lost Dex. An adventurer has a 25% chance of harvesting one dose of poison from a dead centipede.

Chuul

No. Appearing: 1d4
Armour Class: 16
Hit Dice: 5+2
Attacks: Claw 2d6 and Tentacle (poison, see below)
Nat 19: the target is caught in the chuul's pincer, automatically suffering one Claw hit on the monster's turn. A Str contest is required to break free.
S:19 D:12 C:15 I:10 P: 12 W:14 Ch:5
Luck: 8
Move: 30 ft

The chuul is an 8 ft tall, unnatural merging of arthropods spawned from another planet or dimension. They appear as crab like humanoids with tentacles where their mouths should be. Their carapace is incredibly tough, making chuuls immune to critical hits. The slime from a chuul's tentacle infects the target with a minor madness (a *Luck* (Will) save resists).

Cockatrice

No. Appearing:1d6
Armour Class: 13
Hit Dice: 4
Attacks: Bite 1d3 + turn to stone
Nat 19: the target's weapon or armour (50%) is petrified (Luck save resists).
S:6 D:17 C:11 I:2 P:13 W:10 Ch:5
Luck: 7
Move: 30 ft

The cockatrice is a 6 ft, black feathered wyvern shaped beast with bird legs and a spine crested rooster head. Its bite turns enemies to stone after 1d4 rounds unless the victim succeeds on a *Luck* (Con) save. Such petrification can be reversed with cockatrice blood, or a *Flesh to Stone* spell.



Crocodile, Giant

No. Appearing: 2d4
Armour Class: 14
Hit Dice: 6
Attacks: Bite 2d6+2

Nat 19: the target loses a limb (Luck (Dex) save resists).
S:20 D:10 C:19 I:3 P:10 W:12 Ch:5
Luck: 8
Move: 30 ft or 50 ft swimming

These 20 ft crocodiles have muscular frames and powerful bites. On a natural hit roll of 19-20, a giant crocodile goes into a death roll, dragging the target into the water and rolling over repeatedly to disorient and drown the prey. Each turn, the target must make a *Luck* (Dex) save or lose its action. A successful check means the character has broken free and may act normally. Giant crocodiles often wait beside the edges of waterways, fully submerged but for their nostrils, before ambushing their prey.

A Kronosaurus is essentially a colossal 40 ft dinosaur crocodile with fins instead of legs. They have 16 HD, Bite 3d12 and *Off Turn Attacks*.

Cyclops
No. Appearing: 3d6 (raiding party)
Armour Class: 12
Hit Dice: 7+2
Attacks: Oversized Club 2d8+1
Nat 19: special
S:19 D:12 C:16 I:6 P: 8 W:10 Ch:9
Luck: 9
Move: 40 ft

Primordial Cyclopes were known by another name, beautiful giants that ruled their kingdom with prophecy and wisdom. Civil war led to dark pacts with eldritch forces however, and the race fell into ruin, slowly degenerating into the monsters of today. Cyclopes are one-eyed, 10 ft giant kin with bald heads. They have flat faces allowing their central eye good peripheral vision, but lack depth perception and have disadvantage on ranged attacks. Cyclopes are not unintelligent, but are primitive, nomadic tribesmen, more preoccupied with finding their next meal than any learning. They are callous, fearsome beings with a taste for flesh, be it human or herd.

Cyclopes *Cause Injuries* on a natural 19-20 attack roll and have a 10 ft reach. They retain vestiges of augural ability and gain a free attack on a natural 19 or 20 attack roll. Some records refer to a larger 17 ft Cyclops, shaggy and more bestial, with a single horn protruding from its forehead. These monstrosities have 14 HD and *Cause Injuries* on 18+ attack rolls.

Demons and Devils
Demons and Devils share certain characteristics (p.182) but come in many shapes and sizes. Some examples appear below.

Demon, Balor
No. Appearing: 1
Armour Class: 21
Hit Dice: 20+4
Attacks: Sword 3d12+1 and Whip (special).
Nat 19: special
S:22 D:14 C:20 I:16 P: 20 W:18 Ch:16
Luck: 16
Move: 50 ft and can fly

Balors resemble 20 ft, infernal minotaurs with vast dragon wings, wreathed in smoke and flame, armed with a wicked blade and white hot lash. Balors are among the most powerful and cunning of all demon kind, second only to the Demon Princes themselves. Balors are often *Boss Monsters*. They have 75% magic resistance.

In combat, a balor's whip reaches up to 30 ft. On a successful lash the victim is pulled beside the demon, burned for 3d6 damage each turn, and unable to move away without spending an action to make a Str or Dex check to escape. A Balor may make a sword or whip attack as an *Off Turn Attack*. Balors *Cause Injuries* on any 18+ attack roll and have a 10 ft reach. Once per week, after a 1d4 hour ritual, a balor may summon and command 2d10 lesser demons (usually a mix of imps and lemures). Ancient records suggest some balors are capable of spell casting.

Demon, Hell Hound

No. Appearing: 2d4
Armour Class: 13
Hit Dice: 5
Attacks: Bite 2d4
Nat 19: the target's clothes catch on fire, causing 1d4 damage each round until extinguished.
S:13 D:13 C:13 I:2 P:15 W:14 Ch:5
Luck: 8
Move: 50 ft

Hell Hounds are infernal, fire breathing dogs spawned from evil dimensions. They may breathe fire in a 40 ft cone with a 15 ft base for 5d6 damage (*Luck* (Dex) save for half). A hellhound's fire breath has a 40% chance of recharging at the start of its turn. They have 25% magic resistance.

Demon, Imp

No. Appearing: 1
Armour Class: 15
Hit Dice: 6
Attacks: Claw 1d6+1 and Bite 1d4 + poison
Nat 19: the demon's touch imparts dark sorcery; the target rolls on the *Dark & Dangerous Magic* table.
S:14 D:16 C:10 I:14 P: 15 W:14 Ch:14
Luck: 8
Move: 20 ft or 40 ft when flying

Imps are 1 ft to 4 ft tall, horned, smooth skinned humanoids with bat like wings and cloudy white eyes. Like all demons, imps are evil manifest and seek only to beguile and corrupt any intelligent beings they encounter. An imp's bite causes 1 *Luck* drain and amnesia re the prior 1d4 hours (a *Luck* (Will) save resists). Imps are often spell casters, able to cast three of the following spells per day: *Lash of Unerring Pain*, *Gaze of Beguilement*, *Shennog's Blessing*, *A Wisp Unseen*, *Curse of Searing Steel*, *Waking Dream*. Imps are protected by 50% *Magic Resistance*.

Demon, Lemure

No. Appearing: 4d10
Armour Class: 12
Hit Dice: 3
Attacks: Claw 1d4+1 and special
Nat 19: the demon's touch imparts dark sorcery; the target rolls on the *Dark & Dangerous Magic* table.
S:10 D:10 C:16 I:7 P: 8 W:12 Ch:7
Luck: 6
Move: 20 ft

Lemures are vaguely humanoid, but their flesh is clay like, shifting and malleable upon their grotesque bodies. They are lower forms of demons and feed on lost souls. A lemure's touch drains 1 Cha (a *Luck* (Will) save resists). An adventurer reduced to zero Cha dies and is transformed into a Lemure in 1d4 hours. Lemures have 25% *Magic Resistance*.

Demon, Manipede

No. Appearing: 1
Armour Class: 14
Hit Dice: 9+2
Attacks: 2d4 Paralysing Caress 1d4 + special, and Bite 1d8+1
Nat 19: a random limb is paralysed for 1d6 months (*Luck* (Con) save resists).
S:14 D:17 C:10 I:7 P:13 W:15 Ch:6
Luck: 10
Move: 30 ft

Manipedes are 7 ft, gaunt and gangly humanoid demons with eight arms. Like all demons, they are corruption incarnate, despising all that lives, eager to slay and devour souls to prolong their manifestation in the physical world. On a hit, the target must make a *Luck* (Con) save or be paralysed for 2d6 rounds. Manipedes are protected by 50% Magic Resistance.

Doppelganger

No. Appearing: 1
Armour Class: 13
Hit Dice: 4
Attacks: 2 x Claws 1d6
Nat 19: the doppelganger steals a deep secret from the target.

S:16 D:16 C:12 I:16 P: 15 W:16 Ch:16
Luck: 7
Move: 30 ft

A Doppelganger may spend an action to magically mimic the physical appearance (including clothing and gear) of any person. They are immune to *Pierce the Veil*, *Insidious Slumber* and charm effects, and have 50% *Magic Resistance*. Doppelgangers have limited mind reading capabilities, able to subtlety skim the surface thoughts of any intelligent being they are aware of within 60 ft. This often allows them to correctly answer questions the asker already knows the answer to, assisting in impersonations.

Dragon

No. Appearing: 1
Armour Class: 22
Hit Dice: 20+8
Attacks: 2 x Claws 2d10 and Bite 3d10+2
Nat 19: special
S:23 D:14 C:23 I:14 P: 22 W:20 Ch:16
Luck: 16
Special: See below
Move: 60 ft or 120 ft when flying

A dragon is the terrifying, fire-breathing reptile of legend, an airborne behemoth with claws like steel and scales like iron. An adult dragon is approximately 80 ft long. Dragons have advantage on all Detection tests and automatically smell the presence of living creatures within 60 ft (although they cannot necessarily pin point location). Creatures of 7 HD or less must make a Will check or flee in terror for 2d6 rounds or until out of sight.

Dragons breathe fire, lightning or poisonous gas in a cone up to 240 ft long and 60 ft wide at the base, causing 20d8 damage (*Luck* (Dex) save for half). The breath weapon has a 30% chance of recharging at the start of the dragon's turn, up to a maximum of three uses per hour. Dragons are often *Boss Monsters*. They may use their Claw or Bite as *Off Turn Attacks*. Dragons *Cause Injuries* and critical hits on 19-20 attack rolls. They have 15 ft reach. Every dragon in LFG is a unique creature and may have other special abilities at the GM's discretion. For example, a dragon might be able to cast spells, assume human shape, or foretell the future.

Dwarf

No. Appearing: 4d6 (mining party) or 2d100 + 300 (merchant clan)
Armour Class: 15 (plate)
Hit Dice: 1
Attacks: Warhammer 1d4+2
Nat 19: by weapon.
S:11 D:10 C:14 I:10 P: 10 W:10 Ch:8
Luck: 4
Move: 30 ft

Dwarves have the special qualities noted under the Races description. Culturally speaking, dwarves place a high value on honour, loyalty, and expert craftsmanship, and are renowned builders and miners. A dwarf puts his clan name before his own. Dwarves have a racial lust for gold and gems that most cannot resist.

Eagle, Giant

No. Appearing: 1d4
Armour Class: 13
Hit Dice: 3+3
Attacks: Bite 2d4 and 2 x Claws 1d6
Nat 19: the target is grabbed and may be carried away.
S:16 D:14 C:14 I:2 P:15 W:14 Ch:7
Luck: 6
Move: 90 ft flying

Giant eagles have 20 ft wingspans and hunt in mountains, forests and plains, generally preferring animal prey. In times of scarcity, or when feeding chicks, they are not above hunting humans, making opportunistic dives against lone explorers or small groups. If the target is surprised, giant eagles attack with advantage and may carry away their victim.

Elementals

Elementals are 6 ft to 20 ft animate manifestations of earth, fire, air and water. Earth and fire elementals tend to adopt a humanoid form, air elementals appear as miniature cyclones, and water elementals as churning waves. They are sometimes encountered as a result of being summoned by others, but also independently coalesce. Elementals have an animalistic intelligence but will follow the orders of their summoner to the best of their understanding. All elementals are immune to mundane weapons, except those of cold iron, which affect them normally. Elementals with 15 HD have a 10 ft reach.

Elemental, Air

No. Appearing: 1
Armour Class: 16
Hit Dice: 5, 10, or 15
Attacks: Batter 2d4, 2d8 or 3d8
Nat 19: the target is knocked backwards 1d6 x 5 ft.
S:17/18/19 D:23 C:10 I:3 P:14 W:16 Ch:3
Luck: 8, 10, or 15
Move: 240 ft flying

Air Elementals batter their opponents with powerful winds or small objects or hurl them into nearby terrain. Even the smallest air elemental can lift a humanoid and carry them at half flying speed. 15 HD elementals may spend an action to suck the air from a 30 ft diameter room, forcing breathing creatures to make a *Luck* (Con) save or fall unconscious for 1d4 rounds (or suffocate, if the power is maintained)

Elemental, Earth

No. Appearing: 1
Armour Class: 19
Hit Dice: 5, 10, or 15
Attacks: Fist 2d6, 2d10 or 3d10
Nat 19: the target is knocked prone and momentarily stunned, losing its next action (*Luck* (Con) save resists).
S:19/21/23 D:10 C:22 I:3 P:10 W:16 Ch:3
Luck: 8, 10 or 15
Move: 40 ft including when burrowing

Earth elementals hammer or crush opponents with their mighty fists. They may merge with the earth, passing through it like water or burrowing through to leave a tunnel. 15 HD elementals *Cause Injuries* on a natural 19-20 attack roll.

Elemental, Fire

No. Appearing: 1
Armour Class: 16
Hit Dice: 5, 10, or 15
Attacks: Claw 2d6, 2d8 or 3d8
Nat 19: the target's clothes catch fire, causing 1d6 hp damage each round until extinguished.
S:17/18/19 D:20 C:13 I:3 P:10 W:16 Ch:3
Luck: 8, 10, or 15
Move: 120 ft flying

Fire Elementals rake their opponents with searing claws or blast them with 60 ft cones of flame 20 ft wide at the base causing 5d6, 10d6 or 15d6 damage (*Luck* (Dex) save for half). The Fire Blast attack has a 30% chance of recharging at the start of the elemental's turn. Creatures within 5 ft of a fire elemental have a 50% chance of suffering 1d6 fire damage on its turn. Fire elementals shed light according to their size, and cause flammable materials to ignite.

Elemental, Water

No. Appearing: 1
Armour Class: 17
Hit Dice: 5, 10, or 15
Attacks: Batter 2d6, 2d10 or 3d6 + special
Nat 19: All creatures in a 5 ft radius are knocked prone.
S:18/19/20 D:14 C:20 I:3 P:13 W:16 Ch:3
Luck: 8, 10, or 15
Move: 240 ft swimming or 30 ft on land.

Water Elementals batter and drown their opponents with their wave like form, trapping enemies inside them. On a hit, the target must make a *Luck* (Str) save or be engulfed,

automatically suffering Batter damage each round on the elemental's turn, and begins drowning. A trapped creature cannot make effective attacks but may spend their action to make an opposed Str check to break free. A 5, 10 and 15 HD elemental may simultaneously trap up to two, four and eight creatures respectively.



Elf

No. Appearing: 3d4 (scouting party)
Armour Class: 13 (leather)
Hit Dice: 1
Attacks: Sword 1d8 or Bow 1d6+1
Nat 19: as weapon
S:10 D:15 C:8 I:10 P: 13 W:10 Ch:13
Luck: 4
Move: 30 ft

Elves have the special qualities noted under the Race description. Culturally speaking, elves value freedom, beauty and the natural world, which sometimes brings them into conflict with expansionist humans and gold hungry dwarves. Elves can live for many human generations, giving them an aloofness and arrogance that promotes an isolationist view.

Ettin

No. Appearing: 1d6
Armour Class: 13
Hit Dice: 10+3
Attacks: 2 x Big Clubs 2d10
Nat 19: the target is knocked prone and mocked mercilessly by both heads.
S:19 D:10 C:15 I:7 P:9 W:12 Ch:8
Luck: 10
Move: 40 ft

Ettins are 12 ft Neanderthal like humanoids with two heads. They are relatively dull witted and the heads often argue with each other. With two brains ettins have advantage on any mind affecting *Luck* save. Ettins *Cause Injuries* on critical hits and have a 10 ft reach. On a fumbled attack the ettin heads break into a violent argument and lose their next turn.

Gargoyle

No. Appearing: Often 1, a matching pair, or otherwise 2d8
Armour Class: 15
Hit Dice: 3+3
Attacks: 2 x Claws 1d3+1, Bite 1d4+1 and Gore 1d4+1
Nat 19: the target's weapon shatters against the Gargoyle's hide (*Luck* save resists).
S:16 D:14 C:20 I:10 P: 14 W:13 Ch:3
Luck: 6
Move: 30 ft or 60 ft when flying

Gargoyles are supernatural, winged beings, stony skinned with vacant eyes, resembling the rooftop statues of medieval cathedrals. A gargoyle can masquerade as a statue for years, patiently waiting for a passing victim, sustained by forbidden magic. They are inherently evil and malevolent creatures, existing primarily as conjured guardians and are immune to age and poison. A natural 1-2 attack roll against a Gargoyle requires the attacker to make a *Luck* save or their weapon shatters against the monster's rock hard hide.

Gelatinous Cube

No. Appearing: 1
Armour Class: 11
Hit Dice: 4+4
Attacks: Pseudopod 2d4
Nat 19: the target is sucked into the Cube (*Luck* (Dex) save resists).
S:18 D:10 C:16 I:2 P:14 W:16 Ch:1
Luck: 7
Move: 30 ft and may climb walls, ceilings, etc

Gelatinous cubes are highly translucent, jelly like monsters that expand to fill a 10 ft cube, which happens to fit most dungeon corridors. They automatically sense movement within 120 ft and are voracious predators, absorbing and dissolving all forms of organic matter. They are sometimes employed by lazy dungeon lords as inexpensive cleaners. A creature that touches the cube must make a *Luck* (Con) save or be paralysed for 1d6 hours, during which time the victim is completely dissolved. A creature caught inside a cube automatically suffers 2d4 damage every round, but may spend an action to make an opposed Str check to escape (if not paralysed).

Genie

No. Appearing: 1
Armour Class: 18
Hit Dice: 10+4
Attacks: Weapon 2d10
Nat 19: the target is subject to a *Sever Arcanum* effect, at the Genie's discretion.
S:19 D:14 C:16 I:17 P: 18 W:17 Ch:14
Luck: 10
Move: 60 ft flying, swimming or burrowing

Genies are 10 ft daemons with a defining connection to air, fire, water or earth. They often appear bare chested in flowing pants or robes, eyes reflecting their elemental power. While not inherently evil like their demon and devil cousins, genies are astoundingly arrogant, smug, callous and domineering towards mortals. No genie enters the human realm by choice, but is instead tricked or forced into service, a fact that inflames them at the slightest provocation. Each genie's terms of bondage are unique and determined by the GM.

Most commonly they serve as guardians, assassins or advisors. When a genie's service is complete, it becomes uncontrolled, and inexorably seeks horrible and excessive vengeance before vanishing forever. Genies have 50% magic resistance and are immune to damage from their respective element. They may cast the standard version of *Forbidden Wish* three times per day. Genies arm themselves with conjured fire swords, ice hammers and so on, with a 10 ft reach, and may make *Off Turn Attacks*.

Ghost

No. Appearing: 1
Armour Class: 12
Hit Dice: 8
Attacks: Touch 1d4 + special
Nat 19: the target ages twice as much as usual.
S:- D:15 C:- I:10 P: 13 W:17 Ch:3
Luck: 9
Move: 30 ft

Ghosts are the tortured souls of those unable to cross over from one life to the next, trapped or stranded between worlds. They are committed to a single unrelenting objective or emotion such as revenge, justice, hopelessness or rage. Most ghosts are quite insane as a result. They are *Incorporeal Undead*, able to pass through objects, and are harmed only by magic or cold iron weapons. A ghost's awful caress instantly ages the target 3d10 years (no *Luck* save permitted) and requires a *Luck* (Will) save to resist gaining a serious madness trait. If a target is aged more than its expected lifespan, it dies a desiccated husk.

Ghoul

No. Appearing: 2d12
Armour Class: 13
Hit Dice: 3
Attacks: Claw 1d6+1 and Bite 1d4

Nat 19: the target is subject to the equivalent of *Incantation of Exhaustion* for 1d6 rounds (*Luck* (Con) save resists).
S:16 D:13 C:12 I:10 P:13 W:14 Ch:8
Luck: 6
Move: 40 ft

Ghouls are intelligent, fast paced pack-hunters that sustain their unnatural existence on a diet of corpses. They are *Undead* with all the usual benefits. A ghoul's touch carries powerful necromantic energy, requiring a *Luck* (Con) save or the victim is paralysed for 1d6 x 10 minutes. Ghouls will sometimes make an opportunistic retreat with a paralysed adventurer in tow, scampering back to their hidden lair before engaging in a feeding frenzy.

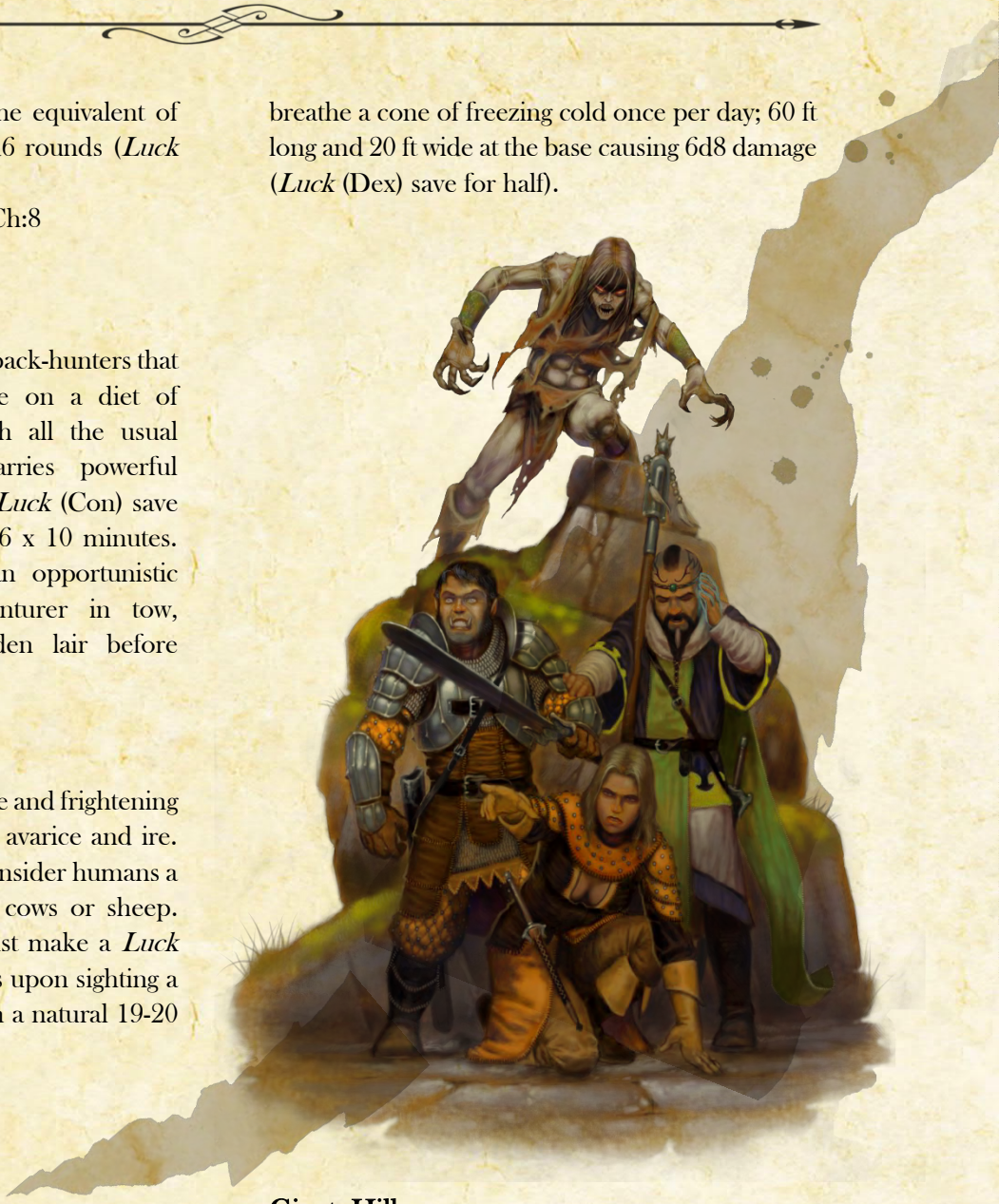
Giants

Giants are at least 12 ft tall, massive and frightening humanoids filled with arrogance, avarice and ire. Giants are strict carnivores and consider humans a preferred delicacy compared to cows or sheep. Creatures of less than 2 HD must make a *Luck* (Will) save or flee for 2d6 rounds upon sighting a giant. All giants *Cause Injuries* on a natural 19-20 attack roll and have a 10 ft reach.

Giant, Frost

No. Appearing: 1d10
Armour Class: 15 (armoured)
Hit Dice: 12+4 hit points
Attacks: Giant Axe 3d8+2
Nat 19: special
S:21 D:10 C:16 I:8 P: 11 W:14 Ch:11
Luck: 12
Move: 50 ft

Frost giants are approximately 15 ft tall and live in keeps or caverns of snow and ice in frozen regions. They are of low intelligence, most have never been taught to read or write, and keep sophisticated oral histories. They hurl boulders, carts, barrels or humanoid creatures up to 120 ft for 4d6 damage. Some elder frost giants, of ancient bloodlines, may breathe a cone of freezing cold once per day; 60 ft long and 20 ft wide at the base causing 6d8 damage (*Luck* (Dex) save for half).



Giant, Hill

No. Appearing: 1d12
Armour Class: 12
Hit Dice: 8+2
Attacks: Oversized Club 2d8+2
Nat 19: special
S:20 D:8 C:15 I:6 P: 9 W:12 Ch:8
Luck: 9
Move: 40 ft

Hill giants are approximately 12 ft tall, the lowest caste of the true giants. Most are primitive cave dwellers or nomads with only rudimentary language, carrying clubs and crude tools. They hurl boulders, carts, barrels or humanoid

creatures up to 120 ft for 3d6 damage. Hill giants have an acute sense of smell, gaining advantage on related checks.

Giant, Storm

No. Appearing: 1d8
Armour Class: 18 (armoured)
Hit Dice: 16+6
Attacks: Giant Trident 3d10+2
Nat 19: special
S:22 D:12 C:18 I:14 P: 15 W:16 Ch:14
Luck: 16
Move: 50 ft

The 18 ft Storm Giants are the masters of giant kind, the most intelligent and most likely to speak with humans before devouring them. Storm giants prefer mountain tops, underwater, or cloud based realms. They hurl boulders, carts, barrels or humanoid creatures up to 120 ft for 5d6 damage. Storm Giants may cast *Writhing Fog*, *Channel Lightning* or *Conclave of Wind & Sky* once per day.



Goblin

No. Appearing: 4d6
Armour Class: 11
Hit Dice: 1d4 hp
Attacks: Dagger 1d4
Nat 19: as weapon
S:7 D:14 C:10 I:10 P: 11 W:10 Ch:8
Luck: 3
Move: 30 ft

Goblins are 4 ft, spindly humanoids with prickly skin, pointed ears and sharp teeth. They inhabit dark woods and underground caverns. Goblins see as well in darkness as torch light, making them excellent ambushers by nightfall, but find sunlight painful to the eyes and avoid daytime activity. Goblins suffer a 33% miss chance when fighting in sunlight. Hobgoblins are rarer, larger and more intelligent goblins, with 3 HD. Most hobgoblins cast a handful of 1st and 2nd level spells, or have full magic user levels.

Golems

Golems are humanoid automatons built to serve their masters. The process is long, dark and gruelling, requiring an unwilling sacrifice to provide the golem's animating spark. Golems have a 50% chance of negating hits by non-magical weapons. Golems do not sleep, eat, or breathe, and are immune to all mind based effects, including sleep, charm, fear, illusion, stun and madness. Golems automatically sense physical creatures within approximately 30 ft.

Golem, Flesh

No. Appearing: 1
Armour Class: 14
Hit Dice: 7+3
Attacks: 2 x Fists 2d6
Nat 19: the target is knocked prone, and the golem gains a free attack (*Luck* (Will) save resists).
S:18 D:10 C:18 I:- P: 10 W:- Ch:-
Luck: 9
Move: 30 ft

Flesh Golems are 7 ft humanoid automatons bound together using the parts of different dead creatures, most often humans. Flesh golems have 50% *Magic Resistance*, except against lightning which energizes it, granting the benefits of *Hunger For Blood*, and cold damage which mimics

Incantation of Exhaustion. A flesh golem enters an uncontrolled rage when *Staggered*, gaining *Off Turn Attacks*, but automatically losing 1d6 hit points each round until its exertions tear itself apart.

Golem, Iron

No. Appearing: 1
Armour Class: 20
Hit Dice: 15+7
Attacks: 2 x Weapon or 2 x Fists 2d10
Nat 19: special
S:22 D:12 C:24 I:- P:15 W:- Ch:-
Luck: 15
Move: 40 ft

Iron golems are the greatest of the automatons; 16 ft animated statues of hardened metal. They attack with hammer like fists or gigantic weapons. Iron golems may breathe noxious gas in a 30 ft cone, 10 ft wide at the base, causing 10d6 damage (*Luck* (Con) save for half). The Breath Weapon has a 30% chance of recharging at the start of the golem's turn. They have 90% *Magic Resistance*, except against lightning which "slows" them (p.100), and fire which heals them. Iron golems have a 10 ft reach, make *Off Turn Attacks,* and *Cause Injuries* on natural attack rolls of 19-20.

Golem, Stone

No. Appearing: 1
Armour Class: 16
Hit Dice: 11+3
Attacks: 2 x Fists 2d8
Nat 19: bear hug (see below).
S:21 D:11 C:23 I:- P:13 W:- Ch:-
Luck: 11
Move: 30 ft

Stone golems are 12 ft statues that move in a robotic, grinding fashion. They have 60% *Magic Resistance*, except against *Stone to Flesh, Melt Crag & Ridge*, *Bending the Stone, or Master of Earth & Stone* which cause 6d8 damage (once only). A golem that hits a single target with both Fist attacks draws it into a crushing bear hug, forcing a *Luck* (Con) save to avoid rolling on the *Injuries & Setbacks* table. Stone golems have a 10 ft reach.

Green Slime

No. Appearing: 2d6
Armour Class: 10
Hit Dice: 2
Attacks: Pseudopod or Fling Slime 1d6 + special
Nat 19: the target is struck in the head by green slime and must make a *Luck* (Con) save or die (with advantage if wearing a helm).
S:13 D:13 C:13 I:2 P:12 W:16 Ch:1
Luck: 5
Move: Immobile

Green slime is an immobile, predatory amoeba. It attacks by dropping onto moving targets from above or flinging blobs of goop up to 30 ft. Green slime detects living creatures by sensing heat within 120 ft. Any metal or organic substance green slime touches transforms into green slime within 1 round (a *Luck* (Con) save resists). If a limb or object becomes slime, it attaches to the host and spreads each round, transforming more of the victim.

For example, green slime might first transform a hand, then an arm, then the torso which would kill a human. Green slime dropping from above has a 50% chance of landing on the victim's helmet, head or shoulders, as opposed to a limb. Green slime is destroyed by sunlight, fire or extreme cold, rendering it an inert tar like substance. *Purge the Accursed* also destroys it.

Grey Ooze

No. Appearing: 1d3
Armour Class: 12
Hit Dice: 6
Attacks: Tunnelling Pseudopod 2d4 + special, or *Emotion Burst*
Nat 19: a psychic lash drains the target 1d4 Int (*Luck* (Will) save resists).
S:18 D:16 C:16 I:4 P:14 W:16 Ch:1
Luck: 8
Move: 40 ft and may climb walls, ceilings, etc

Grey ooze, also known as grey matter ooze, is more liquid than ooze, a fast flowing and terrifying amoeba that feeds on the thoughts of living creatures. It attacks by surging into the target's mouth, nose and ears, tunnelling its way to the victim's brain which it absorbs. Victims suffer 2d4 damage and lose 1d4 Int (*Luck* (Will) save for half) on each successful attack.

Grey ooze have rudimentary intelligence and possess limited telepathic abilities. They learn to absorb and mimic basic emotions such love, happiness, sadness, awe and wonder, which they can project out to distance of 120 ft. They use these telepathic projections to lure or herd prey. Grey ooze may also target a single creature with an intense burst of alien emotion, requiring a *Luck* (Will) save to resist a moderate madness. This Emotion Burst ability has a 40% chance of recharging every hour. A grey ooze will often stalk its prey for a period, attempting Emotion Bursts to soften, destabilize or isolate a target before attacking.

An adventurer reduced to zero Int is killed by the ooze, which takes up residence in the host's skull. The parasite then controls the host in an appalling, puppet like fashion, until it desires another meal, at which point the ooze pours out of the host's orifices.

Griffon

No. Appearing: 2d6
Armour Class: 14
Hit Dice: 4
Attacks: 2 x Claws 1d4+1 and Bite 2d4
Nat 19: special
S:19 D:15 C:16 I:2 P:14 W:13 Ch:8
Luck: 7
Move: 60 ft or 120 ft when flying

Griffons have the body of a lion or horse, with the wings, head, and talons of an eagle. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. On a natural attack roll of 19-20, a humanoid target is grabbed and may be flown away with. The target may use their action to initiate an opposed Str check to break free.

Hag

No. Appearing: 1 or 3
Armour Class: 13
Hit Dice: 6
Attacks: 2 x Claws 1d6+1
Nat 19: the target is cursed and loses 1 point of *Luck*.
S:19 D:15 C:10 I:14 P: 14 W:15 Ch:4
Luck: 8
Move: 30 ft

Hags are monsters that appear as elderly, hideous crones. They roam or lair on the outskirts of human settlements, often posing as isolated hermits. Hags are highly intelligent and often adopt the language and culture of the region. Hags feed on humans, preferably children and babes, but can subsist on animals if required. Hags possess unnatural strength and their fingernails lengthen to wolf like claws when fighting. A hag may enchant the eye of a victim into an *Evil Eye*, transforming it into a precious stone the hag can see through as if under the effect of *Sight Beyond Sight*. Hags sometimes gift the *Eyes* as pendants, turning the wearer into an unwitting spy. Hags are protected by 30% *Magic Resistance*.

A trio of Hags is known as a *Coven* and multiply their powers. If all three hags are within the same geographic region (forest, mountains, plains, etc), each gains the ability to cast spells as a 6th level magic user. If two hags are in the region, they are 3rd level magic users. A single hag in a region has no spell casting ability. Once per lunar cycle, a coven may perform a 1d4 hour ritual to gain limited powers of prophecy.

Hammer Snail

No. Appearing: 1d4
Armour Class: 16
Hit Dice: 5
Attacks: 5 x Hammerstalks 1d4+2
Nat 19: special

S:12 D:7 C:15 I:3 P:8 W:17 Ch:1
Luck: 6
Move: 30 ft and may climb walls, ceiling, etc

Hammer snails are 5 ft, carnivorous gastropods with hard shells and resilient, rubbery hides. They attack foes by hammering them with their five flail like stalks, or crushing them against the floor or walls with their body. On a natural 19, the target is crushed by the creature's bulk, losing their next action (*Luck* (Con) save resists).

Hammer snails attack the same target with all five hammer stalks until unconscious or dead before selecting another target (or tenderising the victim into a pulpy mass which the snail consumes). If struck by three or more hammer stalks in one round, the target must roll on the *Injuries & Setbacks* table. Truly monstrous variants up to 16 ft in length are not unknown (HD 14, damage 1d8+2).

Harpy

No. Appearing: 2d6
Armour Class: 12
Hit Dice: 3
Attacks: 2 x Talons 1d4
Nat 19: the target must make a *Luck* (Will) save or suffer a minor madness.
S:9 D:15 C:10 I:10 P: 12 W:13 Ch:15
Luck: 6
Move: 30 ft and 60 ft when flying

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws victims to the harpy (a *Luck* (Will) save resists). A harpy's touch enchants the victim like a *Gaze of Beguilement* spell (even if injured and in combat) and drains 1d4 Str each day until death at zero Str (when the Harpy finally devours her meal).

Humans

Humans make up a great variety of opponents. Some examples are provided below.

Human (Adventurer)

No. Appearing: 1d6+2
Armour Class: Varies
Hit Dice: Varies
Attacks: Varies
Nat 19: as weapon
Attributes: Varies
Luck: Varies
Move: 30 ft

The purpose of this entry is to remind GMs that sometimes the perfect opposition for your PCs is another adventuring company. An experienced, coordinated party with opposing goals can create time pressures and a unique rivalry that makes the inevitable showdown especially memorable. Quick creation rival tables appear on p.225.

Human (Archer)

No. Appearing: 4d6
Armour Class: 11 (leather)
Hit Dice: 1
Attacks: Long bow 1d8
Nat 19: as weapon
S:10 D:11 C:10 I:10 P: 10 W:10 Ch:10
Luck: 4
Move: 30 ft

Archers generally have one or two quivers of arrows and a backup shortsword.

Human (Bandit/Cultist)

No. Appearing: 3d6 (bandit raiding party) or 2d100 (bandit hideout) or 3d10 (cultist lair)
Armour Class: 11 (leather)
Hit Dice: 1
Attacks: Weapon
Nat 19: as weapon
S:12 D:11 C:11 I:10 P: 10 W:10 Ch:10
Luck: 4
Move: 30 ft

Bandits roam caravan routes and under patrolled city blocks, looking for wealthy marks. Bandits are commonly skilled in Sleight of Hand (especially pick pockets). Cultists operate covertly in villages, towns and cities, kidnapping victims for sacrificial rituals. Some rare cultists, with access to forbidden lore or a dark patron, learn to cast a handful of spells.



Human (Berserker)

No. Appearing: 3d10 (raiders) or 3d100 (tribe)
Armour Class: 13 (Heavy Hide)
Hit Dice: 1
Attacks: Axe 1d8+1
Nat 19: as weapon
S:13 D:10 C:13 I:8 P: 9 W:12 Ch:10
Luck: 4
Move: 30 ft

Berserkers are warriors that have learnt to fight with astounding ferocity. They gain a +2 bonus on attack rolls and never make morale checks once combat is joined. Some particularly fearsome berserkers have barbarian class levels.

Human (Cavalry)

No. Appearing: 2d4
Armour Class: 16 (plate and shield)
Hit Dice: 1
Attacks: Lance 2d4+2
Nat 19: as weapon
S:14 D:10 C:13 I:10 P:12 W:10 Ch:10
Luck: 4
Move: 60 ft mounted.

Cavalry may sacrifice their shield to negate one attack, and ride warhorses or similar.

Human (Champion)

No. Appearing: 1
Armour Class: 14 (scale)
Hit Dice: 4
Attacks: Greatsword 1d12+3
Nat 19: as weapon
S:16 D:10 C:14 I:10 P:12 W:13 Ch:10
Luck: 7
Move: 30 ft

Champions are rare, highly experienced or natural warriors. They gain one random ability from the *Special Abilities* table p.227.

Human (Guardsmen, Soldier)

No. Appearing: 1d6+4
Armour Class: 14 (chain and shield)
Hit Dice: 1
Attacks: Sword 1d8+1
Nat 19: as weapon
S:13 D:10 C:12 I:10 P:12 W:10 Ch:10
Luck: 4
Move: 30 ft

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with chain armour, a shield, and a mace, sword, or spear. Heavy infantry have AC 15 or 16 (with a shield). Veterans have 2 HD. Captains have 3 HD, superior weapons and armour, and might have fighter abilities or levels.

Human (Hireling: Non-Combatant)

No. Appearing: 1d6
Armour Class: 10 (no armour)
Hit Dice: 1d6 hp
Attacks: Knife 1d4
Nat 19: as weapon
S:10 D:10 C:10 I:10 P:10 W:10 Ch:10
Luck: 3
Move: 30 ft

Desperate souls willing to risk life and limb as torch bearers, porters, guides, etc, for hard coin.

Human (Hireling: Mercenary)

No. Appearing: 1d6
Armour Class: 14 (Chain shirt & shield)
Hit Dice: 1d4+4 hp
Attacks: Sword, Axe, etc 1d8+1
Nat 19: as weapon
S:13 D:10 C:12 I:9 P:11 W:13 Ch:10
Luck: 4
Move: 30 ft

Typically young warriors with sharp steel and rash inclinations. If armed with a shield, may negate a single directional attack (per shield rules).

Human (Mob)

No. Appearing: 1
Armour Class: 10
Hit Dice: 4
Attacks: Flaming torch, pitchforks, etc 1d6
Nat 19: an opposed Str check vs Str 14 is required to avoid being pinned down (helpless next turn).
S:15 D:6 C:10 I:7 P:10 W:10 Ch:7
Luck: 5
Move: 30 ft

Mobs generally consist of scores of angry armed commoners. Apply the *Swarm* rules (p.183). A rousing speech or display of overwhelming force might disperse or delay a mob (GM's call).

Human (Militia)

No. Appearing: 3d6
Armour Class: 10
Hit Dice: 1d6 hp
Attacks: Club 1d6 or Spear 1d6+1
Nat 19: as weapon
S:10 D:10 C:10 I:10 P:10 W:10 Ch:10
Luck: 4
Move: 30 ft

Militia are generally poorly equipped, badly organised, and prone to retreat. Sufficient numbers of militia may be treated as a mob.

Human (Scout)

No. Appearing: 1d6
Armour Class: 12 leather)
Hit Dice: 1
Attacks: Short bow 1d6+1 or Sword 1d8
Nat 19: as weapon
S:11 D:13 C:12 I:10 P:13 W:10 Ch:10
Luck: 4
Move: 30 ft

Scouts and rangers carry a quiver of arrows, rope, and 1d6 days' worth of iron rations. Advantage on stealth and perception related checks.

Human (Sorcerer)

No. Appearing: 1
Armour Class: 12
Hit Dice: 5
Attacks: Sword 1d8
Nat 19: as weapon
S:9 D:14 C:10 I:15 P: 14 W:15 Ch:10
Luck: 8
Move: 30 ft

Sorcerers, wizards, druids, evil priests... whatever label is applied, all spell casters rely on the unpredictable forces of magic for power. This example sorcerer may choose from the following spells five times per combat (5th level): *Arcane Aegis, Insidious Slumber, Gaze of Beguilement, Fusing of Flesh, Bound by the Black Spiral, A Wisp Unseen, Riddle of Bones, Rightful Ascension, Channel Lightning* and *Sever Arcanum.* The sorcerer has advantage when resisting adverse mind effects such as sleep, charm, fear and madness.

Hydra

No. Appearing: 1
Armour Class: 15
Hit Dice: 13
Attacks: 9 x Bites 1d6+1
Nat 19: special
S:22 D:8 C:20 I:3 P: 14 W:15 Ch:3
Luck: 13
Move: 50 ft

The hydra is a 30 ft reptilian quadruped with nine serpentine heads. Severed heads by virtue of Major Exploits or similar grow back in one round unless the stump is sealed with fire, lightning or acid. Hydra *Cause Injuries* on a 19-20 attack roll and have a 10 ft reach.

Invisible Stalker

No. Appearing: 1
Armour Class: 16
Hit Dice: 8
Attacks: "Bite" 2d8
Nat 19: the target and stalker vanish to the void to finish their duel. If the stalker is destroyed, the target reappears.
S:18 D:19 C:15 I:15 P: 19 W:15 Ch:7
Luck: 9
Move: 40 ft flying

Invisible stalkers are 7 ft supernatural assassins from the void, and are most commonly encountered as a result of the *Reaper of Hidden Shadow* spell or wayward DDM check. They are invisible, winged monsters compelled to obey a single command from their conjurer until they succeed or are destroyed. Invisible stalkers have 50% *Magic Resistance*.

Kobold

No. Appearing: 5d4
Armour Class: 10
Hit Dice: 1d4 hp
Attacks: Dagger 1d4 or Bow 1d6
Nat 19: as weapon
S:7 D:14 C:9 I:13 P: 14 W:8 Ch:8
Luck: 3
Move: 30 ft

Kobolds are clever, diminutive, reptilian humanoids, sometimes found in league with serpentmen, wyverns or dragons. They are devious, cruel, and prefer to rely on traps and guerrilla warfare rather than engage in direct conflict. Many use slings or short bows, and they fight with short swords or spiked clubs in melee. All kobolds have the Rogue *Skirmish* ability.

Rare records suggest ancient kobolds experimented with strange magics invoking powers of steam, magnetism, and canned lightning (translated as the *Rites Mechanis*). A *Rites Occultist* has 3 HD, Int 16, and wields artificer like "magical" items such as the *Piston Hammer*, *Fume Flask* and *Ironward*.

Leech, Projectile

No. Appearing: 5d4
Armour Class: 10
Hit Dice: 1
Attacks: Bite 1d3 + blood drain
Nat 19: the leech latches on to the target's face, causing an eye injury, per the *Injuries & Setbacks* table (*Luck* (Con) save resists, with advantage if wearing a helm).
S:10 D:10 C:16 I:2 P: 14 W:8 Ch:3
Luck: 3
Move: 20 ft and may climb walls, ceilings, etc

Projectile Leeches are 1 ft rubbery blood suckers that launch themselves up to 10 feet through the air to attack. Their rubbery hides are impervious to bludgeoning damage. On a hit, a projectile leech latches onto the target and automatically causes blood drain: 1d4 damage and 1 Con loss at the start of their next turn. A Str contest (Str 16) at disadvantage removes the parasite. Alternatively, the application of a handful of salt, fire or acid automatically causes the leech to curl up and die.

Lich

No. Appearing: 1
Armour Class: 18
Hit Dice: 15
Attacks: Touch 1d10 + special
Nat 19: the Lich's touch imparts dark sorcery, the target rolls on the *Dark & Dangerous Magic* table.
S:14 D:14 C:12 I:20 P: 20 W:20 Ch:14
Luck: 15
Move: 30 ft

Liches are *Undead* wizards, transformed by dark rites or as the result of dangerous forces gone wrong. Whatever the cause, the transformation

inevitably turns the magic user mad, and the longer the lich persists, the greater its derangement.

Liches are 10th to 12th level magic users and are often *Boss Monsters*. They typically build up a collection of magic items over their long years of magical research. A lich's touch causes paralysis for 2d6 rounds (a *Luck* (Will) save at disadvantage resists). They have 50% magic resistance.

Lizard, Giant

No. Appearing: 1 or 2d6 if nesting
Armour Class: 15
Hit Dice: 3+4
Attacks: Bite 2d6
Nat 19: the giant lizard spits acid on the target, causing 1d4 damage for 1d6 rounds (action to automatically clean off).
S:17 D:10 C:14 I:2 P:8 W:10 Ch:3
Luck: 6
Move: 60 ft

Giant Lizards are 12 ft carnivorous reptiles. They are highly territorial when nesting in broods. If raised from a young age, giant lizards can be ridden like mounts, making their eggs valuable in certain quarters.

Lycanthropes

See the *Lycanthropes* traits entry (p.182) for general werebeast properties. Two example lycanthropes are provided below.

Lycanthrope, Wererat

No. Appearing: 4d6
Armour Class: 12
Hit Dice: 3
Attacks: Bite 2d4
Nat 19: if appropriate, a giant rat comes to the lycanthrope's aid.
S:14 D:18 C:10 I:13 P: 14 W:10 Ch:8 (Hybrid)
Luck: 6
Move: 30 ft

Wererats are often found in cities, lurking in sewers or abandoned alleyways. By spending an action, they may exert control and issue orders to ordinary rats, giant rats and dire rats, which are compelled to obey. Wererats are extremely sneaky and gain advantage on Stealth checks.

Lycanthrope, Werewolf

No. Appearing: 1, or a mated pair, or 3d6.
Armour Class: 13
Hit Dice: 6+4
Attacks: Bite 2d6



Nat 19: if appropriate, a wolf (60%) or dire wolf (40%) comes to the lycanthrope's aid.
S:18 D:14 C:14 I:10 P: 15 W:13 Ch:8
Luck: 8
Move: 30 ft

Werewolves are the classic wolf based lycanthrope. They may exert control and issue orders to ordinary wolves, giant wolves and dire wolves, which are compelled to obey. They have an excellent sense of smell in all forms (gaining advantage on related tests).

Mammoth

No. Appearing: 1d4
Armour Class: 13
Hit Dice: 11+3
Attacks: Gore 3d6+2
Nat 19: the target is trampled and must roll on the *Injuries & Setbacks* table.
S:21 D:9 C:20 I:3 P:12 W:13 Ch:8
Luck: 11
Move: 60 ft

A mammoth is a gigantic 12 ft tall woolly elephant with oversized tusks. They are generally foul tempered, destructive brutes, who will trample or gore unwelcome intruders in their territory. A mammoth may make a special Trample charge attack by moving at least 30 ft, causing double damage and the target must roll on the *Injuries & Setbacks* table. Mammoths are immune to ordinary cold, and have advantage resisting cold based magic. They have a 10 ft reach.

Man Eating Monkey

No. Appearing: 5d6
Armour Class: 13
Hit Dice: 1d4 hp
Attacks: Bite 1d6
Nat 19: the target is disarmed (*Luck* (Dex) save resists).
S:10 D:17 C:10 I:4 P:13 W:8 Ch:8
Luck: 3
Move: 30 ft including climbing

Man eating monkeys are 3 ft agile primates with elongated teeth, extended jaws and feral tempers. They are clever pack hunters and will seek to stalk and ambush their opponents, usually dropping from the trees while their prey sleeps. Man eating monkeys go into a feeding frenzy when a target becomes *Staggered*, at which time all monkeys within 30 ft will seek to attack the wounded target, ignoring other targets and risking free attacks to reposition. On a critical hit, a man eating monkey climbs up onto the back of the target and sinks its fangs into the prey's neck, forcing the target to make a Str check or fall prone.

Manticore

No. Appearing: 1d4
Armour Class: 13
Hit Dice: 7
Attacks: 2 x Claws 1d6, Bite 1d8 and 1d6 Tail Spikes 1d6+1
Nat 19: special
S:19 D:14 C:18 I:8 P: 10 W:12 Ch:8
Luck: 9
Move: 60 ft or 120 ft flying

The manticore has the body of a great cat, dragon like wings, a tusked humanoid head, and a tail armed with projectile spines. They often lair on high cliff tops, riding the mountain winds hunting suitable prey. In addition to its Claw and Bite attacks, a Manticore may fire 1d6 tail spikes up to a range of 180 ft. On a Claw attack roll of 19-20, the manticore batters the target with its wings, knocking the target prone or moving it 1d4 x 5 ft in any direction (*Luck* (Str) save resists). Manticores are of low intellect but some have the capacity to speak.

Medusa

No. Appearing: 1
Armour Class: 13
Hit Dice: 8
Attacks: Bow 1d6+1 + Snake hair attack (special)
Nat 19: the target's weapon or armour (50%) is petrified (*Luck* save resists).
S:10 D:15 C:12 I:15 P: 13 W:15 Ch:8
Luck: 9
Move: 30 ft

A Medusa is a cursed humanoid with a female upper body and face, but with hair consisting of writhing snakes. They have no legs, conjoined instead to the lower half of a scaled serpent. The gaze of a medusa turns anyone looking upon it to stone (a *Luck* (Con) save resists, reversible with a rare salve of razkarrt bile, or *Flesh to Stone* spell). Adventurers may choose to avert their gaze if not surprised, effectively fighting the monster blind.

In addition to the medusa's weapon attack, the snake-hair makes one attack per round, causing 1d3 damage + poison (2d6 damage plus 1d4 Dex loss, *Luck* (Con) save for half). An adventurer reduced to zero Dex turns to stone. A medusa may make a bow or snake-hair attack as an *Off Turn Attack*.

Merrow

No. Appearing: 2d4
Armour Class: 12
Hit Dice: 5
Attacks: Trident 2d8
Nat 19: If appropriate, a giant shark comes to the Merrow's aid.
S:16 D:16 C:12 I:8 P:10 W:13 Ch:10
Luck: 8
Move: 30 ft or 40 ft swimming

Merrow are 7 ft aquatic humanoids with four arms and a shark, squid or piranha like head. They spend most of their time in oceans, rivers or lakes, but are quasi amphibious and can survive on land or ships for a few hours if necessary. Merrow are strict carnivores of low intellect, highly attracted to shiny things which they horde in their underwater lairs.

They communicate via clicks, whistles and repetitive tones reminiscent of whale songs. Merrows will swarm a staggered target, entering a shark like feeding frenzy. A frenzied merrow never makes morale checks and will attack the staggered target until one or the other is dead. The body of a PC reduced to zero hit points must be recovered from a merrow within one round or it is irretrievably lost.

Minotaur

No. Appearing: 1 or 1d8
Armour Class: 15 (armoured)
Hit Dice: 5+4
Attacks: Big Axe 2d8
Nat 19: the target must roll on the *Injuries & Setbacks* table (*Luck* (Dex) save resists).
S:19 D:14 C:19 I:6 P:14 W:15 Ch:7
Luck: 8
Move: 30 ft



The minotaur is an 8 ft tall, bestial man-eating predator, with the head of a bull and a humanoid body covered in shaggy hair. Most are brutal and of primitive intelligence. A special charge attack may be made up to 60 ft, gaining advantage to hit for 2d8+2 damage, and the target must make a *Luck* (Con) save or roll on the *Injuries & Setbacks* table. Minotaurs have a 10 ft reach.

The *Infernal Minotaur* is a half demon variant, with jet black eyes, smoking hooves and a bloody drool. They may *Roar* (as *Glimpse the True Gods*) once/day, and are immune to non-magical weapons except those of cold iron, which affect them normally. Infernal minotaurs see as well in darkness as in light and have 35% magic resistance.

Mummy

No. Appearing: 1 or 1d8
Armour Class: 13
Hit Dice: 7
Attacks: Fist 1d12 + Mummy Rot
Nat 19: the target is cursed and loses 1 point of *Luck*.
S:19 D:8 C:16 I:3 P:10 W:14 Ch:3
Luck: 9
Move: 30 ft

Mummies appear as the classic bandage wrapped *Undead* of popular fiction. They are particularly susceptible to fire which causes double damage. Mummies have no real intelligence and simply follow the orders of their master, even if their master has long since passed. Their touch inflicts *Mummy Rot*, a magical curse that causes 1 Con loss and prevents healing of all kinds until the adventure ends (a *Luck* (Will) save resists). *Purge the Accursed* will lift the mummy's curse.

Ochre Jelly

No. Appearing: 1d3
Armour Class: 11
Hit Dice: 8
Attacks: Pseudopod 2d8
Nat 19: the ochre jelly splits in two.
S:18 D:10 C:16 I:2 P:13 W:16 Ch:1
Luck: 9
Move: 30 ft and may climb walls, ceilings, etc

Ochre Jellies are mindless, amorphous oozes that seek to dissolve opponents with acidic pseudopods. They absorb any PC reduced to zero hit points in one round, making body recovery impossible. Jellies are immune to fire, and are split in two by cold damage (halve hit points).

Octopus, Giant

No. Appearing: 1
Armour Class: 15
Hit Dice: 17+3
Attacks: Bite 2d8 and 8 x Tentacles 1d10
Nat 19: special
S:23 D:14 C:22 I:3 P:10 W:15 Ch:3
Luck: 16
Move: 30 ft or 120 ft swimming

A giant octopus is approximately 80 ft long, dwarfing small sailing vessels which are inevitably splintered by the beast's devastating tentacles. They are reluctant to crawl on land but can do so for short periods if sufficiently enraged or hungry. Their Tentacle attacks have a 15 ft reach and *Cause Injuries* on a natural 19-20 attack roll. They swallow their target whole on a natural 19-20 Bite attack. A swallowed target may attack the monster's guts with a small weapon such as a dagger, suffering 3d10 crushing and acidic damage on the monster's turn. A severely injured giant octopus will flee, releasing a 200 ft radius cloud of black ink, and regurgitate any swallowed (but fighting) opponents. Any attacks in the inked area suffer a 33% miss chance.

Ogre

No. Appearing: 1, a mated pair, or 2d4
Armour Class: 12
Hit Dice: 4+3
Attacks: Spiked Club 2d8
Nat 19: special
S:19 D:8 C:15 I:6 P: 7 W:8 Ch:7
Luck: 7
Move: 40 ft

Ogres are 9 ft, hairless, powerfully built humanoids, with elongated canines and pointed ears. They are of low intelligence, brutal and easy to anger. When *Staggered*, an ogre enters a murderous rage, gaining a free attack against every foe within reach. If an ogre rolls a natural 19-20 attack, the target must make a *Luck* (Con) save or roll on the *Injuries & Setbacks* table. Ogres have a 10 ft reach.

Ogre Mage

No. Appearing: 1
Armour Class: 15
Hit Dice: 7+4
Attacks: Big Sword 2d8
Nat 19: the Ogre Mage summons spirit warriors equivalent to a *Call Forth Simulacra II* spell.
S:19 D:10 C:15 I:15 P: 14 W:15 Ch:10
Luck: 9
Move: 40 ft

The ogre mage is a highly intelligent ogre with spell casting abilities. An ogre mage may cast *Rightful Ascension*, *A Wisp Unseen*, *Place of Perfect Night*, *Insidious Slumber*, *Gaze of Beguilement, Waking Dream* and *Blast of Frozen Ruin* once per day. Ogre mages may spend an action to assume human shape or shift back to their real form. If an ogre mage rolls a natural 19-20 attack, the target must make a *Luck* (Con) save or roll on the *Injuries & Setbacks* table.

Owlbear

No. Appearing: 1 or a mated pair
Armour Class: 13
Hit Dice: 6+3
Attacks: 2 x Claws 1d6+2 and Bite 2d4
Nat 19: bear hug (see below).
S:19 D:12 C:16 I:3 P:10 W:15 Ch:4
Luck: 8
Move: 40 ft

Owlbears have the body of a bulky 10 ft bear and the head of an owl, including a powerful lacerated beak. Owlbears that hit with both claw attacks draw the victim into a crushing hug forcing the victim to roll on the *Injuries & Setbacks* table (a *Luck* (Con) save resists). Owlbears are foul tempered and explode into extreme violence; they cause 20 hp damage on critical hits and have a 10 ft reach.

A *Giant Ape* might substitute for owlbears in remote jungle areas, with Dex 14, a 40 ft climb speed, and throw boulders/branches for 2d6 damage up to 50 ft. *Winged Giant Apes* also have a 40 ft fly speed.

Purple Worm

No. Appearing: 1
Armour Class: 17
Hit Dice: 20
Attacks: Bite 3d12+3 and Stinger (poison)
Nat 19: special
S:24 D:8 C:24 I:3 P:14 W:15 Ch:2
Luck: 16
Move: 90 ft slithering, swimming or burrowing

The purple worm is a colossal, 100 ft column of rubbery flesh and a circular maw filled with row upon row of man sized teeth. They hunt in seas and burrow beneath the earth, rarely surfacing except in times of extreme scarcity, or summoned by apocalyptic cults. Purple worms detect their prey through smell, ground vibrations and echolocation to a distance of 240 ft.

Worms swallow their prey whole on a natural attack roll of 18+, make *Off Turn Attacks* and have a 15 ft reach. A swallowed target may attack the monster's guts with a small weapon such as a dagger, suffering 3d10 crushing and acidic damage on the monster's turn.

In addition to the worm's dreaded bite, it has a poison tail stinger that instantly kills humanoid targets that fail a *Luck* (Con) save. An adventurer has a 40% chance of harvesting 1d4 doses of poison from a dead purple worm.

Rat, Dire

No. Appearing: 3d4
Armour Class: 12
Hit Dice: 2+3
Attacks: Bite 2d4
Nat 19: the target must make a *Luck* (Con) save or suffer a virulent disease, draining 1d4 Str over the next 1d10 minutes.
S:13 D:15 C:13 I:2 P:13 W:9 Ch:4
Luck: 5
Move: 60 ft

Similar to giant rats, but about the size of a large wolf, dire rats are stealthy pack hunters with a calculated malevolence. Once per day, some dire rats may issue an awful squeal, summoning 3d6 obedient giant rats (or a swarm of ordinary rats) from nearby sewers or wilderness.

A dire rat bite has a 50% chance of carrying a death plague (or other random disease), causing sufferers to lose 1d4 Con each day until they die at zero Con. A *Luck* (Con) save resists. An apothecary may be able to cure the disease in 1d3 days with the correct healing herbs.

Rat, Giant

No. Appearing: 5d4
Armour Class: 11
Hit Dice: 1d4 hp
Attacks: Bite 1d3
Nat 19: If appropriate, another Giant Rat (60%) or Dire Rat (40%) comes to aid this Giant Rat.
S:3 D:14 C:8 I:2 P:13 W:6 Ch:4
Luck: 3
Move: 40 ft

Giant rats are about the size of a large cat. They are often found in sewers and lurking in forests nearby civilization. A giant rat bite has a 50% chance of carrying a wasting illness (or other random disease) causing sufferers to lose 1d4 Str each day until they are bedridden at zero Str. A *Luck* (Con) save resists. An apothecary might cure the disease in 1d3 days with the right healing herbs.

Roc

No. Appearing: 1
Armour Class: 13
Hit Dice: 14
Attacks: 2 x Claws 2d6 and Bite 2d10+2
Nat 19: special
S:23 D:13 C:20 I:2 P:14 W:16 Ch:10
Luck: 14
Move: 240 ft flying

Rocs are dragon sized hawk like birds, large enough to prey upon elephants. On a Claw attack roll of 19-20, the roc may grab the target in one claw and fly away with it (often to be dropped from a great height, then eaten, or fed to hatchlings). The target may use their action to make an opposed Str or Dex check to slip free. 15 ft reach.

Scorpion, Giant

No. Appearing: 1-6
Armour Class: 15
Hit Dice: 6
Attacks: 2 x Claws 1d8 and Stinger 1d4 + poison
Nat 19: the target is caught in the scorpion's pincer, automatically suffering one Claw hit on the monster's turn. A Str contest is required to break free.
S:19 D:13 C:15 I:1 P:10 W:14 Ch:3
Luck: 8
Special: Poison
Move: 40 ft

The giant scorpion is a 10 ft monstrosity with a plate like carapace and oversized claws. Its stinger carries a deadly poison; the target must make a *Luck* (Con) save or lose 1 Con each hour until death at zero Con. Tending by an apothecary might slow the effect to 1 Con loss per 2d6 hours (or neutralize it with a great success). A dose of anti-toxin will neutralize the poison, preventing further Con loss. 10 ft reach.

Serpent, Giant

No. Appearing: 1d6
Armour Class: 13
Hit Dice: 5
Attacks: Bite 1d8 + poison
Nat 19: special
S:19 D:16 C:13 I:3 P:10 W:12 Ch:5
Luck: 8
Move: 30 ft

Giant serpents vary in size and colour but are generally 8 to 12 ft long and one or two feet thick at their widest point. Their oversized heads often have dislocating jaws and fangs laced with venom. Serpent poison varies from species to species, but commonly causes 1d6 damage and 1d4 Con, Str or Dex loss (a *Luck* (Con) save resists). On a natural 19-20 attack roll, a giant serpent coils around its target, constricting it and rendering it helpless. A trapped victim may spend their action to make an opposed Str check to break free. Larger specimens of up to 12 HD are not unheard of, growing to more than 20 ft in length.

Serpentmen

Serpentmen are a cruel and despotic race from a lost age, once great rulers over early humankind but now forgotten and exiled into dark corners of the world. They breed two primary forms, the *Ssurloc* warrior, a giant, 8 ft hybrid serpent with a humanoid upper torso, and the *Hraarsk* cultists; a reptilian biped that can often pass for human in a cloak and cowl. Some ancient writings also refer to

a third form, the noble caste *Razkarrt*, recorded as beautiful, cold blooded, human like beings, able to conceal their forked tongues and reptilian eyes through shapeshifting.



Hraarsk (Humanoid)

No. Appearing: 4d4
Armour Class: 14
Hit Dice: 2+2
Attacks: Bite 1d4 + poison, or weapon
Nat 19: the *Hraarsk* imparts a momentary hypnotic effect, causing the target to lose their next action (*Luck* (Will) save resists).
S:12 D:13 C:10 I:10 P: 12 W:10 Ch:9
Luck: 5
Move: 30 ft

Hraarsk are the lowest breed of serpentmen, reptilian humanoids and dedicated cultists of dark and insidious powers from beyond the stars. Hraarsk Bites cause 1d4 damage and drain 1 Will (a *Luck* (Con) save resists). Victims reduced to zero Will fall into a trance like state, making them completely suggestible, even to the point of committing suicide. Hraarsk sometimes poison wells before stealing away townsfolk for use in sacrificial rituals. Some rare hraarsk are recorded as displaying sorcerous powers.

Razkarrt (Noble)

No. Appearing: 1d4
Armour Class: 18
Hit Dice: 9+4
Attacks: Bite 1d6 + poison, or weapon
Nat 19: the razkarrt unleashes a potent charm effect; the target makes a *Luck* (Will) save or is subject to the equivalent of a *Malediction of Lunacy* spell.
S:12 D:19 C:14 I:18 P: 16 W:18 Ch:14
Luck: 10
Move: 30 ft

Razkarrt are the noble caste of the serpentmen, ruling over their civilization with great cunning and ruthlessness. They seek to restore the serpentfolk to greatness, or in the alternative, to hasten humankind towards final destruction. The razkarrt often masquerade as humans, seeking positions of power with access to networks of spies and informants. Razkarrt take great pleasure in manipulating foolish warmbloods as their plans unfold. Razkarrt may spend an action to shapeshift between human, noble and hybrid form. Some are powerful sorcerers, able to cast spells like a 1d6+6 level magic user.

Ssurloc (Hybrid)

No. Appearing: 2d4
Armour Class: 16
Hit Dice: 6+3
Attacks: Bite 2d4 + poison, or weapon
Nat 19: the Ssurloc makes a surprise tail whip attack, causing 1d8 damage and knocking the target prone.
S:18 D:16 C:14 I:10 P: 11 W:13 Ch:10
Luck: 8
Move: 40 ft

Ssurlocs are 8 ft hybrids, half humanoid, half serpent, devoid of empathy and utterly loyal to the serpentmen cause. A ssurloc Bite carries a potent poison causing 1d6 damage and 1 Dex loss (a *Luck* (Con) save resists). Ssurloc warriors often coat their weapons with their venomous saliva.

Shade

No. Appearing: 2d6
Armour Class: 12
Hit Dice: 4

Attacks: Touch 1d6+1 + Str drain
Nat 19: the target's weapon or armour (50%) is transformed into shadow (*Luck* save resists).
S:- D:16 C:- I:10 P: 13 W:10 Ch:7
Luck: 7
Move: 40 ft



Shades are *Incorporeal Undead* with the usual benefits. Shades resemble misty, ink dark shadows, existing only to steal the vitality from the living to sustain their cursed half life. Their chill touch drains 1 Str with a successful hit. An adventurer reduced to zero Str is instantly slain and has a 50% chance of being reborn a shade (subservient to its creator) the next midnight.

Elder shades are ancient versions of their kind; they have 7 HD, drain 1d4 Str per hit, and control packs of ordinary shades. Some also demonstrate limited spell like abilities similar to *Shadows & Dust*, *Place of Perfect Night*, *Writhing Fog*, *Sever Arcanum* and *Shadowbolt* (as *Channel Lightning*, but made of leeching dark rather than lightning).

Shark, Giant

No. Appearing: 2d4
Armour Class: 12
Hit Dice: 5+3
Attacks: Bite 3d6
Nat 19: the target must make a *Luck* (Con) save or lose a limb.
S:18 D:13 C:- I:2 P:8 W:10 Ch:4
Luck: 8
Move: 60 ft swimming
The above statistics are for 15 ft, aggressive man eating giant sharks. When a giant shark reduces a target to *Staggered*, all giant sharks in a 20 ft radius go into a feeding frenzy, gaining a free attack.

Skeleton

No. Appearing: 3d10
Armour Class: 11
Hit Dice: 1
Attacks: Spear 1d6+1
Nat 19: if appropriate, other nearby bones (or a defeated skeleton) animate to aid this one.
S:13 D:13 C:10 I:- P: 13 (special) W:- Ch:-
Luck: 4
Move: 30 ft

Skeletons are magically animated bones that unerringly follow the last orders of their master, even if their master has since passed. They have no personalities as such and are more automaton than creature. They are *Undead* with the usual benefits and are also impervious to piercing damage from arrows, javelins, and so on. Skeletons makes excellent guardians, automatically sensing any living creature within 60 ft and have no need for food, sleep or shelter. The magic that sustains a skeleton can last centuries, if not millennia.

Skeleton, Ogre

No. Appearing: 3d10
Armour Class: 12
Hit Dice: 4
Attacks: Spiked Club 2d8
Nat 19: if appropriate, other nearby bones (or a defeated Ogre Skeleton) animate to aid this one.
S:15 D:10 C:16 I:- P: 13 (special) W:- Ch:-

Luck: 7
Move: 40 ft

As humanoid skeleton, but approximately 10 ft tall. Ogre skeletons do not possess the same physical strength as their living counterparts. On the other hand they are just as hardy, obey orders, and do not stink or complain. Most necromancers consider them an improvement. Giant skeletons have a 10 ft reach.

Skorn (Beastmen)

No. Appearing: 4d6 (raiding party) or 5d100 (tribe)
Armour Class: 11
Hit Dice: 2
Attacks: Club 1d6+1
Nat 19: the target is clubbed in the head, losing its next action (*Luck* (Will) save resists).
S:15 D:10 C:13 I:7 P: 12 W:8 Ch:8
Luck: 4
Move: 30 ft

Skorn, also known as halfmen or beastmen, are heavy set, pink skinned proto-humans, often scarred and heavily sunburnt. They would be 7 ft tall but for their stooping stature, with small eyes, flat faces and rudimentary ear holes. Skorn are dull witted cannibals, more beast than man, raiding outposts and caravans from nearby wildlands. They live to eat, breed and fight, inevitably bringing them into conflict with their neighbours.

Skorn females typically birth twins or triplets, and their children grow swiftly, developing into dangerous warriors by their twelfth or thirteenth year. Devoid of empathy, the halfmen prefer to eat humans before their own elderly or young, but will hunt animals if they must.

Skorn revere lycanthropes, and some tribes cultivate infection as a special reward for favoured champions. Such lycanthropy is a unique strain that infects their own kind only.

Beastmen possess primitive dark vision, able to make out rough shapes and outlines in complete darkness (disadvantage on vision checks, and 33% miss chance, instead of blind). Unless infiltrating however they employ fire for light, warmth and occasional cooking. Skorn have an excellent sense of smell and instincts for danger, gaining advantage on related Perc checks. Skorn chiefs, known as *Kargs*, are the strongest and most brutal of their kind, with 5 HD. In tribes with lycanthropy, the karg is always infected.

Orcs are easily substituted for skorn if that suits the setting better. In that case, Orgs are half-orc half-ogres, with 3 HD, and Orc War Chiefs have 5 HD.

Slop Gorger

No. Appearing: 1
Armour Class: 13
Hit Dice: 9+2
Attacks: 3 x Tentacles 1d8+1 and Bite 3d4
Nat 19: a random limb is crushed, breaking bones (per *Injuries & Setbacks* table entry 2 or 3).
S:19 D:8 C:17 I:3 P:10 W:9 Ch:3
Luck: 10
Move: 40 ft or 60 ft swimming.

Slop gorgers are 8 ft, fleshy slug like monsters, with grinding maws and a tangle of 10 ft spiked tentacles (10 ft reach). They are amphibious in nature, strong swimmers and disturbingly quick overland. Gorgers prefer feeding on refuse and carrion, (which won't fight back) but are also partial to warm blooded creatures, especially when spawning. Gorgers are asexual and lay slimy egg sacks that release multiple baby gorgers. There is a 50% chance a gorger carries infectious disease. Elder Gorgers, of up to 16 HD, are not unknown.

Spectre

No. Appearing: 1
Armour Class: 15
Hit Dice: 7
Attacks: Spectral weapon, or touch 1d8 + level drain

Nat 19: the Spectre and target vanish to a nightmare realm of dark sorcery to finish their duel. If the Spectre is destroyed, the target reappears.
S:- D:15 C:- I:13 P: 15 W:15 Ch:9
Luck: 9
Move: 30 ft in any direction

Spectres are *Incorporeal Undead* that pass through solid objects like water. A spectre's icy touch drains one level until the end of the adventure (a *Luck* (Will) save resists). An adventurer reduced to zero levels dies, and rises as a subservient wraith in 1d4 days. Spectres possess a malign intelligence and remember much of their former life, but those memories are tainted by feelings of hate, vengeance and torment.

Spider, Giant

No. Appearing: 2d4
Armour Class: 13
Hit Dice: 2+2
Attacks: Bite 1d6+1 + poison
Nat 19: special
S:14 D:16 C:12 I:2 P:12 W:10 Ch:4
Luck: 5
Move: 40 ft and may climb walls, ceilings, etc

Giant Spiders are 6 ft long, aggressive hunters and web builders. On a natural 19-20 attack roll, a giant spider wraps its victim in webs, rendering them helpless (a *Luck* (Str) save resists). A trapped victim may spend an action to attempt to break free (an opposed Str check vs Str 17). A giant spider's poisonous bite causes 1d6 damage and 1 Dex loss (a *Luck* (Con) save resists). An adventurer has a 25% chance of harvesting 1d3 doses of poison from a dead spider (may require an Int (Animal Lore) or Apothecary check).

Spider, Veil

No. Appearing: 1d4
Armour Class: 15
Hit Dice: 8+2
Attacks: Bite 2d6 + poison
Nat 19: the veil spider automatically phases out of existence after its turn is complete.
S:15 D:19 C:12 I:2 P:14 W:14 Ch:5
Luck: 9
Move: 40 ft and may climb walls, ceilings, etc

Veil spiders are 8 ft long, natural ambushers who surprise their prey by phasing into existence from beyond the veil (automatic surprise at the GM's discretion). A veil spider's poisonous bite is lethal after 1d3 rounds on a failed *Luck* (Con) save. An apothecary may be able to delay the poison's effect for 1d3 hours (1d3 days on a great success). A veil spider has a 50% chance of phasing out of existence after its turn, reappearing at the start of its next turn anywhere within 40 ft.

Sprite

No. Appearing: 5d4
Armour Class: 12
Hit Dice: 1 hit point
Attacks: Tiny Bow, or Blade 1d2 + poison
Nat 19: the target is cursed and loses 1 point of *Luck*.
S:3 D:17 C:5 I:12 P: 13 W:15 Ch:15
Luck: 3
Move: 30 ft including when flying or swimming

Sprites are 6 inch fey humanoids often found in forests or near water. Land based sprites (aka pixies) have gossamer wings, while water sprites have gills and are amphibious. Sprites are intensely curious, jealous, vengeful and notoriously capricious. Sprite poison requires a *Luck* (Will) save or imposes a deep slumber for 1d4 hours. Upon awakening, the victim has no memory of the hour prior to the poison, and is often bereft of any shiny or beautiful trinkets such as coins, gems and jewellery. An adventurer has a 50% chance of looting 1d3 doses of poison from a band of sprites.

Stirge

No. Appearing: 3d10
Armour Class: 12
Hit Dice: 1d4 hp
Attacks: Sting 1d3 + blood drain

Nat 19: the Stirge infects the target with a blood borne disease, causing 1d4 Str loss over 1d6 hours (*Luck* (Con) save resists).
Luck: 3
S:4 D:16 C:6 I:2 P:10 W:5 Ch:4
Move: 60 ft when flying

Stirges resemble grotesque, 1 ft hummingbirds with four hook like appendages. Stirges have a needle proboscis they stab into their prey to drain blood. After landing a hit, the Stirge latches on with its hooks, automatically causing 1d4 damage at the start of their next turn. Attacking an attached Stirge is awkward if you wish to avoid injuring the host, imposing a -2 penalty to hit. Alternatively, allies may swing away with abandon, but with a 25% chance of accidentally injuring both the Stirge and the host. An attached Stirge will drain an unconscious adventurer to death in 1d6 rounds if left unchecked.



T-Rex
No. Appearing: 1
Armour Class: 14
Hit Dice: 20
Attacks: Bite 3d10+2
Nat 19: special
S:23 D:13 C:21 I:3 P: 12 W:15 Ch:4
Luck: 16
Special: See below
Move: 60 ft

Tyrannosaurus Rex is the gigantic, 40 ft dinosaur king from the prehistoric era. Its oversized skull and jaws, in combination with its aggression and speed, usually make it the top predator in the area. Creatures of 4 HD or less must make a Will check or flee in terror for 2d6 rounds or until out of sight. T-Rex *Cause Injuries* and critical his on 19-20 attack rolls. They have a 15 ft reach.

Tentacle Spawn
No. Appearing:1 or 1d4 (pod)
Armour Class: 13
Hit Dice: 10+2
Attacks: 2 x Tentacles 1d8 + special
Nat 19: the tentacle spawn unleashes a psychic blast, momentarily stunning the target which loses its next action (*Luck* (Will) save resists).
S:13 D:16 C:14 I:19 P: 19 W:19 Ch:15
Luck: 10
Move: 30 ft

Tentacle spawn are oily skinned humanoids with octopus like heads from another planet or dimension. Their motives are inscrutable but they are intelligent and exist on a steady diet of brains, preferably human. They are subterranean and become severely disorientated if exposed to wide open spaces. Spawns attack by attempting to burrow their tentacles into their opponent's skull and brain. If both Tentacle attacks hit, the target must make a *Luck* (Con) save or die on the monster's next turn, unless the two are somehow separated.

Tentacle spawn may spend an action to project a mental blast of abject horror in a 60 ft cone, 20 ft wide at the base, causing 1d4 Int loss and imposing a serious madness (a *Luck* (Will) save resists). The Mental Blast attack has a 30% chance of recharging at the start of the tentacle spawn's turn.

Tentacle spawn may spend an action to produce each of the following spell effects once per day: *Gaze of Beguilement*, *Affliction of the Eyeless Host*, *Monstrous Subjugation*, *Ineffable Force* and *Strange Joining*.

Tiger, Sabretooth

No. Appearing: 1 or 2d4
Armour Class: 13
Hit Dice: 7+2
Attacks: Bite 2d6 and 2 x Claws 1d6+1
Nat 19: the target is knocked prone and cannot stand back up without winning a Str contest.
S:20 D:13 C:19 I:3 P:14 W:15 Ch:7
Luck: 9
Move: 60 ft

This enormous, prehistoric cat stands 5 ft at the shoulder and weighs more than a grizzly bear. It is renowned for its long teeth, powerful frame and cunning stalking techniques, often hunting in packs. If the sabretooth moves at least 20 ft and hits, the target must make a *Luck* (Str) save or be knocked prone, and cannot stand back up without spending an action and succeeding on an opposed Str check. Sabretooths have advantage on tracking and stealth checks.

Toad, Claw

No. Appearing: 1d8
Armour Class: 14
Hit Dice: 4+2
Attacks: Bite 1d12 and Claw 1d6
Nat 19: special
S:19 D:12 C:17 I:3 P:10 W:14 Ch:2
Luck: 7
Move: 30 ft including up walls, ceiling, etc

Claw toads are 8 ft behemoths, fat and bulging amphibians with lumpy skin, an enormous fanged maw, and sharp claws. Their colouration runs the gamut and their croaking calls become deafening in large numbers. Claw toads may make a special tongue attack up to 15 ft, dragging the target into melee range and preventing them from moving away (Str contest resists).

On a 19+ attack roll, a claw toad swallows a humanoid target whole (against a larger opponent, it might swallow a weapon or shield instead). A swallowed target may attack the monster's guts with a small weapon such as a dagger, but suffers 3d6 crushing and acidic damage on the monster's turn. Claw toads may spend their move action to jump up to 30 ft.

Treant, Bloodroot

No. Appearing: 1d4
Armour Class: 17
Hit Dice: 11
Attacks: 2 x Batter 3d6
Nat 19: special
S:22 D:10 C:20 I:3 P:13 W:17 Ch:4
Luck: 11
Move: 30 ft

Bloodroot treants are sentient, 20 ft animated trees corrupted by great evil. Unlike the peaceable tree shepherds, bloodroots have a hunger for blood and flesh rather than soil and stream. Bloodroots look like any normal tree until they attack, battering their foes with powerful limbs before digging them down into the earth and rooting themselves atop the still warm corpse. Bloodroots are unintelligent and incapable of speech, but do use leaf rustling to communicate very basic concepts to each other. Bloodroots *Cause Injuries* on a natural 19-20 attack roll and have a 10 ft reach. They are particularly susceptible to fire which causes double damage.

Troll

No. Appearing: 1d12
Armour Class: 13
Hit Dice: 7
Attacks: 2 x Claws 1d4+1 and Bite 1d8+1
Nat 19: if the target is accompanied by a pet or henchmen, the pet/ally is eaten by the troll (or has a limb torn off).
S:19 D:12 C:17 I:6 P: 7 W:8 Ch:7
Luck: 9
Move: 30 ft

Trolls are 10 ft rubbery fleshed humanoids with large ears and hard nodules patterning their skin.

They have oversized heads, with large teeth and elongated arms and claws with a 10 ft reach. Trolls are famous for their power to self regenerate; they heal all damage at the start of their next turn, or in 1d6 rounds if reduced to zero hit points. Damage from fire or acid is not regenerated. A troll reduced to zero hit points and completely burnt or buried does not regenerate. Trolls lair in swamps and moors, sinking beneath the waters to hibernate in times of scarcity, waiting for prey.

Urgot

No. Appearing: 2d6 (raiding party) or 10d10 (tribe)
Armour Class: 11
Hit Dice: 1+4
Attacks: Club or Tentacle or Claw or Bite, etc 1d6+1
Nat 19: the target is cursed and loses 1 point of *Luck*.
S:13 D:13 C:16 I:7 P: 9 W:12 Ch:6
Luck: 5
Move: 30 ft

Urgot are abominations of dark sorcery or the cursed bloodlines of humans whose ancestors made pacts with infernal powers. Urgot differ from tribe to tribe, but all display major mutations such as tentacles, severe hunchbacks, missing or deformed limbs, fish eyes, prehensile tails, quadruped motion, shark teeth, and so on. Urgot are intelligent, cruel and depraved pack hunters. They employ ritual scarring to mark seniority, and usually keep to the deep shadows of ancient temples, forests and isolated mountains.

A group of urgot hunters may issue a simultaneous, highly disturbing wail, chittering or moan once per day, causing all sentient creatures within 20 ft to make a *Luck* (Will) save or suffer a minor madness. Some tribes contain a spell caster known as an Urgozer, with 3+3 HD and the ability to cast a handful of 1st to 3rd level spells each day, for example: *Shennog's Blessing, Sight Beyond Sight, Gaze of Beguilement, Riddle of Bones, Sever Arcanum, and Incantation of Exhaustion.*



Vampire

No. Appearing: 1
Armour Class: 13
Hit Dice: 9
Attacks: Bite 1d10 + level drain
Nat 19: if appropriate, a thrall comes to aid the vampire.
S:19 D:19 C:16 I:16 P: 17 W:16 Ch:16
Luck: 10
Move: 30 ft or 60 ft in gaseous form

Vampires are wicked *Undead* blood feeders that masquerade as humans and live within the very towns they prey upon. They are intelligent and present as cold, clammy handed humans, often physically beautiful with enticing voices. A vampire may make a supernatural gaze attack up to 10 ft against anyone staring into their eyes, mimicking a *Gaze of Beguilement* effect. Their gaze attack has a 30% chance of recharging at the start of the vampire's turn.

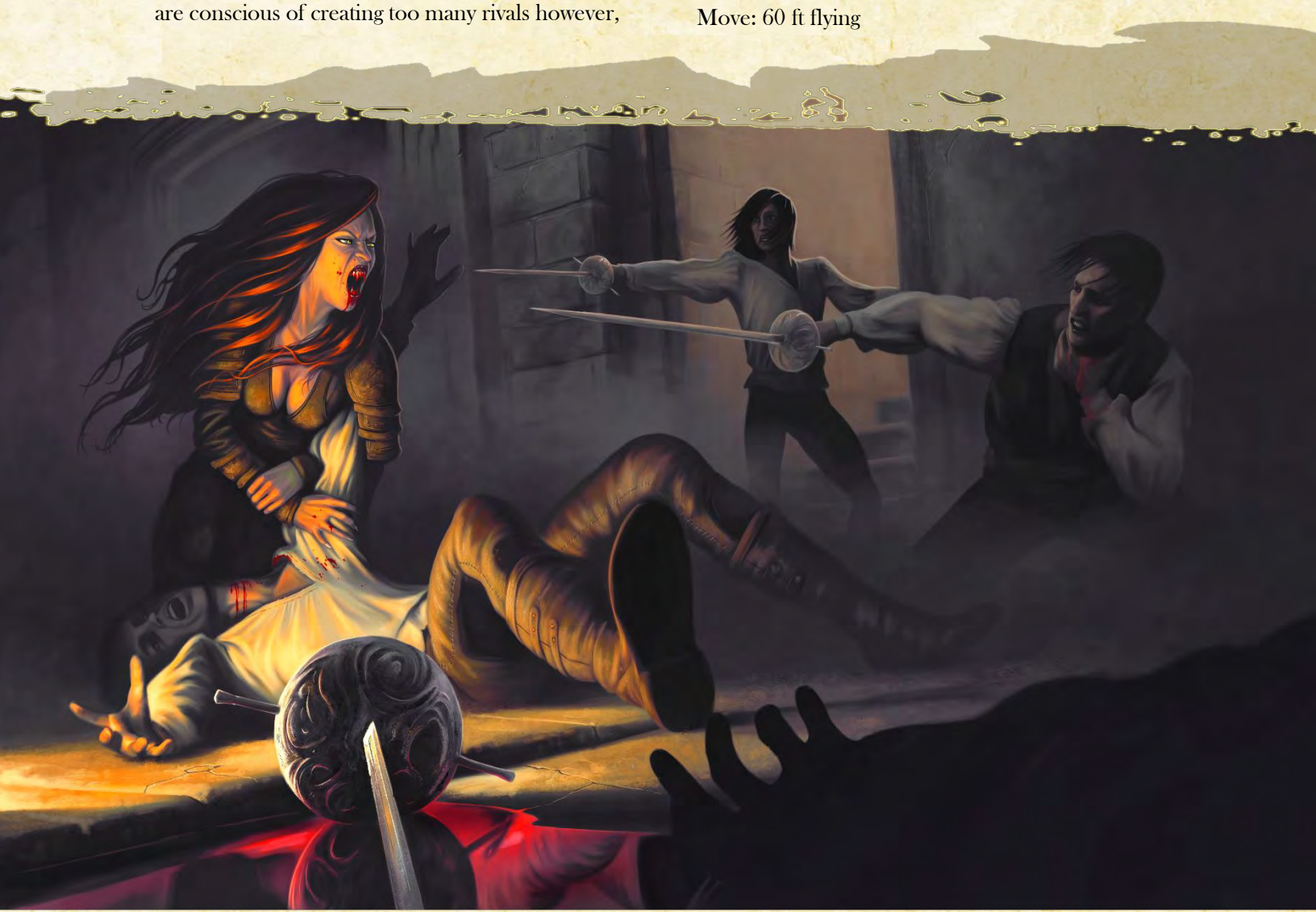
Vampires are immune to non-magical weapons, except those of cold iron, which affect them normally. They regenerate 1d12 damage at the start of their turn. Fire or acid suspends this regeneration for 1d6 rounds. If reduced to zero hit points, a vampire turns to mist and seeks to escape back to its coffin, where it slowly regenerates over 1d4 hours. The only way to permanently slay a vampire is to submerge it in running water, expose it to direct sunlight, or drive a wooden stake through its heart.

Vampires may spend an action to summon a flock of bats, a swarm of rats or a pack of wolves from nearby wilderness. A vampire's bite drains one level from the victim (a *Luck* (Will) save resists) until the end of the adventure. A victim drained to zero level rises as a thrall with 3 HD and similar weapon immunity and Bite effects. After a time, the vampire may choose to release the thrall, allowing it to mature into a full vampire. Vampires are conscious of creating too many rivals however, and are territorial with respect to feeding grounds. They are just as likely to destroy a thrall as release it.

Vampires are often *Boss Monsters*, and ancient vampire lords are known to cast spells. Vampires have some unique indicators and weaknesses. They find the smell of garlic repugnant, do not cast reflections in mirrors, and hiss and retreat for 2d6 rounds when forcefully presented with the icon of a good deity.

Wasp, Giant

No. Appearing: 2d4
Armour Class: 14
Hit Dice: 5
Attacks: Sting 2d6
Nat 19: the target receives a strong dose of poison, imposing disadvantage on the save, and paralysing one random limb for 1d4 days if failed.
S:14 D:14 C:9 I:2 P:13 W:13 Ch:6
Luck: 8
Move: 60 ft flying



Giant Wasps have 18 ft wingspans and tough, carapace hides not dissimilar to heavy armour. Their buzzing can be heard from afar, warning of their approach. Giant Wasps are aggressive hunters and seek to incapacitate their prey with poison before eating or implanting them with eggs. A successful Sting attack requires a *Luck* (Con) save or the target is paralysed with pain for 1d4 rounds.

Wight, Barrow

No Appearing: 2d4
Armour Class: 14
Hit Dice: 5
Attacks: Claw 1d6 hp + level drain
Nat 19: the wight's touch imparts dark sorcery; the target rolls on the *Dark & Dangerous Magic* table.
S:17 D:14 C:14 I:14 P: 16 W:15 Ch:8
Luck: 8
Move: 30 ft

Barrow wights are semi decayed humanoid *Undead* that inhabit tombs, graveyards, and burial mounds (barrows). They are immune to non-magical weapons, except those of cold iron, which affect them normally. Barrow wights possess a cursed insight into forbidden mysteries, reflected in their unhinged and sadistic personalities All barrow wights develop some degree of spell casting ability, equal to 1d4+1 magic user levels. A barrow wight's claw attack drains one level from the victim (a *Luck* (Will) save resists) until the end of the adventure. An adventurer reduced to zero levels rises as an obedient zombie in 1d4 hours.

Worm, Plague

No. Appearing: 1d6
Armour Class: 17
Hit Dice: 3
Attacks: Batter 2d4+1
Nat 19: special
S:17 D:10 C:13 I:3 P:10 W:10 Ch:5
Luck: 6
Move: 30 ft or 5 ft burrowing

Plague worms are slick, 8 ft chitinous worms that burrow through rock and soil. Their diet primarily consists of smaller annelids and other creatures they happen upon. In times of scarcity, the worms fall into a dormant state, subsisting on small organisms in the earth. Plague worms are nomadic but will sometimes linger near places of food, such as underground cities.

On a natural 19, the worm smears contaminated mucus on the target, infecting it with *Worm Fungus* (skin hardens and cracks painfully, causing one random limb to become unusable for 1d4 weeks (per *Injuries & Setbacks* table, entry 2 or 3). An apothecary with the right healing herbs might reduce this time by half.

Will o' Wisp

No. Appearing: 2d4
Armour Class: 16
Hit Dice: 2+2
Attacks: Shock 1d6
Nat 19: all natural light sources within 30 ft of the wisp are extinguished, and all wisps within 60 ft shed no light for one round (effectively invisible).
S:3 D:19 C:6 I:13 P: 15 W:15 Ch:5
Luck: 5
Move: 60 ft

Will o' wisps are malicious, translucent spheres of eerie light that hunt in remote wilderness, luring travellers to their deaths. They are *Undead*, some say the last vestiges of souls who died painful deaths alone in the wilds. They often inhabit swamps, high moors and dark forests. Will o' wisps are quick to react, imposing disadvantage on PC initiative checks. Wisps can brighten or dim their luminescence, and change shape to appear as a group of lights, a shimmering pool, or a glowing humanoid. They automatically sense the living within 240 ft. Older variants learn to manifest illusions of shadow and light (as *Shadows & Dust*) up to 240 ft.

Wolf, Dire

No. Appearing: 2d4
Armour Class: 13

Hit Dice: 3+4
Attacks: Bite 2d4+1
Nat 19: if appropriate, a wolf (60%) or dire wolf (40%) comes to aid the dire wolf.
S:18 D:15 C:17 I:2 P:13 W:14 Ch:6
Luck: 6
Move: 60 ft

Dire wolves are horse sized, cruel and malevolent wolves with a taste for human flesh. They have advantage when tracking and are sometimes used as steeds. If dire wolves flank their prey, they gain advantage on attack rolls instead of +1. Some rare corrupted dire wolves may issue an eldritch howl once/day, raising any dead wolves or dire wolves within 120 ft as obedient zombies in one round.



Wraith

No. Appearing: 1d6
Armour Class: 14
Hit Dice: 6
Attacks: Ghostly Sword 1d8 + special
Nat 19: the target's weapon or armour (50%) turn insubstantial (*Luck* save resists).
S:- D:17 C:- I:10 P: 13 W:12 Ch:7
Luck: 8
Move: 30 ft

Wraiths are most commonly encountered as thralls to their spectre master. A wraith may shift between *Incorporeal* and physical form, but physical manifestation causes them great pain and they do so only for short periods. Wraiths often appear armed with ghostly weapons, which in addition to causing normal damage, require a *Luck* (Will) save to avoid losing 1d4 Will. An adventurer reduced to zero Will dies instantly with a pitiable shriek.

Wyvern

No. Appearing: 1d4
Armour Class: 17
Hit Dice: 13
Attacks: Bite 2d8 and Sting 1d6+2 + poison
Nat 19: the target is grabbed and may be carried away.
S:22 D:16 C:20 I:3 P: 15 W:14 Ch:7
Luck: 13
Move: 30 ft or 90 ft when flying

Wyverns are 30 ft, two-legged quasi dragons, with horned skulls, and fore claws attached to their wings. They have a bestial intellect and cunning. Wyverns *Cause Injuries* on critical hits and have a 10 ft reach. A wyvern's stinger carries a potent poison causing 1d4 Str loss (*Luck* (Con) save for half). An adventurer has a 20% chance of harvesting 1d4 doses of poison from a dead wyvern.

Xornling

No. Appearing: 2d4
Armour Class: 15


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Hit Dice: 1d4 hp
Attacks: Bite 1d2 + special
Nat 19: the xornling bites a chunk out of the target's weapon, reducing the damage die by one category (eg 1d8 becomes 1d6) until repaired.
S:6 D:17 C:9 I:4 P:13 W:12 Ch:9
Luck: 3
Move: 20 ft and may climb walls, ceilings, etc

Xornlings are diminutive 4 inch subterranean monstrosities that sustain themselves on rocks, minerals, gems and metals. They resemble alienesque spiders with six legs, a hard, noduled carapace, and darting eyes scattered across their body. A grinding maw is located beneath their oval midsection. Xornlings "hear" gems and metals within 120 ft, have animal like intelligence, and often develop a taste for jewellery and coins. A xornling left to its own devices will eat 1d10 coins, gemstones, or a chunk of a metal every few hours. Xornlings are natural chameleons and gain advantage when hiding. The bite of a xornling causes minimal damage, but requires a *Luck* (Con) save or causes 1 Str loss. An adventurer reduced to zero Str is turned to stone.

Yellow Mould

No. Appearing: 2d4
Armour Class: 10 (automatic hit in melee)
Hit Dice: 3
Attacks: Projectile Spore (see below)
Nat 19: the spore is extra strong, bursting in a 10 ft radius.
S:6 D:- C:16 I:2 P:14 W:- Ch:-
Luck: 6
Move: Immobile

Yellow mould is a semi-sentient fungus; it is immobile but attacks by way of projectile spores up to 60 ft that burst in a 10 ft diameter. Failing a *Luck* (Con) save results in the adventurer dying a horrible choking death in 1d6 rounds. Protecting the nose and mouth with a mask grants advantage on the check. The dead become incubators for the spores, sprouting another mould in 1d4 days. An apothecary may be able to delay the spore poison for 3d6 hours (or negate it with a great success). Yellow mould is particularly susceptible to fire which causes double damage. When pickings are slim, yellow mould falls into a stasis like dormancy.



Zombie

No. Appearing: 3d8
Armour Class: 11
Hit Dice: 2+2
Attacks: Fist 1d8
Nat 19: if appropriate, 1d3 nearby bodies (or a defeated zombie) animate to aid this zombie.
S:15 D:7 C:18 I:- P: 12 W:- Ch:-
Luck: 5
Move: 20 ft

Zombies are walking corpses, mindlessly obeying orders, even if their creator has long passed. Standard zombies are simple animated corpses, but some horrific variants spread zombification by biting or eating human brains. Zombies continue to attack a target until it is destroyed, dismembering humans, splintering doors, and so on. The body of an adventurer reduced to zero hit points must be recovered from a zombie in one round or it is irretrievably lost.

MORALE

Certain monsters, such as mindless enemies or fanatics, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, and seek to retreat, surrender or flee instead. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Alternatively a Will check could determine whether the monsters have the grit to fight on. Morale checks are modified by the leader's Cha modifier, if any. The party's own NPC allies are subject to morale. Adventurers never test for morale; the players decide when to fight and when to flee.

NPC REACTIONS

The GM is in charge of deciding how NPCs react to adventurers in social interactions, depending on what makes sense in all of the circumstances. Sometimes however the GM might decide the outcome is uncertain, or simply prefer to inject some randomness to the scenario, and let the dice decide how an NPC responds. In such a case, the adventurer makes a Cha check (modified at the GM's discretion).

The degree of co-operation or obstruction from the NPC depends on the degree of success or failure of the check. With a great success, the NPC is co-operative and will go out of their way to assist. On an ordinary success, the NPC will agree or help but is not willing to put themselves at any great risk or loss to do so. An ordinary failure means the NPC probably won't co-operate, or only with an adverse complication or setback. A terrible failure means the NPC takes an opposing position to the adventurer and actively obstructs the character, either directly or indirectly.

Example 1
The party wishes to enter a city after nightfall and is challenged by the city guards. After some small talk, the GM calls for a Cha check to convince the guards to let them in. With a great success, the captain takes a liking to one of the adventurers, welcomes them inside, directs them to the safest inn, and provides a warning about cut purses frequenting certain streets. On an ordinary success, the captain invites them inside and directs them to the closest inn. On a failure, the captain grumbles about low pay and solicits a few gold as a "night tax" before allowing entry. On a terrible failure, the captain takes a firm dislike to the wandering freebooters, suspicious of their motives, and doesn't permit entry. He tells them they can camp outside the walls, and if they're still there in the morning, they can make their case to the captain of the relieving shift.

Example 2
An adventurer is doing the rounds of some city taverns, buying drinks for locals in a bid to gather useful information. On a great success, the player learns all four pieces of intelligence the GM has about the item of interest. On an ordinary success, the player learns two of the four things. On a failure, the player learns the one critical piece of information required for the adventure to move forward, but word of his inquiries leak back to an opposed stakeholder, who sets plans in motion. On a terrible failure, agents of an opposed stakeholder attempt to kidnap him!

Reaction Table

Alternatively, the GM might simply roll 2d6 and consult the Reaction Table to determine an NPC's starting attitude. Depending on the circumstances, PCs might be able to sway this initial demeanour (GM's call).

NPC REACTION	
2-3	Hostile, opposed, confrontational.
4-5	Unfriendly, suspicious, disinterested.
6-8	Neutral, uncertain, careful, cautious.
9-10	Fairly friendly, curious, mildly helpful.
11-12	Affable, attracted, very helpful.

RIVAL ADVENTURERS

Below are tables for making quick, simplified NPC adventurers. Each combat, a rival adventurer may use their class abilities (from their level or lower) a number of times as indicated in the relevant column (choose one ability to use each time). Attack bonus is equal to HD, like any monster. Naturally the GM is free to tweak details or create NPC adventurers more consistent with the PC creation rules (note: NPC *Luck* usually relates to HD; see p.184 for guidance).

CLASS & STATS	LEVEL	AC	HP	*LUCK*	CLASS ABILITIES (USES)	WEAPON & ARMOUR
ARTIFICER Int 15 Dex 13 Other 10	1,2,3	14	4, 8, 12	4, 5, 6	*Hellfire Glass* *Flash Rig (2)*	Spear 1d6+1 Chain shirt
	4,5,6	14	16, 20, 24	7, 8, 8	*Fume Flask* *Mutagen (3)*	Hammer 1d8+1 Scale shirt
	7,8,9	14	28, 32, 36	9, 9, 10	*Corroding Spray* *Thunder Gauntlet (4)*	Black powder weapon 4d4 Breastplate
	10,11,12	14	37, 38, 39	10, 11, 12	*Ironward* *Xray Goggles (5)*	Chaintooth 2d4+1 Chain shirt
BARBARIAN Con 15 Str 15 Other 10	1,2,3	14	9, 18, 27	4, 5, 6	*Ferocious Rage (2)*	Battle axe 1d8+2 Heavy hide, Shield
	4,5,6	13	36, 45, 54	7, 8, 8	*Ferocious Rage (3)*	Greataxe 1d12+2 Monstrous chitin
	7,8,9	14	63, 72, 81	9, 9, 10	*Ferocious Rage* *Second Attack (4)*	Spear 1d6+3 Chain shirt, Shield
	10,11,12	13	84, 87, 90	10, 11, 12	*Ferocious Rage* *Second Attack (5)*	Flail 1d6+3 Breastplate
BARD Cha 15 Str 13 Other 10	1,2,3	11	5, 10, 15	4, 5, 6	*Inspire Greatness (2)*	Spear 1d6+2 Leather
	4,5,6	13	20, 25, 30	7, 8, 8	*Inspire Greatness (3)*	Longsword 1d8+1 Chain shirt
	7,8,9	14	35, 40, 45	9, 9, 10	*Inspire Greatness* *Rallying Shout (4)*	Long bow 1d8 Scale shirt, Shield
	10,11,12	13	47, 49, 51	10, 11, 12	*Inspire Greatness* *Rallying Shout (5)*	Greatsword 1d12+1 Chain shirt
CULTIST Will 15 Str 13 Other 10	1,2,3	14	5, 10, 15	4, 5, 6	*Lay On Hands* *Turning (2)*	Mace 1d8+1 Leather, Shield
	4,5,6	14	20, 25, 30	7, 8, 8	*Mend Injury* *Holy Smite (3)*	Flail 1d6+2 Chain shirt, Shield
	7,8,9	13	35, 40, 45	9, 9, 10	*Purge Affliction* *Blessed Weapon (4)*	Greathammer 1d12+1 Scale shirt
	10,11,12	13	47, 49, 51	10, 11, 12	*Watched Over* *Sever Arcanum (5)*	Staff 1d6+1 Breastplate

CLASS & STATS	LEVEL	AC	HP	*LUCK*	CLASS ABILITIES (USES)	WEAPON & ARMOUR
FIGHTER Str 15 Con 13 Other 10	1,2,3	15	7, 14, 21	4, 5, 6	*Deadly Strikes* *Charger* *Two Hander (2)*	Greathammer 1d12+2 Chainmail
	4,5,6	16	28, 35, 42	7, 8, 8	*Single Weapon Style* *Ranged (3)*	Bastard sword 1d8+2 Splint, Shield
	7,8,9	16	49, 56, 63	9, 9, 10	*Protector* *Opportunist* *Second Attack (4)*	Heavy mace 1d8+2 Ringmail, Shield
	10,11,12	15	66, 69, 72	4, 5, 6	*Dual Weapons* *Rearguard (5)*	Sword & axe 1d8+2 Platemail
MAGIC USER Int 15 Dex 13 Other 10	1,2,3	12	4, 8, 12	4, 5, 6	*Arcane Aegis, Mantle of Many Faces, Bound by the Black Spiral (3)*	Spear 1d6+1 Leather
	4,5,6	12	16, 20, 24	7, 8, 8	*Channel Lightning, Runic Rite of Wonderment, Soothing Edict (4)*	Longsword 1d8 Leather
	7,8,9	12	28, 32, 36	9, 9, 10	*Incantation of Exhaustion, Blast of Frozen Ruin, Chains of Fate (5)*	Shortsword 1d6 Studded leather
	10,11,12	11	37, 38, 39	10, 11, 12	*Summon Primordial Guardian, Infuse Animus, Wodon's Eye (6)*	Dagger No armour
MONK Will 15 Dex 15 Str 13 Other 10	1,2,3	12	5, 10, 15	4, 5, 6	*Acrobatics* *Mind over Matter (2)*	2 x Unarmed 1d6+1 No armour
	4,5,6	12	20, 25, 30	7, 8, 8	*Moment of Clarity* *Redirect Attack (3)*	2 x Unarmed 1d6+1 No armour
	7,8,9	12	35, 40, 45	9, 9, 10	*Deflect Projectile* *Stunning Fist (4)*	2 x Unarmed 1d6+1 No armour
	10,11,12	12	47, 49, 51	10, 11, 12	*Perfection Of Will* *Channel Spirit (5)*	2 x Unarmed 1d6+1 No armour
RANGER Perc 15 Dex 13 Str 13 Other 10	1,2,3	12	6, 12, 18	4, 5, 6	*Seasoned Explorer* *Nature's Venom (2)*	Throwing axe 1d6+1 Hide
	4,5,6	14	24, 30, 36	7, 8, 8	*Sharpshooter* *Veteran Scout (3)*	Short bow 1d6+1 Reinforced leather
	7,8,9	14	42, 48, 54	9, 9, 10	*Ranger's Ointment* *Cover Fire (4)*	Long bow 1d8+1 Chain shirt
	10,11,12	14	56, 58, 60	10, 11, 12	*Off Hand Adept* *Slip Away (5)*	2 x Axes 1d8+1 Chain shirt

CLASS & STATS	LEVEL	AC	HP	*LUCK*	CLASS ABILITIES (USES)	WEAPON & ARMOUR
ROGUE Dex 15 Str 13 Other 10	1,2,3	13	5, 10, 15	4, 5, 6	*Backstab, Finisher* *Quick Reflexes* *Hidden Blade (2)*	2 x Daggers 1d4+1 Leather
	4,5,6	13	20, 25, 30	7, 8, 8	*Cat's Grace* *Unseen Whip (3)*	Short bow 1d6+2 Leather
	7,8,9	13	35, 40, 45	9, 9, 10	*Rapid Dose* *Smoke Bomb (4)*	Rapier 1d8+1 & Dagger 1d4+1 Studded leather
	10,11,12	13	47, 49, 51	10, 11, 12	*Blind Sense* *Glue Pot (5)*	2 x Shortswords 1d6+1 Studded leather

Special Abilities

At the GM's option, an NPC adventurer might exhibit one or more of the following special abilities (GM's choice or roll 1d20):

1. *Scrapper*: Suffers half damage while *Staggered*.
2. *Bloodletter*: Rolls double the normal number of melee damage dice (eg 2d8 for longsword).
3. *Warlord*: Advantage on Cha and Will related checks, including *Luck* saves. Allies within 60 ft gain advantage on morale checks.
4. *Eldritch Blood*: Advantage on all tests to resist magic, and/or the character's spells impose disadvantage on targets' saves.
5. *Ruinous Corruption*: Roll on the *Dark & Dangerous Magic* table, entry 99 or 100 (even chance).
6. *True Prodigy*: Contrary to the usual rules, this NPC may attempt one *Major Exploit* per combat. A targeted PC may make an appropriate *Luck* save to resist.
7. *Triple Threat*: May use any weapon or armour. Also annoyingly good looking.
8. *Shield Master*: May use a shield, and can negate up to two attacks before the shield requires repair.
9. *Void Conduit*: May cast one spell per combat (as Scroll, but only 1 spell).
10. *Warden*: Contrary to the usual rules, this NPC may attempt one *Rescue* per combat.



11. *Infamous*: Beheads or otherwise ensures defeated foes are definitely dead. If a PC is reduced to zero hp, the body must be recovered in one round or the adventurer dies.

12. *Mercurial*: Never grants enemies a free attack due to movement, and may turn an opponent's hit into a miss once per combat.

13. *Auspicious*: Once per combat, after the character attempts an action, may reroll any single die (eg attack or damage roll, save, Str check to grapple, etc).

14. *Back in Black*: If reduced to zero hp, unless the party ensures the NPC is definitely dead (eg beheading), she miraculously survives to fight another day.

15. *Treacherous Dog*: Advantage when attempting sneaky tactics or Minor Exploits such as tripping, throwing sand in eyes, using poison, etc.

16. *Lightning Reflexes*: The GM chooses when the NPC takes their turn (instead of the usual initiative rules).

17. *Monstrous Ally*: The NPC has a loyal dire wolf, giant eagle, giant serpent or other monstrous ally that serves and protects them.

18. *Arcana Equipped*: The NPC has a random magical item (60% one shot, 40% permanent).

19. *Call for Backup*: When *Staggered*, 2d6 allies break from nearby cover to assist the NPC (Mercenaries p.204).



20. *Doom Pact*: When reduced to zero hp, a horrifying monstrosity bursts forth from the corpse! (Entry 11 on the *Dark & Dangerous Magic* table).

Tavern Brawls

If (when) the party becomes involved in a tavern brawl, the GM might like to use the following table to spice things up. Have a different player roll at the start of their turn each round.

1d20	BAR BRAWL
1	*Break it up.* 3d6 guards enter the tavern, putting an end to the brawl.
2	*KO!* The PC is knocked out by a lucky haymaker for 2d6 rounds (*Luck* (Con) save resists).
3	*Wear the Chair.* A brawler breaks a chair on the PC (roll on the *Injuries & Setbacks* table, ignore permanent results, *Luck* (Con) save resists)

4	*Pile on!* 2d4 brawlers pile onto the PC, pinning them down (helpless, Str contest vs Str 16 to resist).
5	*Grunnit*, a skinny thief skirting the edges of the brawl, yells out 3 to 1 odds on the PC being the last to be knocked out. 1d6 brawlers take up the wager and converge on the PC.
6	*Bloody ruffians!* One of the bar staff whacks a PC on the head with a skillet, stunning them (lose next action).
7	*Where'd you come from?* A small dark haired child, *Rani*, suddenly scuttles out from under a table, about to be crushed by a toppling brawler! (Dex check to intervene).
8	*Fire!* A shattered lantern flares in some spilt alcohol, setting part of the tavern on fire!
9	*Looters.* The PC glimpses the tavern owner unconscious on the floor, being looted by an opportunistic brawler.
10	*Cat Projectile!* A flying feline rockets across the tavern, claws outstretched, latching onto the PC's head (blind, spend an action to make a Str check to remove).
11	*Duck!* A shower of mugs, bottles and plates hurtle across the tavern. All PCs must make a Dex check or suffer 1d8 damage.
12	*Who is that?* A mysterious patron in a deep hood sits unperturbed in the midst of the fight, eating stew as the brawl rages around them.
13	A bard, *Devin*, begins beating his drum, breaking into song as the brawl unfolds. All brawlers gain advantage on their next attack.
14	*Cutpurse!* An opportunistic pick pocket tries to steal something from the PC (Perc (Detection) contest vs Dex 15).
15	*Hard Steel.* One of the PC's opponents turns serious, pulling a knife.
16	The biggest, meanest looking warrior in the tavern (Fighter 3+) cracks the head of his current foe before pointing at the PC and nodding enthusiastically.
17	*Bitey.* An old woman with crazy eyes suddenly bites at the PC from under a nearby table, causing 1d4 damage and tripping them (Dex check resists).
18	*Bar Slide!* The PC is grabbed by three brawlers and thrown across the bar, knocking off mugs and plates (1d6 damage and lose 1 Dex, *Luck* (Con) save resists).
19	*Window exit!* The PC is hurled out the nearest window into the street (Str contest vs Str 15 resists). 50% chance of being knocked out for 1d6 rounds.
20	*Surprise Refreshment.* In the rafters, a mischievous child pours a pitcher of ale on the PC, along with a cheeky grin. The PC restores 1d6 hp (regains consciousness if at zero hp, or if otherwise knocked out/incapacitated).



TRAPS

Simple vs Complex

For the purposes of LFG, traps come in two varieties: simple and complex. Simple traps are easily ad-libbed and quickly resolved; they are straightforward hazards such as tripwires that fire darts, or a false door that opens a pit. Simple traps can appear any place that makes sense, and their purpose is to deter or prevent passage or access.

Complex traps on the other hand are fully fledged encounters in their own right. They require significant GM planning ahead of time in order to fit their location and allow for meaningful interaction. Complex traps are multi part affairs, often with telegraphed warnings or clues, and serious consequences if the PCs fail to find a way to overcome them.

Mechanical vs Magical

What follows assumes a low magic world, with tables and rules skewed towards mechanical or alchemical triggers and effects. A handful of magical traps are also included however.

Rarity

Generally speaking, it is recommended that traps be used sparingly, and only in places and ways that are rational. For example, many traps will need methods to bypass them by friendly forces, and/or require ongoing maintenance by residents.

The reasons for trap rarity are twofold:

i. Rare traps offer more novelty and player surprise, and

ii. When traps are common, the game tends to suffer from repetitive searching routines and/or prohibitive caution (eg the PCs avoid touching anything non-essential for fear of springing a trap).

Where & How?

Spotting hazards before they go off, and figuring out how to neutralise them, is an important part of the trap experience. GMs are encouraged to ask questions of the players about *where* and *how* they are searching (or disarming), before:

i. Deciding whether a check is required, and/or

ii. Whether any modifiers ought to apply (similar to the approach often adopted for social skills, if using them).



If traps are allowed to devolve into a series of dice rolls without any real player input, they quickly become forgettable resource sinks instead of the interesting novelties we know they can be.

Search Events

Performing searches and disarms generally takes 10 to 15 minutes per average wall, section of floor, doorway, chest, etc. Each time the party spends a

search period investigating, the GM adds 1 to the *Search Tally*.

At any time, the GM may check for a *Search Event* by rolling 1d20. If the result is equal to or lower than the tally, a complication occurs (either immediately or shortly thereafter - perhaps in the next corridor or nearby room). The GM rolls 2d6 to determine the development or chooses/improvises an appropriate result.

If nothing occurs, the tally continues to rise with each subsequent search period until a complication triggers. Modifiers apply at the GM's discretion (eg being very loud might increase the tally by 3 instead of 1, or impose disadvantage). Once triggered, the Search Tally resets to zero.

SEARCH EVENT (2d6)	
2	Helpful clue or random gear.
3	GM or player introduces a piece of world building lore via discovered book, artefact, markings, fresco, etc.
4	Resource expended (torch exhausted, lantern runs out of oil, etc).
5 - 9	Random encounter.
10	Warning sign of nearby danger (signs of passage, sound, scent, remains of recent victim, etc).
11	Terrain change (visibility, temperature, elevation, odour, footing, etc).
12	Unexpected ally (prisoner, enemy turncoat, third party with similar objective, fellow adventurer, etc).

Designer's Thoughts
The purpose of Search Events is to make searching/disarming a more meaningful choice in the absence of independent time pressures. The rule is intended to work in conjunction with standard *Random Encounter* checks. It does however require extra book keeping and improvisation however, so as always, tweak or ignore as desired.

Three Second Trigger

When a PC triggers a trap, instead of moving straight to the *Luck* save, attack roll, or other effect: (i) Inform the player of the nature of the trigger (eg: a tripwire tugs at your boot), and (ii) Boldly demand *"What do you do!?"*

Do not be drawn into providing any extra information about the trap at this stage. The player has to the count of three to respond (perhaps indicating the countdown on your fingers). If the proffered action makes it *easier* to avoid the trap, the PC gains a bonus on their *Luck* save or attribute check (perhaps a +2 bonus or advantage). If the described action is *neutral* the save or check is rolled as normal. If the action makes the trap *significantly harder* to avoid, the save or check is rolled with a penalty.

Designer's Thoughts
The intention of this rule is to throw a snap decision to the player, building the suspense, with the potential to skew the odds in their favour. Whether there are ultimately squees of delight, or curses and fist pounding, everyone at the table gets to linger on the precipice a little longer.

Simple Traps

A series of tables appear below to improvise simple traps on the fly. Roll once for each of the following:

(i) Threat level,
(ii) Triggers & Countermeasures, and
(iii) Attack mode.

Threat Level

Roll 2d6 to determine the trap's threat level, or choose as appropriate for the adventure/scenario at hand.

THREAT LEVEL (2d6)	
2 - 7	Minor threat
8 - 10	Moderate threat
11 -12	Major threat

Triggers & Counters

For portable containers, traps are activated by opening, moving or otherwise interacting with the vessel.

For larger objects or spaces (doors, rooms, hallways, etc) roll 2d6. If a particular trigger doesn't make sense for the situation, roll again or use an adjacent trigger (even chance). Some possible trigger countermeasures are also provided.

2d6	TRIGGER	DISARM
2	Water level change	Disconnect or manipulate the float.
3 - 4	Tripwire	Cut/dummy line.
5 - 7	Pressure plate	Jam, disassemble, weighted bag.
8 - 9	Object is opened, moved or interacted with (eg door, drawer, handle, curtain, etc)	Varies depending on the circumstances.
10 - 11	Timer	Cut, jam or disable clockwork or other components. Reset or extend timer.
12	Magic sensor	*Sever Arcanum* or similar. Deface magic runes, break the enchanted circle.



Attack Mode

The following table indicates the mode of attack the trap uses to injure, incapacitate or hinder the intruder, as well as possible countermeasures to neutralize or disarm it. Roll 1d8 for portable containers (chests, boxes, jars, etc), or 1d20 for larger objects or spaces (doors, rooms, halls, etc). If an attack mode does not fit the situation at hand, reroll (or use one of the adjacent entries, even chance).

ATTACK MODE (1d8 or 1d20)			
1	Magic	11	Deadfall
2	Needle	12	Drowning
3	Gas	13	Rolling Boulder
4	Arrows or Darts	14	Relocation
5	Scything Blades	15	Crushing Walls or Ceiling
6	Fire or Explosion	16	Spears or Spikes
7	Acid	17	Alarm
8	Self Destruct	18	Monster
9	Snare	19	Pit
10	Lockdown	20	GM special or Double Trap

ACID	
Minor	*Luck* (Dex) save or 1d8+3 damage.
Moderate	10 ft area. 4d6 damage and non-magical armour damaged, (half bonus) until repaired. *Luck* (Dex) save for half and negate item damage.
Major	20 ft area. 7d6 damage, and non-magical armour destroyed (50%) or permanently lose 1d2 Cha (50%) due to scarring. *Luck* (Dex) save for half and negate loss of item or Cha.
Counter measure	Plug nozzle(s), concave bowl or shield to redirect the spray.

ALARM	
Minor	Perc (Det) check to notice trigger. If activated, the alarm sounds in this room: 50% chance a sentry or random monster investigates the noise.
Moderate	*Luck* (Perc) check to notice trigger. If activated, the alarm sounds in this or a nearby room: a sentry or random monster investigates.
Major	*Luck* (Perc) check at disad to notice trigger. If activated, the alarm sounds in multiple rooms. Various sentries are alerted or a random monster investigates (roll twice and use the most dangerous result).
Counter measure	Destroy or mute any obvious sound device(s). *Globe of Silent Contemplation.*

ARROWS/DARTS	
Minor	Single target, +4 to hit, 1d4+1.
Moderate	1d4 targets, +8 to hit, 2d8+2.
Major	30 ft area, +12 to hit, 4d8+4 and Nat 17+ *Causes Injuries.*
Counter measure	Plug firing port. Shield or other improvised blocking object.

CRUSHING WALLS/CEILING	
Minor	Room seals and walls/ceiling crush occupants to death in 4d6 rounds. *Luck* (Dex) save at +3 bonus to wedge a door open or dive outside.
Moderate	Chamber seals and walls/ceiling crush occupants to death in 3d6 rounds. *Luck* (Dex) save to wedge a door open or dive outside.
Major	Chamber seals and walls/ceiling crush occupants to death in 2d6 rounds. *Luck* (Dex) save at -3 penalty to wedge a door open or dive outside.
Counter measure	Make your own exit through a wall, floor or ceiling. Weapons as wedges.

DEADFALL	
Minor	Stone bricks drop from above. Dex (Acro) check or 1d20 damage.
Moderate	A single 1 ft block drops from above. *Luck* (Dex) save or 3d20 damage.
Major	A very heavy 4 ft block drops from above. *Luck* (Dex) save or zero hp.
Counter measure	Seal the drop hatch with spikes.

DROWNING	
Minor	Chamber seals, and fills with water in 2d6 minutes. *Luck* (Dex) save to wedge something in an opening before room seals. Empties in 1d6 x 10 minutes.
Moderate	Chamber seals, and fills with water (75%) or some other liquid (25%) in 4d6 rounds. *Luck* (Dex) save to wedge something in an opening before room seals. Empties in 1d4 hours.
Major	Chamber seals, and fills with water (50%), some other liquid (25%), or sand (25%) in 2d6 rounds. *Luck* (Dex) save to wedge something in an opening before room seals. Empties in 2d6 hours.
Counter measure	Make holes in the walls and floor to allow liquid to escape. Make breathing holes in walls or ceiling, use breathing tubes. *Breathing Mask* or *One with the Deep.*

FIRE/EXPLOSION	
Minor	*Luck* (Dex) save or 2d6 damage.
Moderate	10 ft area. 5d6 damage *Luck* (Dex) save for half. Flammable objects may catch fire (50%).
Major	30 ft area. 10d6 damage and roll 1d8 on the *Injuries & Setbacks* table. *Luck* (Dex) save for half and negate injury. Flammable objects catch fire.
Counter measure	Plug nozzle(s), neutralize explosive chemicals, shielding object.

GAS	
Minor	5 ft cloud of gas, Minor *Poison*.
Moderate	15 ft cloud of gas. Minor (50%) or Moderate (50%) *Poison*.
Major	30 ft cloud of gas. Moderate (50%) or Major (50%) *Poison*.
Counter measure	Plug outlet. Anti-toxin. *Breathing Mask*. Wet face mask (save bonus).

LOCKDOWN	
Minor	Chamber locks entry ways. *Luck* (Dex) save to wedge something in an opening before doors lock.
Moderate	Chamber seals with portcullises. *Luck* (Dex) save to wedge something in an opening before they seal. 1d3 x Str (Ath) great successes required to lift a portcullis.
Major	Chamber seals with stone blocks. *Luck* (Dex) save to wedge something in an opening before blocks drop. Blocks may be breached with the right tools (requires 1d2 hours).
Counter measure	Lockpicks. *Corroding Spray*. Pickaxe. *Bending the Stone*.

MAGIC

Various magical spells and effects are outlined below (spells allow their usual save). Like all of LFG's tables, the entries are merely suggestions; GMs are encouraged to add, modify and substitute effects to best suit their game.

For *Minor* magical threats, roll 1d8, for *Moderate* 1d12, and for *Major* 1d12+8.

MAGIC (1d8, 1d12 or 1d12+8)	
1	*Thunderous Invocation.*
2	*Shennog's Blessing* and roll on the *Dark & Dangerous Magic* Table.
3	*Curse of Searing Steel.*
4	*Lash of Unerring Pain* (Minor 3rd Lvl, Mod 7th Lvl).
5	*Timeless Envoy* (threats or warnings) and roll on the *Dark & Dangerous Magic* Table.
6	Hostile guardians manifest: *Call Forth Simulacra II.*
7	*Affliction of the Eyeless Host.*
8	*Glimpse the True Gods* and roll on the *Dark & Dangerous Magic* Table.
9	*Channel Lightning* (1d4+4 level).
10	Hostile guardians manifest: *Call Forth Simulacra III.*
11	*Behold the Secret Truth* and roll on the *Dark & Dangerous Magic* Table.
12	*Gift of the Fiery Furnace* (1d4+4 level).
13	*Cloud of Choking Torment.*
14	*Blast of Frozen Ruin* (1d4+8 level).
15	*Feeblemind*
16	*Flesh to Stone*
17	A hostile sentinel manifests: *Summon Primordial Guardian.*
18	*Viridian Ray of Unmaking.*
19	*Stormlord's Vengeance.*
20	*Finger of Death* and roll on the *Dark & Dangerous Magic* Table .

MONSTER	
Minor	A secret door or ceiling hatch releases (roll 1d4): (i) A *Gargoyle*, (ii) 1d4 *Skeletons* (iii) 1d4 *Green Slime*, (iv) 1d4 *Yellow Mould*.
Moderate	A secret door or ceiling hatch releases (roll 1d4): (i) A *Gelatinous Cube*, (ii) A *Grey Ooze* (iii) A *Flesh Golem*, (iv) An *Invisible Stalker*.
Major	A secret door or ceiling hatch releases (roll 1d4): (i) An *Iron Golem*, (ii) A *Stone Golem*, (iii) A *Black Pudding*, (iv) 1d3 *Ochre Jellies*.

NEEDLE	
Minor	*Luck* (Con) save or 1d8 poison dmg.
Moderate	*Luck* (Con) save or 2d6 damage plus roll 1d10+2 on the *Poison* table.
Major	*Luck* (Con) save or dead. If save, roll 1d12+8 on the *Poison* table instead (reroll death poison).
Counter measure	Heavy gauntlets (Adv on save). Crowbar. Anti-toxin.

PIT	
Minor	5 ft diameter pit, 1d2 x 10 ft deep. *Luck* (Dex) save negates.
Moderate	10 ft diameter pit, 1d3 x 10 ft deep, with *Spikes* (50%, extra 2d6 and roll on the *Injuries & Setbacks* table), *Acid* (25%, 1d6/round), or *Quicksand* (25%, Str check or begin drowning in 1d2 rounds). 33% chance the pit trap locks itself shut after a PC falls in. *Luck* (Dex) save negates.
Major	1d4 pits, 10 ft diameter, 1d4 x 10 ft deep. With *Poison Spikes* (50%, extra 2d6 + *Poison*), 6 ft deep *Acid* (25%, 2d6 per round, swimming), or 10 ft underwater cage (25%, drowning). 33% chance the trapdoor locks itself shut after a PC falls through. *Luck* (Dex) save negates.
Counter Measure	Climb down one side then back up the opposite wall. 10 ft pole. Seal the drop hatch with spikes.



POISON

Various poisons are outlined below. For *Minor* effects, roll 1d8, for *Moderate* 1d10+2, and for *Major* 1d12+8. Most poisons take effect immediately, but some have an onset time (2d6 rounds, minutes or hours).

Poisons generally allow a *Luck* (Con) save for half damage or to negate. At the GM's option, an apothecary with the right healing herbs might be able to concoct an antidote.

POISON (1d8, 1d10+2 or 1d12+8)	
1	1d8 damage.
2	3d6 damage.
3	1d2 Str, Dex or Con loss (even chance).
4	1d2 Int, Will, Perc or Cha loss (even chance)
5	Deaf for 1d4 days.
6	Moderate Madness.
7	Blind for 1d6 hours.

8	*Malediction of Lunacy* for 4d6 minutes.
9	Serious Madness.
10	Choking (as suffocation p.78) for 3d6 rounds.
11	6d8 damage.
12	8d10 damage.
13	1d4 Str, Dex or Con loss (even chance).
14	1d4 Int, Will, Perc or Cha loss (even chance)
15	Pervasive Madness.
16	Unconscious for 1d4 minutes, plus loss of memory of the prior 1d6 x 10 minutes.
17	Random limb paralysed for 1d6 days.
18	Random organ or limb suffers necrosis and dies within 1d6 hours (requires amputation). Roll 1d6: (i) below elbow, (ii) hand, (iii) below knee, (iv) foot, (v) ear, (vi) eye.
19	GM Special (or reroll).
20	Agonizing death.

RELOCATION	
Minor	A wall turns on its axis, pushing the nearest PC into an adjacent room (50%) or into a Spike trap (50%). Dex (Acro) check resists.
Moderate	A floor chute shunts a random PC into a distant room (75%), or Pit trap (25%). *Luck* (Dex) save resists.
Major	Entire floor gives way, funneling all PCs into a distant room (50%), Pit trap (25%) or Crushing Walls trap (25%). *Luck* (Dex) save resists.
Counter measure	Roping together. 10 ft pole. Jam wall or hatch with spikes.

ROLLING BOULDER	
Minor	A series of small rolling boulders must be jumped (Dex check). Failure causes 1d4 damage and a *Luck* (Con) check to avoid a leg injury (entry 3 *Injuries & Setbacks* table).
Moderate	A series of man sized rolling boulders must be dodged (*Luck* (Dex) save). Failure causes 2d20+5 damage and a roll on the *Injuries & Setbacks* table (p.79).
Major	A single hallway sized rolling boulder must be outrun (*Luck* (Dex) save). Failure reduces the PC to zero hp.
Counter measure	Acrobatics. 10 ft pole. Seal the drop hatch with spikes.



SCYTHING BLADES	
Minor	Dex (Acro) check or 1d8+1 damage.
Moderate	30 ft line (floor, ceiling, wall). 4d8 and roll on the *Injuries & Setbacks* table. *Luck* (Dex) save negates.
Major	30 ft floor or ceiling. 8d8 damage and roll 1d6 on the *Injuries & Setbacks* table. *Luck* (Dex) save negates.
Counter measure	Jam blade slot(s) with spikes. Shield or other blocking object.

SELF DESTRUCT	
Minor	*Luck* (Dex) save to salvage the container's contents before they are destroyed by acid or chemical fire.
Moderate	*Luck* (Dex) save at disad to salvage the container's contents before they are destroyed by acid or alchemical fire.
Major	If not disarmed, the contents of the container are destroyed by acid or alchemical fire. PCs within 5 ft suffer 6d6 damage and roll 1d6 on the *Injuries & Setbacks* table (*Luck* (Con) save for half and negate injury).
Counter measure	Open container under water. Make a hole in the container rather than open it in the usual way.

SNARE	
Minor	Limb snare (75% rope, 25% other). Dex (Acro) check or hoisted up into the air, 10 ft above the ground.
Moderate	20 ft rope net. *Luck* (Dex) save to avoid being helpless. Action to make a Dex or Str check to disentangle or cut self free. Nearby alarm activates.
Major	Convex 10 ft iron cage drops, trapping anyone inside; *Luck* (Dex) save avoids. It takes 3 people to lift (Str (Ath) great successes required). Cutting the bars requires special tools and 1d4 x 15 minutes.
Counter measures	10 ft pole. Knife or hacksaw.

SPEAR/SPIKES	
Minor	Dex (Acro) check or 1d6+2 damage.
Moderate	2d10 damage and 1d2 Str, Dex or Con loss (even chance). *Luck* (Dex) save negates.
Major	20 ft area. 5d10 damage and random limb incapacitated per *Injuries & Setbacks* table. Roll 1d4: (i) below elbow, (ii) hand, (iii) below knee, (iv) foot. *Luck* (Dex) save for half and negate injury.
Counter measure	Jam thrusting ports with spikes or other materials. Shielding object.

Bypasses

Some traps will include a method to safely bypass the hazard to allow passage/access by friendly forces.

Finding the bypass generally requires searching in a specific location, and/or a Perc (Detection) check (often modified). Prying the information from a knowledgeable enemy also works.

Choose or roll 2d6 to determine the bypass:

2d6	BYPASS
2-3	Trap does not activate, or is disabled, at certain times of the day or night.
4-5	Code or Puzzle (multiple buttons, dials, levers, etc).
6-8	Hidden switch, lever, pressure plate, etc.
9-10	Safe route map (possessed by enemy, hidden, or puzzle).
11-12	Magical Password.

Cost & Availability

Trap are generally categorised as "rare" goods. Rough costs are outlined below according to threat level. Final prices and availability are subject to GM discretion. Most prices will need tweaking to account for (i) the vendor, and (ii) trap specifics.

THREAT	COST
Minor	5d10 + 50 gp
Moderate	(1d6 x 100 gp) + 500 gp
Major	(2d6 x 100 gp) + 1,500 gp

Complex Traps

A selection of eleven complex traps are detailed below, eight mechanical and three magical, ready to be dropped into an existing adventure. As with all traps, the GM will need to consider (i) how and why the trap exists, (ii) bypasses for friendly forces, and (iii) maintenance issues (including evidence of past victims, if any).

(1) Gargoyle Delight

Setup

This complex trap protects a room with a 20 ft ceiling, laden with sacks, chests, etc of valuables sitting on 3 ft tall pillars scattered about the chamber. In the centre is a 6 ft pillar upon which a winged statue is perched (gargoyle clue). The room has a slight acrid smell to it (poison clue). If a person other than the owner, or her trusted servant, enter the room, the gargoyle swoops to attack (possible *bypass* via disguise).

The Trap

When the Gargoyle leaves the podium, the central 6 ft pillar begins to sink into the floor, dropping by 1d4 feet each round. If the pillar reaches ground level the trap is sprung, dropping the entire floor (excluding the pillars) into a sheer pit 20 feet deep and spraying poisonous gas from the walls (inhalation vector, 3d6 damage each round, *Luck* (Con) save for half). The gas is heavier than air and does not rise out of the pit. Note the gargoyle is immune to poison and can fly.

Countermeasures

Players might disarm the first part of the trap by placing weight similar to the gargoyle back onto the pillar, jamming the pillar with spikes, or destroying the internal mechanical device (appropriate weapon or tool, and 3 x Str (Ath) great successes required).

Alternatively PCs might deal with the second part of the trap by scrambling onto one of the pillars as the floor drops (*Luck* (Dex) save at disad), covering their faces with wet scarves to assist against the fumes (save with +2 bonus vs poison), lassoing and riding the gargoyle, scaling pillars to get free of the pit, and so on.

Variants

The threat level of this trap depends on how powerful the gargoyle and poison gas are. The encounter can be made more or less difficult by changing the pit depth, adding spikes or a grinding floor, adding hand holds to climb out, substituting the gargoyle for a giant eagle or other creature susceptible to poison, and so on.

(2) Split & Stab

Setup

This hallway is at least 30 ft long and 10 ft wide, running east to west (the party is heading west). Towards the middle of the hallway, on the northern wall only, a vertical line of scuff marks can be seen (rotating wall clue). At the far western end of the hall is a lever behind a false stone block (*bypass*: resets the wall, rotating it back into the starting position).

The Trap

A few feet past the scuff marks on the wall is a floor pressure plate. Stepping on the plate (50% chance) activates the trap, causing a 20 ft section of the southern wall (aligning east to west) to suddenly rotate 90 degrees on its axis, until it aligns north to south, then locks into place (the western part of the wall rotates into a hidden recess, the eastern part swings into the corridor). When locked into place the rotating wall touches the scuff marks.

As the wall rotates, nearby PCs may make a *Luck* (Dex) check to choose which side of the wall they want to end up on; otherwise they are pushed westward.

PCs on the west side of the wall are set upon by sentries or other residents within 1d2 rounds, cut off from any allies on the eastern side of the wall. The locking mechanism is located at the rotation point hidden in the southern wall. PCs on the eastern side of the dividing wall may be able to make a firing hole with an appropriate tool or weapon (2 x Str (Ath) great successes required). A hole large enough for a person to squeeze through requires 1d6 minutes.

Countermeasures

PCs that study the edges of the rotating wall (about 10 ft either side of the axis) might notice hairline

cracks (Perc (Detection) check at -2 penalty). Breaking through the middle of the 20 ft wall (opposite the scuff marks) reveals the rotating mechanism, which may be jammed (very noisy, will draw sentries). The PCs might also simply choose to be swept westward, keeping the party together, and foiling the primary purpose of the trap.

Variants
The threat level of this trap depends on how powerful the sentries are, whether the PCs have tools to break through the wall, whether attacks come from both sides of the wall or just one, and/or whether damaging the wall will draw further unwanted attention.

(3) Snare & Roast

Setup
This 15 ft high room conceals a three part death trap. The floor is flagstoned, with just a hint of fine black dust (flame clue) in some of the joins, particularly in the centre (a PC needs to be right in the centre to see such). In the top corners of the ceiling are dragon motif heads with open jaws (firing port clue). An ornate fresco covers the ceiling (concealing the oil hatch).

The Trap
Across the centre of the room is a 5 ft wide line of trapped flagstones (bar one, the *bypass*). Standing on a trapped tile (80% chance) breaks the false top and the character's foot descends into a 1 ft hole. The hole is lined with metal spikes pointing diagonally downwards at 45 degree angles.

Inserting a foot into the barbs causes no damage, but pulling it out quickly inflicts 3d6 damage and a likely foot injury (*Luck* (Con) save at disadvantage to negate the injury; entry 3 on *Injuries & Setbacks* table). Extracting the foot slowly over 2d4 rounds causes 1d8 damage only.

Part 2 of the trap is linked to a timer and activates the round after a PC becomes trapped in a foot snare: a hatch drops from the ceiling, dumping a barrel of tar like, highly flammable oil onto the victim. If the character has a shield or similar large item, they make a *Luck* (Dex) save to deflect the majority of the oil.

After the oil has dropped, a grinding sound can be heard as the firing ports concealed in the dragon heads rotate to take aim at the triggered area. If more than one PC is trapped, the heads divide up the targets.

Part 3 of the trap is linked to a timer and activates the round after the oil dump. All four of the dragon heads shoot flaming bolts at the victim: +8 to hit, 2d8+1 each bolt, plus the victim is set on fire for 2d6 damage every round for 2d4 rounds. A character that suffers this ordeal rolls 1d6 on the *Injuries & Setbacks* table and loses 1d2 Cha permanently due to disfiguring scars. Smothering the oil fire is very difficult, requiring 3 x Dex great successes. Throwing water on burning oil will not extinguish it.

Countermeasures
Testing the trapped tiles with a 10 ft pole or other instrument will reveal the spikes. A PC willing to yank their foot out of the snare greatly reduces the danger level.

An ensnared character may be protected from the flaming bolts by quick thinking allies shielding the victim or blocking the firing ports.

Variants
Spreading the trapped flagstones about the chamber, rather than in a line crossing the centre, increases the chance of trapping more than one PC at the same time (in which case the bypass is a secret safe route, carried on a parchment by an enemy, or perhaps available as loot elsewhere).

The danger level may be changed by adding or subtracting dragon heads, substituting oil for explosive area effect alchemists fire, adding an alarm, and/or attending sentries with flaming arrows.

(4) Drowning Chute

Setup
An expertly concealed trapdoor (spotting the concealed edges requires a Perc (Det) great success) in a wooden hallway, the walls decorated with old portraits. Some of the faces in the paintings appear to be looking at each other (decoy). This trap has no obvious telegraph.

The Trap
A 10 ft long trapdoor is triggered when two or more people stand upon it, dropping the victims down a greased, spiral chute. A *Luck* (Dex) check at disadvantage avoids the drop.

The 15 ft long chute corkscrews diagonally downwards, propelling the PCs through a hinged hatch into a water filled chamber. The 3 ft diameter hatch is located in the northwest corner of the ceiling, and locks behind the PCs, resealing the chamber and blocking any ambient light from above.

Thrust into the middle of the drowning chamber, in complete darkness (any torches or lanterns are extinguished), the adventurers are blind and disorientated. Water completely fills the chamber and the PCs must hold their breath (see drowning p.78).

There are no exits from the chamber apart from a 6 inch drain hole (bottom of eastern wall, sealed tight, extends into the maintenance room on the other side), and the 3 ft entry hatch in the northwest corner of the ceiling.

The drowning chamber is 20 ft square, and locating the hatch is difficult. Randomly flailing about has only a 5% chance each round of finding it. Alternatively a PC may seek to orientate themselves by swimming until they find a wall (randomised for the first wall, 1d6: (i) ceiling, (ii) north, (iii) east, (iv) south, (v) west, (vi) floor).

Searching a wall requires 1d2 rounds and a Perc (Det) check at disadvantage. If successful, the PC can confirm the presence or absence of the hatch. If failed, the character cannot be sure they searched the entire wall.

If the hatch is located, it is locked (Dex (Traps & Locks) check at disadvantage to unlock, or it may be broken open with 2 x Str (Ath) checks at disadvantage (using a crowbar or other lever reduces the penalty to -2 instead).

Back in the hallway above, after the trap is sprung, the reinforced trapdoor closes and locks tight. Breaking the door requires 2 x Str (Ath) great successes, or 50 points of damage (only axes and hammers do full damage, other weapons do half or no damage, GM discretion).

If the trapdoor is opened, attempting to free climb the greased chute causes the PC to be whisked into the drowning chamber (save as above). However a PC may be safely lowered down with a rope. It takes two rounds to descend to the bottom with a light source intact. In the cramped tube, the hatch may be opened with a standard Dex (Traps & Locks) check, or a Str (Ath) check at disadvantage. If opened, light filters into the drowning chamber, guiding any trapped PCs to safety.

Countermeasures
PCs roped together might prevent falling down the chutes. *One with the Deep* or Artificer *Breathing Mask*. A character with a pick axe might be able to break the sealed drain hole and let the water out.

Variants
A larger trapdoor, potentially dropping more PCs into the drowning chamber, makes this trap more dangerous (especially if all PCs become trapped). Adding a monster to fight underwater makes the situation extremely perilous (dramatically reducing the time a PC may hold their breath).

Other variants include adding a warning alarm which brings sentries to distract the hallway PCs, making the pool acidic (1d6 damage each round), or a small cloud of glowing parasites (5 ft diameter dim light, reducing the hatch search check penalty to -2 instead of disad) that are attracted to salted meat, alcohol or blood.

(5) Traitor Pit

Setup
This 30 ft chamber has stairs at the eastern and western ends, descending into a 10 ft deep recess. The arena's northern and southern walls have sharp wooden stakes sticking out of them (obvious danger). On the ceiling is a bas relief of moon, sun and star icons. Some sun and moon icons have 12 inch holes in their centre, funnelling up into the ceiling. If the party listens carefully, a faint buzzing can be heard emanating from them (Stirge clue). This trap requires resident creatures to maintain the stirges (or magical semi stasis until released).

The Trap
In the 10 ft deep pit is a colourless, odourless, hallucinogenic gas (the gas is non-flammable, and heavier than air). A Perc (Det) check identifies a slight visual distortion. Entering the pit exposes the character to the poison, which takes effect the following round (*Luck* (Con) save to resist).



If affected by the gas, the PC is subject to an immediate, overwhelming madness lasting 3d6 rounds. Roll 1d4 and reveal the result to the player by way of secret note or message:

1. The victim believes the rest of his party are secret vampires, about to feed on him.

2. The victim believes one random party member is a secret vampire, plotting to feed on the rest of them.

3. The victim believes he is a vampire, and it is time to end his suffering by driving a wooden stake through his own heart!

4. The victim believes she is a vampire, and is ravenously hungry; she must feed on one of her party mates immediately or perish!

A character pushed or thrown onto a wooden stake suffers 3d6 damage and rolls 1d6 on the *Injuries & Setbacks* table. A victim who self impales, aiming for their own heart, must make a *Luck* (Will) save or die. If successful they suffer 6d6 damage and broken ribs instead (*Injuries* entry 6).

The stakes are pressure sensitive. Pushing or pulling on them unleashes 5d6 starving *Stirges* from the ceiling tubes above. Careful examination of the stakes and a Perc (Det) check reveals the pressure plates anchoring them.

Countermeasures
Wet face masks grant a +2 bonus on the gas save. Artificer *Breathing Mask. Cleansing Charm. Purge the Accursed.* Anti-toxin. A party with spikes, hammers and climbing gear might be able to scale the walls, bypassing the arena altogether.

Variants
The damage of the spikes might be increased or decreased. Stirge numbers might be changed, or substituted with *Shades*. Particularly potent poison might impose a -2 penalty or disadvantage on saves, or last longer. Self impaling on a spike might reduce the PC to zero hp instead of dead.

(6) Harpoon Crusher

Setup
This 40 ft long, 30 ft wide chamber is 25 ft high, with a single door on the north and south walls. Apart from a 5 ft border adjacent to the doors, the floor is covered with 5 ft square tiles, decorated with the dwarven runes for *Stone*, *Anvil*, *Hammer* and *Throne* (pressure plate/safe route clue). 5 ft panels are also etched into the ceiling, with dark, 1 ft diameter holes in the centre (firing port clue).

The Trap
A safe route can be traced across the floor by walking only on shaded tiles as indicated below:

S	A	H	T	S	A
H	T	S	A	H	T
A	S	T	H	A	S
T	H	A	S	T	H
S	T	H	A	S	T
H	A	S	T	H	A

Standing on any other tile causes harpoons to shoot down from the firing ports in the ceiling, as outlined below:

1. *Stone*: Harpoons strike the triggering tile and all adjacent tiles.

2. *Anvil*: Harpoons strike the triggering tile and in a vertical line, up and down the length of the room.

3. *Hammer*: Harpoons strike the triggering tile and in a horizontal line, across the width of the room.

4. *Throne*: Harpoons strike the triggering tile and in diagonal lines, emanating from the triggering tile in an "X" formation.

Standing on tile edges (trying to avoid the firing ports above) does not work; the internal port mechanism shifts to match the target's position. Stepping on more than one tile in quick succession (eg by running) causes harpoons to fire across the whole chamber, imposing disadvantage on saves.

Characters on tiles targeted by harpoons must make a *Luck* (Dex) save or suffer 2d6 damage, are knocked prone (Dex check or drop held items), and impaled by the barbed blade (*Luck* check, if successful, armour is entangled in the harpoon, if failed, PC's body is impaled: shoulder or leg, even chance, imposing arm or leg injury).

The harpoons are connected by lengths of chain that immediately begin retracting, yanking the victim off the ground.

A free harpoon retracts the same round and reprimes for firing in future rounds. A harpoon hoisting a PC retracts at a rate of 1d6 feet per round, including the round it strikes, accelerating by an extra 1d6 each round after the first.

As a PC is being lifted, the panels surrounding the firing port slide back, revealing two spiked, crushing wheels. The wheels begin rotating immediately with a loud, ominous grinding.

A PC that is lifted 25 ft is dragged into the grinding wheels and automatically killed in an awful spray of gore (gear destroyed).

Breaking a chain is extremely difficult, requiring 3 x Str great successes and a tool strong enough to bend the links apart without snapping (crowbar, adamantine or magical weapon tip). Hacking at the chain causes it to bounce and spark but is ineffective. Magical damage will break the chain if 20 hp is inflicted.

Untangling the harpoon from one's armour, or extracting it from one's body, requires a Dex or Will check at disadvantage respectively. An impaled PC suffers another 2d6 damage when the harpoon is removed (and possibly falling damage). Jamming the grinding wheels is not feasible with conventional items, which will be drawn up into the grinder and destroyed. The sliding doors revealing the wheels however may be pulled back into a closed position with a Str (Ath) great success. If the sliding doors are closed, the chain stops retracting, and the grinding wheels stop turning. If the doors are not fixed shut however, they reopen in 1d3 rounds, and the chain/grinders reactivate.

Countermeasures
Thunderous Invocation (focused), *Corroding Spray* or acid will sever a harpoon or chain. Whilst a character (or other heavy decoy object, such as a chest) is being hoisted up by a harpoon, the tile below is effectively safe. Characters might acquire a safe route map from an enemy, journal or other loot. PCs might lasso an ally and pull on them against the rising chain mechanism; a Str check at disadvantage reduces the height risen by half (a great success halts their ascent for one round). The party can minimise their risk by crossing the tiles one at a time, rather than simultaneously, although that may prove difficult if an ally requires help to break free of a harpoon. PCs might also jump across to the safe border as they near it (10 ft jump automatic, 15 ft jump Str (Ath) check at disadvantage, 20 ft jump requires a great success.

Variants
Changing the speed of the rising chain will increase or decrease difficulty (giving PCs more or less time to get free). Allocating a particular tile as always safe (eg Hammer), will allows PCs to hopscotch their way across the tiles, instead of resorting to (largely) random chance (but may not make sense, depending on the purpose of the subsequent room). 10 ft poles will not trigger a tile, they require substantial weight to activate.

(7) Flesheater Tank

Setup
This 80 ft diameter chamber has an ornate fresco painted on the floor, domed walls, and ceiling (40 ft high, divine beings combating evil denizens in hell, or other appropriate theme). The highest points of the ceiling are obscured by darkness (ordinary torchlight only extending 30 ft; overhead danger clue). There is a subtle chemical smell to the chamber (acid clue).

Trap
If two or more PCs enter the central 30 ft of the chamber, the floor slides away, dropping them into a 10 ft deep tank of viscous, flesh melting ooze. The sludge affects flesh and organic material only (non-living organic matter is dissolved particularly fast, eg leather, wood, hemp), causing 4d6 damage per round (*Luck* (Con) save for half and negates destruction of leather armour, etc).

Moving through the gelatinous slush (swimming or walking along the floor) requires a Str or Will check (player's choice) every 5 ft, or to climb out. A failed check means the PC is overcome with pain and only travels half as far as intended, or fails to haul themselves out.

Hemp or silk ropes, or wooden poles thrown or extended to assist trapped allies, immediately dissolve or splinter in the victims' grasp (eaten by the acid). Chains or other metal objects are unaffected.

Part 2 of the trap is triggered 1d4+1 rounds after the first stage (mechanized timer, a great success Perc (Det) check notices a faint ticking noise emanating from beneath the floor). At this time a further 5 ft of the floor surrounding the initial 30 ft tank also recedes, dropping any characters along the edge into the vat (*Luck* (Dex) save avoids).

Part 3 of the trap is activated 1d3 rounds after the second stage, at which time the entire floor closes back up and locks itself, trapping those beneath (there is a 1 ft gap between the sludge and enclosed floor to breathe, albeit while being dissolved in acid). The sliding floor mechanism and lock may be broken or jammed with a Dex (Traps & Locks) check at a -2 penalty (with disadvantage if in the vat).

Countermeasures
Metal chains or metal ends of long hafted weapons (eg: halberds) or tools (eg Artificer's collapsing 10 ft pole) may be safely used to pull allies out. *Wings of the Starless Abyss, Rightful Ascension*. PCs with spikes, hammers and climbing gear might be able to scale the walls, bypassing the vat altogether.

Variants
Instead of a tank of sludge, the vat might be filled with four *Gelatinous Cubes* in which case the tank begins 15 ft wide, expanding to 20 ft during the second stage, and in the third stage the exit doors seal instead of the floor; ie the cubes can emerge from the tank to attack others in the chamber. Changing the acid damage (or causing paralysis or sleep instead), and how far a person moves with a Str/Will check, will make things more or less dangerous.

(8) Pivoting Oil Pit

Setup
This hallway trap involves a 40 ft long, 10 ft wide corridor. The floor is completely smooth (slipperiness clue), the ceiling 20 ft high and covered in a etchings of geometric circle patterns (or impressions of planets, coins, eyes, etc, something round – overhead danger clue).

Trap
The 40 ft corridor has a pivoting floor that is anchored to the PCs' entry side. When a PC crosses the room's halfway point, there is a 50% chance of triggering a pressure plate that unlocks the anchor, swinging the back half of the floor downwards (assuming most of the party are in the back half of the corridor), and the front half of the floor upwards, dumping everyone into a 20 ft pit (2d6 damage).

If more than half of the party are on the far side of the corridor when the pressure plate is triggered, a loud click will be heard near the entry (as the anchor unlocks), but the floor will not tilt (as most of the weight will be on the safe side of the pivot).

If the floor swings, a *Luck* (Dex) save allows a PC to dig a dagger, axe spike or similar tool into the floor to slow their descent into the pit, avoiding falling damage. The floor swings through 90 degrees before locking in place (in a vertical wall position). The walls of the pit are perfectly smooth, similar to the floor (now a wall), making free climbing impossible.

PCs falling into the pit have a 50% chance of dropping whatever they are holding, including torches and lanterns. Torches have a 50% chance of extinguishing themselves and lanterns have a 50% chance of shattering, causing a small fire (no damage, simply a hazard). The floor has a small amount of give to it (it is weighted, see below).

After the PCs right themselves, a mechanical clicking can be heard (Perc (Det) check). Along the walls of the pit are a series of small 1 inch holes, approximately 2 ft from the ground. The round after the trap is triggered, oil gushes out of the holes, spraying over the legs of the characters and rising until the oil is 1 ft deep (takes 1 round to reach this level). The start of the round after the oil is deployed, a chute opens in the ceiling (hidden by the etchings), and something can be heard tumbling down... by the end of that round, an unlit torch drops out (by luck or poor maintenance, the torch didn't light).

Exiting the pit without pitons is difficult. Grappling hooks thrown over the lip have nothing to drag on and fall back down. PCs can however stand on each other's shoulder to form a human tower. The oil covered floor makes this a slippery affair, but PCs may use the wall to steady themselves. A Dex (Acro) check at a -2 penalty is required for the first person climbing up. The second person must also make a check but requires a great success.

With a three person tower, the PC at the top is about 16 ft high, and can use an axe or other hooked implement to pull themselves out of the pit (Str check). The escapee can then throw a rope down to assist others to escape.

If the oil pool is somehow lit, it burns for 3d6 damage per round for 1d3 rounds (perhaps sentries arrive and throw torches down, or maybe a torch falls out of the ceiling each round, with a 50% chance of being lit).

Countermeasures
In some ways countermeasures aren't needed for this trap as the torch fails to light, sparing the party from roaring flames. Even if the torch did light however, a Dex check would allow a PC to catch it before it reaches the oil.

The floor will not unlock until the party exits the pit and the oil is burnt away (the floor detects the weight change); it then reorients itself horizontally and relocks. PCs can use spikes or implements to jam the anchor, avoid the pressure plate, or ensure there is more weight on the far (safe) side of the pivot at any one time (eg by crossing one at a time).

Variants
Variants include adding sentries who might set the oil on fire with flaming arrows or torches, swapping the oil for acid or a *Black Pudding*, or having spears shoot out of the holes in the walls (causing damage and leg injuries; entry 3 on the *Injuries & Setbacks* table).

(9) Whirlpool Of Reduction

Setup
This 15 ft tall, 40 ft diameter chamber, has a floor set 2 ft lower than the entry door. The entire recess is filled with approx 20 inches of relatively clear water. In the centre of the room, a black, 1 ft rune circle can be made out (magical trap clue). Spaced evenly around the walls are six bronze anthropomorphic statues depicting (i) rain, (ii) wind, (iii) frost, (iv) thunder, (v) lightning, and (vi) fog (weather trap clues).

Pierce the Veil reveals strong transmutation magic in the water, teleportation magic on the runes, and evocation magic on the idols.

Trap
This entire chamber is protected by ancient and unpredictable magic. Part 1 of the trap is activated when a PC enters the room, whereupon the water begins to flow in a gentle swirling action, rotating around the central black runes.

Part 2 of the trap is triggered when a PC crosses the halfway point of the room. At that time any adventurers in the water are shrunk to 12 inches tall, including all equipment (*Luck* (Con) save at a -2 penalty resists). From this point, anyone entering the water while the trap is active must also save.

Whether or not any PCs fail their save, the whirlpool increases to fearsome speed. Shrunk victims are dragged around the chamber, fighting to avoid drowning as they are drawn into the centre. After 2d4 rounds the victim is sucked into the black runes and teleported to a dimension of the GM's choosing (no save).

Shrunk PCs are at the mercy of the whirlpool and cannot resist its pull. Normal size PCs may make a Str (Acro) check to maintain their balance and move up to 10 ft each round (on a great success, up to 15 ft).

Part 3 of the trap involves the six weather idols, which glow ice blue. At the beginning of each round after the whirlpool activates, roll 1d6 to invoke a random magical effect:

1. *Rain*: heavy rain makes it hard to see and hear (disad on related checks), and increases the speed of the whirlpool (reduce times to reach the centre by 1 round).



2. *Wind*: Gale force winds extinguish torches or unshuttered lanterns (*Luck* save resists), and threatens to suck PCs lingering in doorways into the room (*Luck* (Str) save resists).

3. *Lightning bolts* discharge across the chamber, causing 6d6 damage to anyone in the room and anyone in doorways (*Luck* (Dex) save for half, with advantage if in a doorway).

4. *Fog;* thick fog limits vision to 10 ft.

5. *Thunder*; trapped PCs are assaulted with thunderous blasts, causing ear injuries (*Injuries & Setbacks* table entry 4).

6. *Frost:* Blood freezing cold causes 3d12 damage and imposes *System Shock* (*Injuries & Setbacks* table, entry 16, *Luck* (Con) save for half and negates injury).

Adventurers of normal size may assist their shrunken comrades by trying to snatch them out of the raging whirlpool, throwing them ropes/extending poles or weapon hafts to cling to, or improvised rafts to climb aboard (an empty waterskin, for example). Any of these acts will generally require a Dex check great success to land the object near the target, and the shrunk PC will need to make a Str check to cling on/climb aboard (and further checks each round to maintain such).

If the precise location of a PC being dragged about by the whirlpool needs to be known during a round, roll 1d4:

(i) Right side, 2d10+10 ft from entry.
(ii) Left side, 2d10+10 ft from entry.
(iii) Close side, 2d10 ft from entry.
(iv) Far side, 2d10+20 ft from entry.

After 3d6 rounds, the magic is spent; the water returns to normal, the idols stop functioning, and shrunk characters return to their usual size. Shrunk PCs that had to fight the whirlpool for more than a few rounds suffer 1d2 Str loss due to exhaustion (Con check at -1 penalty negates).

Countermeasures
If the PCs are roped together when the trap springs, shrunken characters gain a *Luck* (Dex) save to cling to the rope before they drop into the whirlpool.

Weighted ropes (in the gusting winds) and long poles (or long handled weapons lashed together) might be offered to victims to fish them out. *One with the Deep, Rightful Ascension, Cradle of Formlessness, Wings of the Starless Abyss.* Artificer *Breathing Mask.* Bypass via a magical password or object (perhaps inscribed on a talisman carried by an enemy, or found as loot elsewhere).

Variants
Sand or mud instead of water. Adding monsters such as small carnivorous fish or serpents (treat as *Giant Shark* or *Giant Serpent* vs shrunk PCs).

(10) Transmutation Bridge

Setup
This trap involves a 40 ft long, 10 ft wide stone arch bridge, spanning a 50 ft deep chasm. The PCs enter from the south. On the western side of the chamber is a small alcove containing three goblets, each marked with arcane runes (magic clue). Two 5 ft obsidian falcon statues (guardian clue) stand at both ends of bridge (four in total). The falcons face outwards, but the bird closest to the alcove has its face turned to look directly at the cups (bypass clue). On the northern side of the bridge is the way onwards (door, hallway, etc).

Trap
The stone arch bridge is enchanted and supposed to transform intruders into small rodents, which are then eaten (or dropped into the ravine) by the falcon statues (which animate). The bridge's elder magic is unstable however, and the transformations highly unpredictable.

The three goblets are marked with identical wizard's runes (*Pierce the Veil* reveals transmutation auras). One cup is made of bronze, one of wood, and one of clay. Pouring some liquid into any of the goblets and drinking from them produces a magical effect, as follows:

1. *Bronze Goblet*: the drinker rolls on the transformation table below (no save).

2. *Clay Goblet*: the drinker is permanently immune to the trap's transformation effect (by cup, bridge or otherwise). Does not work if the drinker has *already* been transformed.

3. *Wooden Goblet*: the drinker is drained 1d2 levels until the end of the adventure (*Luck* (Will) save resists).

The goblets do not function if they are removed from the chamber. Inspection of the underside of the bridge reveals eldritch runes similar to the goblets (Perc (Det) check or by player description).

Anyone crossing the bridge is subject to a magical attack at about the half way point, transformed into something other than themselves (*Luck* (Con) save resists). The enchantment is unravelling however, roll 1d6 to determine each polymorph effect:

1. Transforms into the opposite sex.

2. Transforms into another race, roll 1d6: (i) Elf, (ii) Dwarf, (iii) Halfling, (iv) Goblin, (v) Skorn, (vi) Urgot.

3. Mind switches bodies with another random party member (including PCs, hirelings, etc; no save for the other party).

4. Mind is infused into an object the PC has, and it gains a semblance of movement (as *Infuse Animus*). The PC's real body becomes mindless and non-responsive, but may be physically guided by others to eat, sit down, move about, etc.

5. Transformed into a rat (1 hp, Dex 14, advantage on stealth checks).

6. Transformed into hybrid rat-man (as *Sudden Transmogrification* and wererat).

A transformed PC retains their personality and wits; only their physical form changes. The polymorph lasts 2d6 hours, or until ended by a *Purge the Accursed* spell. *Sever Arcanum* suspends the effect for 2d6 rounds.

Attempting to jump, fly, climb down the chasm or otherwise bypass the bridge to reach the other side of the room invokes the same magical attack. Damaging any of the falcon statues causes them to immediately animate and attack.

A transformed character crossing the bridge (only) causes the four falcon statues to animate and attack them (as *Giant Eagles*). On a Nat 19, the falcon drops the victim into the chasm. The original magic intended the falcon guardians to kill polymorphed rodents; they will face much tougher opposition in the PCs.

Falling into the chasm, either by being pushed off or dropped, causes 5d6 damage. Climbing out is possible, there are many rough handholds, but requires a *Dex* (Athletics) check each 15 ft (automatic with climbing gear).

Countermeasures
Drinking from the Clay Goblet is the bypass that allows safe passage; this information might be extracted from a resident enemy or gleaned from a journal, etc.

Placing nets, ropes or chains around the falcon statutes effectively renders them harmless. Characters roped together might negate any chance of being knocked off the bridge (or at least halting any fall).

Variants
This trap may or may not be a serious threat to the party depending on their transformation rolls and whether the falcons are dealt with prior to crossing the bridge (if they use the bridge at all). Being transmuted into an object or rat however could have serious repercussions mid dungeon.

Adding more statutes, swapping the falcons for gargoyles, adding lava or spikes at the bottom of the chasm, etc, will make the trap deadlier. Reducing the number of falcons, the depth of the

pit, and removing the wooden goblet, will make things easier.

(11) Chronomancy Curse

Setup
This circular room has nine archways pointing in all directions. Apart from the arch the party entered through, the remainder are opaque, filled with a hazy, purple fog (obvious magic). The floor of the chamber is made of smooth, purple stone (red herring, or see below).

Trap
This round chamber is a false treasury, intended to punish tomb robbers. One of the archways leads onto the real treasury (or other location), the remainder contain minor treasure, false treasure, or a cursed item.

Only a living creature (together with their carry gear) may pass through the fog, emerging into a small alcove beyond, containing one or more treasures. Poking an item such as a weapon, pole or grapple rope through the fog doesn't work; the object simply rebounds from the mist.

Entering an archway reveals a 5 ft alcove and an item (roll 1d8, reroll repeats except #8):

1. 1d6 turquoise stones worth 7d10 gp each.

2. An electrum urn with stars & serpent motif worth 120 gp.

3. An intricate steel helm set with a small sapphire worth 1d4 x 100 gp.

4. A brass bracer with a hawk icon (5d10 gp). The bracer is enchanted, allowing the wearer to snatch arrows out of the air (Dex check). The bracer's magic is malfunctioning however; any successful catch automatically generates a *Dark & Dangerous Magic* check.

5. A pair of (false) "cold iron" gauntlets, ostensibly worth 1d6 x 400 gp (if carefully scrutinized, a great success Int check reveals the truth: iron gauntlets worth 10 gp).

6. An antique silver necklace studded with small peridots (1d4 x 100 gp).

7. A fine cloak with golden filigree, depicting a world tree with colossal roots (1d3 x 100 gp).

8. Two blades, one *cold iron* sword with a dragon motif, the other a *silvered* dagger with a curling guard. The blades are enchanted and cannot be removed from the alcove.

   If a PC wants to touch either weapon, have them inform you secretly of which one, and respond in kind. Holding both weapons simultaneously does not trigger any effects.

   Picking up the dragon sword automatically teleports the PC to the real treasure room or other chamber (without the sword). A *Stone Golem* or other guardian awaits.

   Handling the dagger causes it to glow, and suspends the dragon sword's teleport effect for 1d3 rounds (after which the glow ends).

   Whether the PC can return to alcove #8 is for the GM to determine (there might be a small circle of purple stone, like the archway chamber floor, that if stood upon teleports them back).

Handling the treasures from Areas 1 – 7 does not cause any issues until/if the PC carries them back through the fog. At that point, a curse is triggered (*Luck* (Will) save resists). The chronomancy curse is meant to age the target 200 years, rendering flesh to dust, but the magic has destabilised over long centuries. Roll 1d4 to determine the curse effect:

1. Reduced to 1d8+2 years of age, lasts 2d6 hours.

2. Increased to 2d10+80 years of age, lasts 2d6 hours.

3. Permanently aged 3d10 years, and suffers a serious madness.

4. Target's weapons (50%), armour (25%) or both (25%) age thousands of years, cracking, splitting or crumbling (effectively destroyed). Magical objects are damaged and unfit for use until repaired instead of destroyed.

Countermeasures
Knowing which archway is the true path is the bypass that allows safe passage, information that might be extracted from a resident enemy, gleaned from a note, cryptic research clues, etc.

Pierce the Veil radiates transmutation magic from the fog, and abjuration magic from the items (except the serpent sword, which radiates teleportation magic). *Sever Arcanum* on the archways or blades suspends their effects for 2d6 rounds.

Variants
Variants include adding lesser guardians that emerge from the archways the round after a PC returns with treasure. The archways might require adventurers to leave an item in place of the original item in order to pass back through the fog. Leaving an item of greater value than the original might avoid the chronomancy curse altogether.




Dean Spencer

TREASURE

Monster treasure is split into two categories: *Carry Loot* and *Lair Treasure*.

GMs are free to modify the treasure baselines to suit their campaign and/or the scenario at hand. For example, a posse of travelling nobles might use a *Lair* roll despite being on the road, or a trio of knights might generate one roll each on the *Carry Loot* table (normally one roll could cover all three). GMs that prefer higher wealth might make more frequent rolls or double rewards. In more frugal campaigns, the GM might make fewer rolls, halve rewards, or treat gp as sp instead. As always, the GM is free to improvise details to better suit the situation at hand.

When a *Permanent* Magic Item is generated, there is a 66% chance the item has a *Discreet* magic property, as opposed to an *Obvious magic* property. Similarly, a *One Shot* Magic Item has a 66% chance of being a *Potion* as opposed to a *Scroll*.

Carry Loot

When the party starts looting the bodies of the fallen, it's time to roll on the *Carry Loot* table. Some enemies might not carry any treasure (animals, giant vermin, etc), but most intelligent humanoids will.

If *Carry Loot* is appropriate, the GM rolls 1d100 twice and chooses the most appropriate result. GMs might make additional rolls depending on the number of bodies. Generally speaking a *Carry Loot* entry might cover as many as two dozen individuals.

1d100	CARRY LOOT
1	1d4 gp and roll on the *Trinkets & Curios* table.
2	Quartz or Agate stone(s) worth 1d10 gp.
3	1d4 gp.
4	1d6 gp and 50% chance of *Flesh Grubs, Treasure Ticks* or a random disease (p.123).
5	Nothing of significance (besides clothes and other obvious gear).
6	1d6 gp plus a fire pot (50%) or manacles (50%) tucked into a pocket, pouch or belt.
7	1d8 gp.
8	1d10 gp.
9	1d12 gp.
10	2d4 gp and roll on the *Trinkets & Curios* table.
11	1d8 gp plus Turquoise or Crystal stone(s) worth 5d10 gp.
12	2d4 gp.
13	2d6 gp.
14	2d8 gp.
15	Nothing of significance (besides clothes and other obvious gear).
16	A fine compass (50%) or sextant (50%) in good working condition.
17	2d10 gp.
18	2d12 gp.
19	5d4 gp.
20	3d4 gp and roll on the *Trinkets & Curios* table.
21	2d6 gp plus Jasper or Onyx stone(s) worth 5d20 gp.
22	3d4 gp.

23	2d6 gp and roll on the *Valuables* table.
24	3d8 gp.
25	Nothing of significance (besides clothes and other obvious gear).
26	1d10 gp plus a vial, bottle or dust pouch of antitoxin (50%) or sleeping draught (50%; ingested, if resisted make a Con check or fall asleep in 2d4 minutes, unless forcefully roused).
27	4d6 gp.
28	3d10 gp.
29	5d6 gp.
30	3d4 gp and roll on the *Trinkets & Curios* table.
31	2d6 gp plus Amber or Amethyst stone(s) worth 2d100 gp.
32	4d4 gp.
33	2d6 gp and roll on the *Valuables* table.
34	4d8 gp.
35	Nothing of significance (besides clothes and other obvious gear).
36	2d4 gp plus a sturdy leather case holding a worn but functional set of lockpicks (50%) or a miniature telescope (50%).
37	5d6 gp.
38	6d6 gp and 50% chance of a cursed coin. Anyone retaining the coin inexplicably has their *Luck* reduced by 1 point. The *Luck* point is restored at the start of the next adventure (assuming the coin has moved on).
39	4d10 gp.
40	3d4 gp and roll on the *Trinkets & Curios* table.
41	2d6 gp plus Jasper or Topaz stone(s) worth 1d4 x 50 gp.
42	5d4 gp.
43	2d6 gp and roll on the *Valuables* table.
44	5d8 gp.
45	Nothing of significance (besides clothes and other obvious gear).
46	2d4 gp plus 50 ft of silk rope (50%) or set of six iron spikes (50%).
47	6d8 gp.
48	5d10 gp.
49	8d6 gp.
50	3d4 gp and roll on the *Trinkets & Curios* table.
51	2d6 gp plus Jade or Pearl gemstone(s) worth 1d4 x 100 gp.
52	6d4 gp.
53	2d6 gp and roll on the *Valuables* table.
54	6d8 gp.
55	Nothing of significance (besides clothes and other obvious gear).
56	2d4 gp plus a silver mirror (80 gp) or signal whistle (50%).
57	5d12 gp.
58	6d10 gp.
59	8d8 gp and 5% chance of a Magic Item (90% One Shot, 10% Permanent).
60	3d4 gp and roll on the *Trinkets & Curios* table.
61	2d8 gp plus Opal or Moonstone gemstone(s) worth 1d4 x 200 gp.

62	7d4 gp.
63	7d6 gp and 50% chance an ethereal force takes an interest in the adventurer, following him around for 1d4 days. During this time, spooky but harmless happenings occur (eg: creaky footsteps, items rolling off tables, muted whispering in the wind, and so on).
64	7d8 gp.
65	Nothing of significance (besides clothes and other obvious gear).
66	2d6 gp plus an ivory poisoner's ring (worth 50gp), with a single dose of poison (50% chance).
67	6d12 gp.
68	7d10 gp.
69	9d8 gp and 5% chance of a Magic Item (85% One Shot, 15% Permanent).
70	3d4 gp and roll on the *Trinkets & Curios* table.
71	2d8 gp plus Emerald, Amethyst or Peridot gemstone(s) worth 1d4 x 300 gp.
72	8d4 gp.
73	2d6 gp and roll on the *Valuables* table.
74	8d8 gp.
75	Nothing of significance (besides clothes and other obvious gear).
76	2d8 gp plus 1d4 vials of acid (50%) or tripwires (50%).
77	7d12 gp.
78	8d10 gp.
79	10d8 gp and 10% chance of a Magic Item (80% One Shot, 20% Permanent).
80	3d4 gp and roll on the *Trinkets & Curios* table.
81	2d8 gp plus Sapphire or Ruby gemstone(s) worth 1d4 x 400 gp.
82	9d4 gp.
83	9d6 gp and 50% chance this corpse isn't completely dead! The dying (or undead, or animated?) creature might seek to take action one last time, or simply expire in an alarming manner. Magical or apothecary intervention might save the creature at the GM's discretion.
84	9d8 gp.
85	Nothing of significance (besides clothes and other obvious gear).
86	2d10 gp plus 1d3 healing salves (50%) or collapsible grappling hook (50%) tucked into a pouch, sack or backpack.
87	7d12 gp.
88	8d12 gp.
89	9d10 gp and 10% chance of a Magic Item (75% One Shot, 25% Permanent).
90	3d4 gp and roll on the *Trinkets & Curios* table.
91	2d10 gp plus Diamond(s) worth 1d4 x 500gp.
92	10d4 gp.
93	2d6 gp and roll on the *Valuables* table.
94	10d8 gp.
95	Nothing of significance (besides clothes and other obvious gear).
96	2d20 gp plus a brace of 2d4 torches (50%) or 1 pint of lamp oil (50%).
97	9d10 gp.

98	9d12 gp.
99	10d10 gp and 15% chance of a Magic Item (70% One Shot, 30% Permanent).
100	3d4 gp and roll on the *Trinkets & Curios* Table.



Lair Treasure

Lair treasure is generally allocated according to the predominant or highest Hit Dice of the recently vanquished. An entry generally covers up to several hundred monsters (consolidated in a base of operations such as a castle, cave complex, temple, etc).

LAIR TREASURE			
HD	**MAGIC ITEM**	**GOLD**	**VALUABLES**
1	5% (One Shot 90%)	5d100 gp	30%
2	10% (One shot 90%)	7d100 gp	35%
3	15% (One shot 90%)	9d100 gp	40%
4	20% (One shot 80%)	12 x 1d100 gp	45% (1d4)
5	25% (One shot 80%)	15 x 1d100 gp	50% (1d4)
6	30% (One shot 80%)	20 x 1d100 gp	55% (1d4)
7	35% (One shot 70%)	30 x 1d100 gp	60% (1d6)
8	40% (One shot 70%)	50 x 1d100 gp	65% (1d6)
9	50% (One shot 70%)	75 x 1d100 gp	70% (1d6)
10	60% (One shot 60%)	100 x 1d100 gp	80% (2d4)
11	70% (One shot 60%)	125 x 1d100 gp	90% (2d4)
12+	80% (One shot 60%)	150 x 1d100 gp	2d4+2



Trinkets & Curios

The *Trinkets & Curios* table is for those oddball items adventurers sometimes stumble across. About 90% of the items are non-magical. Many have a touch of mystery about them, or the seed of a side trek. About 10% of the items have a minor enchantment.

If *a Trinket or Curio* is appropriate, the GM rolls 1d100 twice and chooses the most appropriate result.

1d100	TRINKETS & CURIOS
1	A 1 ft, deep red and grey feather. If inspected closely, tiny black writing can see be seen along the shaft. The writing is in a lost language. If translated, it reads "*The Seeking of the Sky God is ended.*"
2	A stained scroll case containing an old chart revealing directions to the *Lost Ruins of Ashabat.*
3	A jet black music horn, made of a shell like material, that appears to be in working order. When blown it produces a deep and strangely disturbing sound. If by the water, crabs crawl up onto the shore, drawn to the music.
4	A single bloodstained tarot card: *The Seven of Swords* (signifying betrayal and deception).
5	The broken horn of an *Ogre Mage* or *Minotaur*, hung on a leather thong.
6	Tied up with string are the title deeds to *The Hunting Harlot, Port Brax.*
7	A decrepit, and slightly malodourous, preserved rabbit's foot on a metal chain. Anyone who keeps the foot for a day increases their maximum *Luck* by 1 point. The *Luck* point is lost if the owner is separated from the lucky foot.
8	An intricate eyeglass shaped in the likeness of a yellow cat's eye.
9	Three small crystal vials of what appear to be red blood. The vials are marked with druidic signs for *son*, *beastman* and *bird.*
10	A varnished case containing a string of garlic, two wooden stakes and a silver holy symbol (star & shield icon).
11	A fragile black paper fan. When unfolded, the fan depicts two mesmerising snake eyes. Once per week one target who observes the snake eyes must make a *Luck* (Will) save or be subject to *Gaze of Beguilement.* Using the fan in this way drains the user of 1 *Luck* point and requires a roll on the *Dark & Dangerous Magic* table.
12	A folded piece of parchment reveals a charcoal sketch of a stunning young woman. A wide lake and a large tree split by lightning are depicted behind her.
13	A dog whistle fashioned of bone. When used at night, there is a 50% chance of a wild dog with a patch eye appearing from the wilderness. The dog is smart, brave, and friendly to the owner, happy to keep watch or perform other minor tasks if well treated. The dog disappears back into the wilderness every dawn.
14	A six inch clockwork knight, made up of patchwork metal parts. If wound, the knight shuffles forward up to 20 ft, whirring and clicking, before making a single strike with his miniature sword.
15	A purple silk scarf, bearing the insignia of *House Lorca.*
16	A wide leather belt with a studded bronze buckle. One of the studs opens a secret compartment in the buckle (50%) or releases a two inch buckle blade (50%).
17	An iron wrought rose of spectacular craftsmanship.
18	An envelope, wax sealed with the mark of *Dominus Cruxus*, the infamous *Tax Collector of Melek.*
19	Folded parchment containing the notes to a whimsical tune. If hummed, sung or played on a wind instrument,

	there is a 50% chance a handful of butterflies surrounds the musician. The butterflies depart when the tune ends.
20	A painted toy boat, in excellent condition. A single child figurine steers the ship. There is space for a second figurine, but it appears to be missing.
21	Tucked away in a water proof satchel is a sea blue masquerade mask, with a slim wooden handle.
22	A small, nickel edged book with a hummingbird motif lock. If successfully unlocked, the book contains hand written essays on avian husbandry and training by the reputable (and deceased) *Falconer Kothmai*, of considerable worth to the right collector.
23	Fossilized tree sap encasing a six inch dragonfly with elongated tentacles instead of mandibles.
24	A hemp sack contains a two ft length of reinforced, silvered chain, attached to silvered manacles.
25	A completely sealed, six inch oak barrel, with sloshing liquid inside.
26	An impeccable leather carry case marked with the twin moons sigil of the *Duskers.* Inside are the pieces of an exquisitely crafted miniature crossbow. Assembling the crossbow takes 1 minute. Three needle like bolts with tiny poison compartments are set into the lid (60 ft range, silent, 1d2 damage + poison).
27	An incredibly heavy, bronze like cube, with alien hieroglyphs marking each side. Once per week, if the hieroglyphs are pressed in a particular order (requiring a successful Int check), the cube resonates a low frequency thrumming, causing all creatures within 20 ft (excluding the user) to make a *Luck* (Will) save or suffer a moderate madness. Each time the cube is used, the order of hieroglyphs changes, requiring an Int check to decipher.
28	The serrated tooth of a *Bulette* (or similar creature), fashioned into a scary looking knife.
29	A counterfeit coin of the local currency, weighted to favour one side (70% chance of coming up heads). The replica is a perfect copy, apart from the weight, which can be detected by handling the coin and making a Perc or Int check.
30	A tiny gilded cage with a spotted moth inside, and a medicine dropper filled with nectar. If the moth is released underground, it unerringly flies towards the nearest surface exit. If offered nectar, the moth will happily follow the adventurer, returning to the cage to rest or for protection against predators.
31	A copper ring with a flat shield motif, polished to a mirror like state.
32	A fine hide throat collar with bone studs. Once every 1d4 days, the user may press one of the studs to magnify their voice up to 10 times as loud for a few seconds. The enchanted voice may be modified in pitch, and/or accompanied by the sound of distant thunder, lightning or high winds.
33	A strange yellow candle of foul smelling wax. Inscribed on the bottom of the candle is a single word: the adventurer's name.
34	An apparently empty glass jar with a whitewood lid. Any attempt to twist the lid loose is immediately met with a loud hissing noise, as if the jar is under extreme pressure. If thrown, the bottle explodes in a 10 ft radius for 3d6 damage.
35	This corpse has a map tattooed on its back. The map is in an ancient serpentman tongue. If translated, the map reveals the secret location of the *Spire of Abartu.*
36	A secure, enamelled box, bound with silver cord. Inside is a purple seedling growing a single golden leaf. An Int (Wilderness Lore) check reveals the plant is *Goldenward*, long thought to

	be extinct. Some records suggest it can be made into a special tonic with protective properties.
37	A multi-coloured gemstone of curious origin. No stone dealer alive is able to identify it.
38	In a small pouch is a tuft of thick, dark brown hair, bound with string. Over the next few days, hair towards the centre of the tuft seems to grow slightly longer. The hair is from a lycanthrope, and might be a valuable potion or medical ingredient.
39	A sturdy hide pouch sewn shut with strong fishing line. Something small wriggles inside.
40	A spare boot stuffed with straw. If the boot is emptied, a dark green, scaled egg is found. The egg is about the size of a child's fist, and is warm to the touch.
41	A promissory note to *Ms Lorthe Toureme*, entitling her to "three of the finest racing steeds of the *Rinwolde Family Stables.*"
42	A very ancient and ornate bronze oil lamp, badly tarnished and in need of a thorough clean up. From time to time, the lamp seems to creak of its own accord.
43	A crimson envelope bearing a blue star sigil. Inside is a fine piece of folded parchment in a rare language. If translated, it reads: *Alive as thee but absent breath* *Cold in life as we'art in death* *Always a thirst we ever drink* *Clad in mail but never clink*[3]
44	Wrapped in a gold handkerchief is a red bamboo *Shenzu* finger puzzle patterned with white stars. Suspended in the middle of the puzzle is a small, fluffy feather.
45	A small velvet bag with a tiny padlocked draw chain. If opened, the bag contains the varnished skull of a human baby.
46	A false eye (either in a pocket or the corpse's replacement eye). The iris snaps open to reveal a small secret compartment.
47	A gold coloured pill box depicting a single cat on the lid. Inside are the shadows of eight cats. If the owner fails an *All Dead or Mostly Dead* check, the failure is automatically turned into a success. The next time the owner attempts to locate the box, it cannot be found.
48	Wrapped in a clean linen cloth is a single, ordinary looking acorn. Sewn into the corner of the cloth are the words *High Aldwin.*
49	A wine case containing a bottle labelled *Rowfred's Finest Red*, depicting a cheery bald fellow, raising his glass with a sly wink. There is a 50% chance the wine has been poisoned.
50	The left side of a white gold, two halves heart necklace. Inscribed on the back are the words *Till next we meet.*
51	A pair of fine, leather gloves, black in colour. The right glove has six fingers.
52	A *cold iron* cage lantern, with no oil reservoir or candle spike. The oversized handle ring has a broken chain link attached to it. The lantern is inscribed with runes of holy abjuration.
53	A small book entitled *Path to Forgiveness*, edged in gold filigree. Inside, some pages have been cut away to insert a small gold ingot and a handwritten note, stating "*As agreed, three more once Father Moon is crow pickings.*"
54	An antique crystal perfume dispenser with a hose and squeeze pump. The top of the dispenser is decorated with a pewter octopus. A green liquid can be seen inside.
55	A small cane box with the words "*Eat Me*" imprinted on small nickel plate set into the top. Inside is a small iced cake.

[3] The riddle's answer is Fish.

56	A polished jet black orb that reflects nothing, wrapped in cloth. If the orb is revealed within 2 ft of a small open flame, such as a torch or candle, the flame is extinguished and the orb grows warm for 1d4 hours. Larger fires such as a campfire have a 50% chance of being extinguished. Magical fire, or fires of humanoid size or greater are unaffected. The orb may absorb up to 1d4 fires each day.
57	A *cold iron* amulet stamped with geometric designs not attributable to any current day culture. Anyone who wears the amulet does not dream.
58	A small drawstring pouch containing a 4 inch statuette of pure gold, shaped to resemble a field mouse standing on its hind legs, pawing at the sky (400 gp, but possibly cursed).
59	An ebony ring carved like entwined vines. If exposed to water, the ring sprouts tiny green leaves.
60	Wrapped in colourful braided cord, are legal papers entitling the bearer to a one half share in *Delecarte's Circus Les Wonderment* (a forgery).
61	A 100 ft coil of giant spider silk rope. The rope is extraordinarily light and strong, with incredible tensile strength and resistance to severing. On the other hand, the rope is highly flammable and burns quickly.
62	The blackened, clawed finger of the ancient hag *Menethorii of the Unseelie Court*. Some say the spiteful hag comes for her missing digit every blood moon.
63	A bronze tablet bound in human skin. The tablet is inscribed in an ancient tongue on both sides. If translated, a rambling account is revealed, seeming to expound the means of communicating with (or perhaps binding?) the demon *Ulh-Rgaoon, Child of Whispers.*
64	In a cracked, old map case, is a nautical map with co-ordinates to a mysterious isle recorded as *Varn Karagoss* (translation *Place of Ending*). The island is many leagues to the distant north, and is surely encased in snow and ice. The island does not appear on contemporary maps, but is referenced in some rare texts as a burial ground for ancient giant kin.
65	A crystal bracelet fashioned in a fog motif, with three animal charms attached: a bird, a wolf and an octopus. There are links for two other charms, but they are missing.
66	A brass bicep bracer engraved with a *Genie* like figure. Anyone that wears the bracer for 24 hours becomes immune to fire, including magical fire, as long as the bracer is worn.
67	A lightweight wooden case containing a luxurious feather quill. Two small bottles of ink are also set into the case. The first ink is a faint brownish yellow, and smells like bile. The second is congealed blood.
68	A hand sized ball of parchment tied up with string. If the string is removed, and the many parchment layers unwrapped, at the centre is a pinch of odourless and tasteless white powder.
69	A fine ring case festooned with silver filigree, but with no ring inside. A false bottom reveals a coin sized, obsidian disk, depicting a black raven with three eyes.
70	A pair of plain leather gloves. Across the back of the left glove is concealed a very flat skeleton key/lockpick of incredible workmanship.
71	A tarnished gold anklet chain with three tarnished charms: a windmill, a boot and a torch. A fourth, gleaming and untarnished charm, is also attached: a sailing ship.
72	A brass bas-relief, depicting a life like image of the finder's parent, sibling, or childhood imaginary friend, trapped within a gilded cage.
73	A heavy eight inch gate key, fashioned of *cold iron*, inscribed with hieroglyphs from an earlier age. If translated, the hieroglyphs translate to *Star Door*.

74	A seal stamp made of dark yellow stone that is always cool to the touch. The seal is a leafless tree.
75	A kraken like statuette, carved from blue and white coral.
76	In a padded pouch is a small, brass hourglass, filled with a very dense, dark red mist, instead of sand. It is surprisingly heavy.
77	A tiny opal jar containing two pinches of extremely fine, bright blue dust. If the dust is sprinkled on a non-magical object, it forms into an exact, permanent copy.
78	A thick journal bound in grubby fur, filled with awful, highly disturbing sorcerous ramblings. Anyone who studies the journal intently (taking a number of days, if not weeks) may learn to cast one 1st level spell per long rest, but also develops an incurable moderate madness.
79	A white veil with a slim *adamantine* chain. The chain is incredibly strong, and could be used as a garrotte.
80	An ebony canister sealed with wax. The canister is filled with ash, in the middle of which are a pair of pulsating, purple pods, connected together by slick, black tendrils.
81	A hemp sack filled with coal. If the coal is examined, small bite marks can be seen on some pieces. Concealed in the sack are 1d2 *Xornlings*, diminutive fey that eat rocks and metals. The *xornlings* have been eating coal for quite a while, and are ready to move onto something more appetising, like steel. Or gold.
82	A padded tube holds a small, adjustable convex mirror, connected to an extendable rod (enabling the user to peek around corners without exposing himself). The base of the rod includes a small hidden compartment, big enough to fit a small gem, coin or similar object.
83	A colourful seashell amulet on a string of dark beads. A friendly, amphibious hermit crab lives in the shell, venturing out at night to eat leaves, fruit or meat. If treated well, the crab keeps watch for the wearer, scaring off vermin or pinching the wearer awake if danger threatens.
84	A drawstring pouch containing three sticks of green incense, stamped with a two headed monkey. Anyone who breathes the smoke of the incense for more than 5 minutes must make a *Luck* (Will) check or suffer a minor madness for 1d10 days.
85	A stout smoking pipe apparently made of lacquered wood. In fact the pipe is made from hardened iron, expertly painted to pass for wood, and makes for an excellent bludgeon. The pipe can be used to smoke, but is very heavy, requiring at least one hand.
86	A glass jar with air holes in the lid, containing a dozen small beetles and some lettuce leaves. If the jar is tapped, the beetles glow brightly, softly illuminating a 5 ft radius.
87	A brick. Looks harmless enough, but then, most bricks do. Might be inscribed with the words *Mr Brick* in small writing on one side (50%).
88	A two inch lead figurine, depicting a striking young priestess, holding aloft a tentacled orb. From time to time, very faint muttering can be heard coming from the figurine. If placed next to a person's ear, the tentacled orb animates, caressing the holder's ear and enabling the muttering to be understood. There is a 50% chance the figurine imparts useful information betwixt disturbing truths mankind ought never know. After learning any useful information, the user must make a Will check or suffer a minor madness.
89	A drawstring pouch of fifty *cold iron* caltrops.
90	A scroll of complex formulae and charcoal sketches, depicting some manner of winged flying contraption.
91	Two old, stained jars, containing an awful smelling, yellowed viscous

	sludge. The mix inside is a unique chemical of rare concoction, producing a fast acting glue effect when exposed to air. If thrown at a creature, a Str contest vs Str 16 is required. On a failure, the target is glued to the spot, has his arms glued, his face glued, or some other similar setback. The Str contest may be repeated each round (as an action) to break free.
92	A steel flask with a safety latch attached. A sloshing liquid can be heard inside. The flask contains a black, putrid smelling brine (diseased; anyone exposed to the smell must make a *Luck* (Con) save or contract a wasting disease, losing 1d4 Con each day until cured (50%), or a delicious fey honey that increases the user's Perc and Dex by 1d4 points for 24 hours (50%, max 18). Either way, the flask contains two doses.
93	A thick cotton pouch containing a handful of powerful lodestones (magnets). A single lodestone within two feet of a compass produces false readings.
94	A sheet of tin rolled up into a scroll bound with platinum cord. The scroll must be unwound to be read, and reveals a chronological star chart, annotated in an alien language. If translated, the chart suggests a once in 433 year planetary alignment, the *Ark of Phobos*, is imminent.
95	Mixed in with some coins is a two inch disk of ebony. One side of the disk is inscribed with three intertwined serpents. Those in the know understand the ebony tri-serpent is a symbol of the *Six Eyes*, a network of informants with links to *House Vorrox*.
96	A steel hipflask filled with a fiery whiskey. The brew is particularly potent, requiring a Con check to avoid becoming intoxicated earlier than the imbiber expects.
97	A small wooden box containing three inches of a pearl coloured horn. A small glass bottle inside the box holds what appears to be powdered horn. A person knowledgeable in Arcane Lore might identify the material as unicorn horn, legendary for its healing properties.
98	A wooden witchdoctor mask, trimmed with bright feathers and two horns made from the teeth of a large cat or other predator. The mask has three painted eyes and a beak instead of a mouth.
99	A seven inch, primitive cutting blade made of basalt stone. Wide groves are carved into the blade and handle to channel blood down to the pommel. The pommel has been crudely worked to resemble a human heart.
100	Roll on the *Valuables* table.



Valuables

The *Valuables* table represents treasure that is not coins, including for example jewellery, ingots, gemstones and art objects.

Rolls on this table are primarily generated from the *Lair Treasure* table, occasionally from *Carry Loot*, and any other time the GM feels one or more individual items of value are required.

If a *Valuable* object is appropriate, the GM rolls 1d100 twice and chooses the result that best fits the circumstances.



1d100	VALUABLES
1	Roll on the *Trinkets & Curios* table.
2	1d12 quartz stones worth 1d10 gp each.
3	1d12 agate stones worth 1d12 gp each.
4	A three inch carving of a sabretooth cat from the *Suurat Jungle* (10 gp).
5	A steel hand mirror with pearl edging (15 gp).
6	An ornate nickel bell (20 gp).
7	A tin ring with geometric designs (30 gp).
8	An intricate bronze necklace (40 gp).
9	A pure nickel ingot (50 gp).
10	A gold gilded lantern of the *Priestesses of Argona* (60 gp).
11	Roll on the *Trinkets & Curios* table.
12	1d10 crystal stones worth 5d10 gp each.
13	1d10 turquoise stones worth 7d10 gp each.
14	A fine painting of the lost temple of *Ortu Menon*, nestled at the base of a mountain valley (70 gp).
15	An old and very rare book; *Ophia's Unusual Herbs* (80 gp).
16	A set of platinum eating utensils: a fork, knife and spoon (90 gp).
17	A copper bicep bracer with a minotaur icon (100 gp).
18	A brass nose ring of *Ancient Suun*.
19	A pure brass ingot (110 gp).
20	A pouch of *silvered* caltrops (120 gp).
21	Roll on the *Trinkets & Curios* table.
22	1d8 jasper stones worth 5d20 gp each.
23	1d8 onyx stones worth 6d20 gp each.
24	An immaculate, water proof cloak of luxurious wool from the fashion houses of *Crow's Keep* (120 gp).
25	An obsidian circlet of dwarven design (130 gp).
26	A five inch ivory statuette of a handsome bard playing a lute (140 gp).
27	A silver ring with an ivy motif (150 gp).
28	A finely detailed brass amulet, depicting a primordial sun goddess (160 gp).

29	A bundle of promissory notes from the *Hargraves Mercantile Collective* (170 gp).
30	A *silvered* hook hand (180 gp).
31	Roll on the *Trinkets & Curios* table.
32	1d8 amber stones worth 2d100 gp each.
33	1d6 amethyst stones worth 2d100 gp each.
34	A mahogany harp with silver edging (200 gp).
35	An intricate silver candelabra (210 gp)
36	A three inch brass orb decorated with a platinum rope pattern (220 gp).
37	A silver anklet with a dragon motif (230 gp).
38	A leather forearm bracer studded with small turquoise stones (240 gp).
39	A pure copper ingot (250 gp).
40	A silver orb set with holy icons, inscribed with gold (280 gp).
41	Roll on the *Potions* table.
42	1d6 jasper stones worth 1d4 x 50 gp each.
43	1d6 topaz stones worth 1d4 x 75 gp each.
44	A bronze chalice studded with small onyx gemstones (300 gp).
45	A finely crafted silver brooch with a lion motif (310 gp).
46	A six foot tapestry depicting a ferocious battle between armour clad giants in the clouds (320 gp).
47	A bronze bracelet with gold charms depicting the four elements (330 gp).
48	A silver necklace with an amethyst pendant (340 gp).
49	A four ft chest containing colourful bolts of fine silk (350 gp).
50	A copper bell decorated with small topaz gemstones (360 gp).
51	Roll on the *Potions* table.
52	1d6 pearl gemstones worth 1d4 x 100 gp each.
53	1d6 jade gemstones worth 1d4 x 150 gp each.
54	A trio of ebony dice with pips inlaid with pearl (400 gp).
55	A teak masquerade mask, with ornamental jade and a deep purple feather (420 gp).
56	A one ft bronze sceptre with a claw on the end, encrusted with small bloodstones (450 gp).
57	An intricate silver double finger ring, depicting a pair of swallows (460 gp).
58	A pair of ivory earrings studded with tiny diamonds (470 gp).
59	A small silver ingot (480 gp).
60	An oak telescope inlaid with a jasper wave motif (490 gp).
61	Roll on the *Scrolls* table.
62	1d4 opal gemstones worth 1d4 x 200 gp each.
63	1d4 moonstone gemstones worth 1d4 x 250 gp each.
64	A one ft jade statue of a coiled serpent (540 gp).
65	An ornate silver bowl with a sun motif, rimmed in gold (550 gp).
66	A six inch articulating hound, fashioned of burnished steel, with a gold key and tiny emerald eyes (560 gp).
67	A bronze circlet decorated with moonstones (570 gp).
68	A gold signet ring with a human eye motif (580 gp).
69	A trio of silver bangles with a corded rope motif (590 gp)
70	A magnifying glass with a silver crescent moon motif (600 gp).

71	Roll on the *Scrolls* table.
72	1d3 amethyst or peridot gemstones worth 1d4 x 300 gp each.
73	1d3 emerald gemstones worth 1d4 x 350 gp each.
74	An antique wooden shield plaque, depicting a two headed human, decorated with dark opals and amethyst stones (620 gp).
75	A lifelike, five ft sandalwood statue of an attractive man (630 gp).
76	A two ft mahogany chest edged with gold and studded with amber gemstones. The chest's lock is inordinately difficult to pick (imposing disadvantage with a -3 penalty. 640 gp).
77	A silver necklace with a gold pendant in the shape of a dancing flame (660 gp).
78	An ebony ring studded with small peridot gemstones (670 gp).
79	A four inch alabaster skull, decorated with platinum lines and tracings (680 gp).
80	An ivory signal horn with intricate bronze capping, encrusted with amber gemstones (680 gp).
81	Roll on the *Magic Items (Discreet)* table.
82	1d2 sapphire gemstones worth 1d4 x 400 gp each.
83	1d2 ruby gemstones worth 1d4 x 450 gp each.
84	An ancient pair of *cold iron* gauntlets, decorated with holy symbols and moonstones (720 gp).
85	An ebony walking cane with a hardened platinum tip and opal octopus handle (740 gp).
86	An exquisite ten inch silver tree sculpture, leaves studded with tiny diamonds (850 gp).
87	A silver crown with platinum tracery in a cloud motif (900 gp).
88	A platinum ring with a lion motif (1,000 gp).
89	A small gold ingot, stamped with the boar sigil of *Jarl Osgerd* (1,100).
90	A platinum compass with gold markings (1,200 gp).
91	Roll on the *Magic Items (Obvious)* table.
92	1d2 diamonds worth 1d4 x 500gp each.
93	A small unmarked platinum ingot (1,300 gp).
94	A blacksteel breastplate decorated with a gold and platinum griffon motif, highlighted with small rubies (1,400 gp).
95	A silver incense brazier and chain, studded with amethyst gemstones (1,500 gp).
96	A gold quill studded with small diamonds (1,700 gp).
97	A fine platinum necklace decorated with ruby encrusted teardrops (1,800 gp).
98	A gold crown decorated with small emeralds (2,000 gp).
99	A single perfect diamond worth 2,500 gp.
100	Title deeds to *Eventide Isle,* located in one of the larger inlets of *Lake Argos*.



One Shot Magic Items

In a low fantasy setting, all magic items are rare, but one shot items such as potions and scrolls are more common than permanent items.



Potions

Potions come in a variety of containers, including vials, flasks, jugs, waterskins, powder satchels and so on. A potion lasts for 1d6 x 10 minutes unless indicated otherwise, or the imbiber may end the effect early by spending an action. Each time a potion is used, the imbiber must check for a *Dark & Dangerous Magic* effect, as if they had cast a spell. If an effect does not trigger, the imbiber's DDM chance increases by 1, as usual.

1d100	POTION
1-2	A Wisp Unseen
3-5	Abrupt Diminution
6-7	Betwixt Time & Space
8-10	Borrowed Talent
11-12	Cradle of Formlessness
13-15	Deny Fate
16-17	Dragon's Breath
18-20	Draught of Courage
21-22	Dwarven Snout
23-25	Earth Asunder
26-27	Flame Aegis
28-30	Giant Strength
31-32	Glad Fortune
33-35	Life Leeching
36-37	Perfect Timing
38-40	Phasing Form
41-42	Poison
43-45	Rightful Ascension
46-47	Sever Arcanum
48-50	Sharpened Senses
51-52	Sight Beyond Sight
53-55	Soothing Edict
56-57	Spider Essence
58-60	Strange Shifting
61-62	Towering Growth
63-65	Uncanny Communion
66-67	Unshackled Celerity
68-70	Water Mastery
71-72	Wings of the Starless Abyss
73-88	Fusing of Flesh
89-91	Nostrum of the Dying
92-94	Solace of Argona
95-97	Starmaiden's Miracle
98-100	Rejuvenating Succor

A Wisp Unseen: As the spell.
Abrupt Diminution: You instantly shrink to a minimum height of six inches.
Betwixt Time & Space: As the spell.
Borrowed Talent: You steal one ability from the next creature you touch, including the ability to cast a specific spell, if desired (a *Luck* (Will) save resists).
Cradle of Formlessness: As the spell.
Deny Fate: You may cause any one roll that affects you to be rerolled.
Dragon's Breath: You breathe fire, lightning, acid or poisonous gas in a cone 60 ft long and 20 ft wide at the base, causing 10d6 damage (*Luck* (Dex) save for half).
Draught of Courage: Gain immunity to fear, madness and a +2 bonus to attacks and damage.
Dwarven Snout: You sniff out large quantities (at least 500 gp worth) of treasure (coins, art objects, gems, etc) within 500 ft.
Earth Asunder: You can burrow through earth, stone, metal and wood at a rate of 5 ft per minute. Magical material or warded areas have a 50% chance to resist the effect.
Flame Aegis: You are immune to normal fire and suffer only half damage from magical fire.
Fusing of Flesh: As the spell.
Giant Strength: You gain Str 22 (modifier +5) for melee attacks, damage and acts of strength.
Glad Fortune: Restores 2d4 *Luck* points.
Life Leeching: Your touch drains 2d6 hit points from a living target, and you heal the same amount. Each time you drain hit points in this way, make a *Dark & Dangerous Magic* check.
Nostrum of the Dying: As the spell.
Perfect Timing: You gain advantage on *Luck* rolls, and enemies suffer disadvantage on attacks against you.
Phasing Form: You move at twice normal speed and physical attacks against you have a 50% miss chance.
Poison: 1d4 doses of poison.
Rejuvenating Succor: As the spell.
Rightful Ascension: As the spell.
Sever Arcarnum: You may cast *Sever Arcarnum* once during the time the potion lasts. Alternatively, if you fail a *Luck* save to resist magic, you may use the potion effect to negate the spell (for yourself only) instead.
Sharpened Senses: You can see in normal darkness, gain echolocation like a bat and the olfactory sensitivity of a bloodhound.
Sight Beyond Sight: As the spell.
Solace of Argona: As the spell.
Soothing Edict: As the spell.
Spider Essence: You may walk up walls and on ceilings etc like a spider.
Starmaiden's Miracle: As the spell.
Strange Shifting: You may change shape into another single humanoid or natural animal form. You gain the physical capabilities of the creature you mimic, but retain your intelligence and personality. You may change back and forth between your real form and the other form using an action.
Towering Growth: You grow up to 20 ft in height. Your Str increases to a minimum of 16. Your weapon die increases by two categories (dice categories are: d2, d3, d4, d6, d8, d10, d12, 2d8, 2d10, etc).



Uncanny Communion: You can speak, read and understand all languages. There is a 10% chance this effect becomes permanent.
Unshackled Celerity: As the spell.
Water Mastery: You can breathe water, swim as fast as a shark, and walk on water if you wish.
Wings of the Starless Abyss: As the spell.

Scrolls

Magical scrolls contain spells that anyone may attempt to cast (including the illiterate). Part of their enchantment includes the ability to read and comprehend the arcane runes contained within.

A non-magic user attempting to use a spell scroll, or a magic user attempting to use a spell scroll of higher level than she can normally cast, requires a successful Int check. On a successful check, the spell is cast as intended. On a failed check, the spell is miscast, and instead of the intended effect, the user rolls on the *Dark & Dangerous Magic* table. Casting a spell from a scroll may be interrupted, just like a normal spell. Scroll based spells add to a character's *Dark & Dangerous Magic* tally the same as normal spell casting. To determine which spell(s) is inscribed on a scroll, roll 1d20 and consult the relevant spell level list.

1d100	SPELL(S)
1 – 25	1st level spell
26-40	1d4 x 1st level spells
41-50	2nd level spell
51-60	1d4 x 2nd level spells
61-70	3rd level spell
71-75	1d4 x 3rd level spells
76-80	4th level spell
81-85	1d3 x 4th level spells
86-90	5th level spell
91-95	1d2 x 5th level spells
96-100	6th level spell



Permanent Magic Items

In a low magic setting, permanent magic items are very rare and each item is a unique piece. This is partly due to the scarcity of spell casters (and other sources of power capable of creating them), and partly because the process is long and arduous.

In order to permanently enchant an object, the creator must sacrifice a portion of their personal power, binding it to the item for as long as it persists, a price many spell casters are not prepared to pay. In addition, it is sometimes necessary to bargain with otherworldly forces to complete the creation process (a prospect most magicians prefer to avoid).

On the one hand, whilst permanent magic items are infrequently made, once created, they are incredibly hard to destroy, and often endure for hundreds (if not thousands) of years. An adventurer stumbling across a magical sword is likely to find one fashioned in the style of a past age rather than the present. Similarly, an amulet of mystical power is more likely a druidic token from a lost tribe rather than recent invention. A permanent magical item cannot be destroyed by ordinary means (although they can be damaged, albeit often not easily). The GM determines how a particular item might be destroyed or disenchanted.

Appearance and History

Each magic item has its own special appearance or feel, and a unique history. An enchanted object need not be flashy or made of expensive materials, but anyone who wields it understands there is something different about it. Perhaps a sword never dulls, a gnarled staff is warm to the touch, or a breastplate moulds itself to fit the wearer perfectly. Items such as these endure over generations, developing histories of their own as they pass from one keeper to the next.



The GM determines the form of a magic item. Alternatively, roll twice on the table below and use or improvise the most appropriate result.

1d20	Object	1d20	Object	1d20	Object	1d20	Object
1	Necklace/Amulet	6	Boots/Shoes	11	Armour/Shield	16	Belt/Girdle
2	Gemstone	7	Cloak/Wrap	12	Weapon	17	Orb/Book
3	Ring/Earring	8	Helm/Hat/Crown	13	Weapon	18	Clothes/Robes
4	Glove/Gauntlet(s)	9	Armour/Shield	14	Weapon	19	Bowl/Mirror
5	Forearm/Bicep Bracer(s)	10	Armour/Shield	15	Rope/Lantern	20	Roll on *Trinkets & Curios* Table



Attunement

All permanent items require the user to bind themselves to the object before being able to access its properties. This process might take minutes, hours or days, varying from item to item. Once bound however, the adventurer and object establish an intangible but undeniable sorcerous connection; a mysterious joining that matures over time.

When an adventurer first attunes to an item, they usually gain access to a single property from the table below. Over the course of the adventurer's career however, further properties might be unlocked at the GM's discretion. Whether these additional powers were latent properties, or new enchantments imbued through external events, is up to the GM. The additional properties might have an underlying theme, or they might not, depending on the story involved.

Designer's Thoughts:
Magic items that improve over time are intended to help keep the number of magical items low, consistent with a low magic world, whilst still allowing players to gain new and interesting abilities as they level up.

Using Magic Items

Most magic items require an adventurer to spend an action to activate an effect, but others offer a benefit at no action cost. Whenever a magical power is triggered, a 1d20 is rolled to check for a *Dark & Dangerous Magic* effect. The chance to trigger an effect escalates each time a magical effect is used, as if the user had cast a spell. Permanent magic items that allow the user to cast a spell generally cast the spell at the level of the user, but are not subject to the usual spell interruption rule.

Properties

The GM determines the special properties of permanent magic items. Example properties are split into two types: *Obvious* and *Discreet*. Obvious properties tend to have flashy or clearly supernatural effects. Discreet powers are more difficult to detect. Generally speaking, a permanent items has a 66% chance of a discreet property as opposed to an obvious one.



1d100	OBVIOUS PROPERTIES
1-3	*Lightbringer:* Once every 1d4 days, the user may spend an action to release a burst of blinding daylight; all creatures within 30 ft must make a *Luck* (Dex) save or be blinded for 1d4 rounds.
4-6	*Winged:* Once every 1d4 days, the user may spend an action to sprout wings (feathered, scaled or membranous) to fly (use *Rightful Ascension* rules).
7-9	*Ghostform:* Once every 1d4 days, the user may spend an action to turn insubstantial (as *Betwixt Time & Space*) for 2d4 rounds.
10-12	*Trickster:* Once every 1d4 days, the user may cast *Mantle of Many Faces.*
13-15	*Fallbreaker:* The user of this object is subject to a constant *Feywalker's Drifting* spell. Check for a *Dark & Dangerous Magic* effect every time the protection is used.
16-18	*Lightning:* Once every 1d4 days the user *may* cast *Channel Lightning.*
19-21	*Displacement:* From time to time, the user is protected by an illusory displacement effect, misdirecting

	physical assaults. Every physical attack that targets the user (only) has a 20% miss chance. Check for a *Dark & Dangerous* effect each time a miss occurs.
22-24	*Sabretooth:* Once per week, the user may spend an action to summon a sabretooth cat. The monster follows the user's directions and remains until slain or 1d4 hours, whichever occurs first.
25-27	*Vampiric:* When the user is *Staggered*, if the user injures a living creature, the user may heal 2d4 hit points. Check for a *Dark & Dangerous Magic* effect each time the user heals.
28-30	*Frightful:* Once every 1d4 days, the user may cast *Behold the Secret Truth.*
31-33	*Disintegration:* Once per week, the user may touch the item to another object, instantly turning the target object to dust. The target object must fit within a 10 ft cube. If the target object is possessed by another creature, a *Luck* save resists.
34-35	*Chaos Boon:* Once every 1d4 days, this item mimics the effect of one random potion. The user understands the nature of the boon before deciding whether to spend an action to invoke it. The boon automatically changes every 1d4 days.
36-38	*Giantblood:* Once every 1d4 days, the user may spend an action to grow to 9 ft and increase her Str score to 20, gaining +4 to hit and damage for 2d6 rounds.
39-41	*Shifter*: Once every 1d4 days, the user may invoke the effect of a *Strange Shifting* potion, except the duration is 1d10 minutes.
42-44	*Spell Shield:* Once per week, the user may make a *Luck* save to capture a spell that includes the user as a target, storing the magic in the item (and negating the spell's immediate effect). The user may spend an action to cast the stored spell at a later time.
45-47	*Reflection:* Once per week, the user may make a *Luck* save to reflect an attack or magical effect back on the attacker (reroll any attack roll).
48-50	*Thunderclap:* Once every 1d4 days, the user may invoke a thunderous force, generating a 60 ft cone with a 20 ft base. Creatures and small objects in the cone are flung backwards 1d6 x 10 ft. A *Luck* (Con) save resists.
51-53	*Swiftness:* Once every 1d4 days, the user gains +2 AC, +4 bonus on initiative checks and doubles her movement speed for 2d6 rounds.
54-56	*Forbidden Invocation:* Twice per day, the user may invoke an effect on the *Dark & Dangerous Magic* table. Do not test for a separate additional *Dark & Dangerous Magic* effect.
57-59	*Leaping:* Once every 1d4 days, the user may add a 30 ft leap (in any direction or trajectory) to his normal move distance.
60-62	*Intelligent:* The item is infused with a personality, which is capable of communicating with the user telepathically when touched. Most such entities have excellent memories and are able to provide advice on a range of topics. Unfortunately, such entities tend towards insanity over the longer term. Some are even capable of generating spell like effects (often, but not always, when the user wants them), or are capable of usurping control of their user for short periods. Test for a *Dark & Dangerous Magic* effect after the provision of any significant advice, spell or usurping effect.
63-65	*Spider Soul:* Once every 1d4 days, the user may (i) move up walls or across the ceiling for 2d6 rounds (no action), or (ii) after hitting with a physical attack, cause a poison effect in addition to normal damage (poison details at GM's discretion).
66-68	*Wonderment:* Once per day, the user may spend an action to conjure a random magical effect. Consult the internet for a random effects table to

	your liking (eg: the OGL Rod of Wonder).
69-71	*Hurling:* After being thrown, this item flies back to the user's hand before the end of her turn (if desired). When used to make a thrown attack, the item criticals on a natural 17-20 attack roll. Test for a *Dark & Dangerous Magic* effect on a critical hit.
72-74	*Fey Passage:* Once every 1d4 days, the user may cast *A Wisp Unseen*.
75-77	*Scrying:* Once per week, the user may observe (like *Sight Beyond Sight*) a named entity on the same plane of existence for 1d6 minutes. The user must complete a ritual taking 1d4 hours before invoking this effect. Scrying is blocked by a thin sheet of lead, or stone or wood more than 1 ft thick.
78-80	*Cloudrunner:* Once per week, the user may spend an action to summon a small flying cloud chariot. The cloud chariot has a move rate of 60 ft and can carry two sitting humanoids or four standing. The chariot lasts for 1d4 hours.
81-83	*Serpentine:* The user may spend an action to transform the item into a giant serpent (see monster entry for details). The serpent obeys the user's directions. The monster remains until slain (reverting back to object form) or 1d4 hours, whichever occurs first.
84-86	*Storm Caller:* Once per week, the user may summon light, moderate or heavy weather of his choosing, ranging from pleasant sunshine, oppressive heat, torrential rain, thunderstorms and/or dangerous winds. Catastrophic weather such as cyclones or tsunamis is generally not possible. The unnatural weather lasts for 1d4 days and spreads over a 1d10 mile diameter region. In order to summon the weather, the user must complete a 1d4 hour ritual. Test for a *Dark & Dangerous Magic* effect each day the weather persists.
87-88	*Opening:* Once every 1d4 days, the user may spend an action to open any and all locks, manacles, knots, barred doors or blocked entry ways within 30 ft.
89-90	*Transforming:* This item has two forms: a weapon and a brooch, ring or other piece of innocuous jewellery. The user may spend an action to instantly transform the item from one form to the other.
91-92	*Obscuring Fog:* Once every 1d4 days, the user may spend an action to fill a 60 ft diameter area with thick smoke, fog or mist. All creatures in the area are blinded. The smoke, fog or mist naturally disperses within 1d6 x 10 minutes.
93-94	*Searing Ruin:* Once per week, the user may spend an action to shoot a searing beam at one target within 120 ft. The beam causes 10d10 fire damage (*Luck* (Dex) save for half).
95-96	*Soul Trap:* Once every 1d4 days, the user may spend an action to trap the soul of a recently deceased creature (within 1d4 rounds) in the item by touching the corpse. At a later time, the user may cast *Riddle of Bones*, which releases the soul, or *Nostrum of the Dying*, which harvests it. Test for a *Dark & Dangerous Magic* effect when a soul is trapped.
97-98	*Unseen Force:* Once every 1d4 days, the user may cast *Hand of the Void*.
99-00	*Dark Blessing:* The user does not age, and gains a 50% chance to negate undead based level drain or attribute drain. Test for a *Dark & Dangerous Magic* effect each time an undead effect is negated.





1d20	DISCREET PROPERTIES
1	*Indestructible:* The item cannot be marked, damaged or destroyed by anything less than a supernatural entity of demigod like status. When reduced to zero hit points, the user has advantage when determining (i) whether he is *All Dead* or *Mostly Dead*, and (ii) when rolling on the *Injuries & Setbacks* table.
2	*Beheading Blade:* This weapon is impossibly sharp against flesh, bone and sinew. On a natural 19 or 20 attack roll, the target loses a limb or is beheaded. Check for a *Dark & Dangerous Magic* effect each time this occurs.
3	*Telepathic:* the user may communicate telepathically with one intelligent creature at a time within 120 ft. A recipient may respond in kind if it wishes, assuming it understands the user's language. This ability is at will. Check for a *Dark & Dangerous Magic* effect after each telepathic conversation.
4	*Magic Resistance:* The user gains continual 50% magic resistance (including against beneficial effects). The user can turn this resistance on or off with an action. Check for a *Dark & Dangerous Magic* effect each time the magic resistance negates a magical effect.
5	*Speaker of Tongues:* The user understands, speaks and reads all languages. Test for a *Dark & Dangerous Magic* effect after each translation or conversation in a language normally unknown to the user.
6	*Resilience:* The user reduces all damage suffered by 2 hit points, and critical hits against the user are treated as normal hits instead.
7	*Fortune:* The user gains a 33% chance to ignore any reduction of her *Luck* attribute. Test for a *Dark & Dangerous Magic* effect each time the effect occurs.
8	*Deflection:* Once per round, after being hit by a ranged attack, the user may choose to make a Dex check to negate the attack.
9	*Darksight:* Once every 1d4 days, the user may cast *Nightcrawler's Boon.*
10	*Mage Sight:* Once every 1d4 days, the user may spend an action to detect within 60 ft (i) magic, (ii) invisible creatures or objects, and (iii) illusions. The effect lasts for 1d6 x 10 minutes.
11	*Thiefly Arts:* Once every 1d4 days, the user may automatically succeed at picking a lock, picking a pocket, hiding or moving silently. This ability may be invoked immediately after failing the roll to attempt such an action.
12	*Jack of All Trades:* While the user possesses this item, they count as trained in all skills, and gain one additional *Reroll Pool* die. Test for a *Dark & Dangerous Magic* effect when applying a bonus skill or reroll die.

13	*True Grit:* When Staggered, the user gains a +2 bonus to AC, and rerolls any failed *Luck* saves. Check for a *Dark & Dangerous Magic* effect when a *Luck* reroll succeeds.
14	*Sure Striking:* Once every 1d4 days, the user may turn a missed attack roll, or ordinary successful hit, into a critical hit instead.
15	*Uncanny Parry:* Once every 1d4 days, the user may negate a melee attack that would otherwise hit or damage him.
16	*Natural Prowess:* Anyone may wield this weapon or don this armour even if it is not on their class list. Test for a *Dark & Dangerous Magic* effect during each combat in which the weapon or armour is used.
17	*Sixth Sense:* The subject is never surprised, automatically wakes from sleep if in danger, and gains advantage on initiative checks. Test for a *Dark & Dangerous Magic* effect each time the user may have been surprised, but for this item.
18	*Shroud of Secrets:* The user has advantage on all knowledge checks and may sometimes make a check for information she couldn't possibly know (GM discretion). Test for a *Dark & Dangerous Magic* effect if both dice roll 15 or higher, or the user recalls information they could not know.
19	*True Blood:* The user is immune to poisons and diseases of all kinds (including magical). Check for a *Dark & Dangerous Magic* effect each time this protection triggers.
20	*Fleet of Foot:* The user gains a +15 ft bonus to his speed, and has advantage on *Interception* and *Chase* checks. Check for a *Dark & Dangerous Magic* effect each time the user exceeds his normal speed.





MIDLANDS

Midlands Low Magic Sandbox Setting, published Nov 2017, is a low magic, points of light, medieval fantasy setting written for *Low Fantasy Gaming*. An outline of the main themes is set out below.

Medieval Fantasy

Also known as Argosa, the Midlands is a medieval fantasy realm with a mix of cultures and technology similar to the Dark Ages, Middle Ages, Renaissance, and Antiquity.

Humans of five cultures contest the region; the *Midlanders* of *Lake Argos* (officially *Argosans,* most akin to medieval westerners), *Nydissians* of the southern Empire, northern raiders known as *Varnori*, the albino *Karoks* holed up in their mountain fortress, and the *Thuels*, barbarian nomads of the *Great Plains* and *Argos Plateau*.

Deadly Outlands

The setting is intended as a "points of light" environment; beyond the fortified walls of civilization, the wilds are dominated by man eating *skorn*, ferocious beasts and xenophobic barbarians. The vast majority of the land is uncharted; there are no roads to guide explorers and no villages to provide respite.

Travel between the isolated cities is via armed watercraft or heavily guarded caravans only. No-one travels the borderlands alone, and to venture beyond the ranger patrols is to court disaster, even for the well prepared.

Grim Cities

Whilst it is true that the walled bastions of man are safer than the hinterlands, the cities are fraught with dangers of their own. On the streets, life is cheap, and corruption, brutality and exploitation widespread. So called justice is harsh and unforgiving, for sale to the highest bidder or exacted through vengeful blades in back alleys.

In the corridors of power, highborn, priests and the wealthy squabble for control, heedless to the struggle of the common man. From this melting pot of ambition, new contenders rise each day, grasping for opportunity.

Ancient Mysteries

In the Third Age, the prevailing cultures are merely the latest survivors of the region. In past eras, darker societies ruled, including the skorn, cyclopes, serpentmen, urgot and others long forgotten. Elder human civilizations too rose to prominence, including the mummy entombing *Ramorans* and blood sacrificing *Suun*. From the fetid bogs of the *Trackless Moors* to the frozen peaks of the *Ironhull Mountains*, the ruins of lost kingdoms linger, waiting to be rediscovered.

Silent Gods

The inhabitants of the Midlands are religious folk, worshiping gods and deities, strengthening their spirits with litany and prayer. Sacred customs and ceremonies are well established, and the clergy accorded due respect. If the immortals hear the prayers of their faithful however, they deign no response. The gods of Argosa are ineffably distant and whisper silent; granting no miracles to their followers, nor intervening in the world in any obvious way.

Dangerous Magic

In Argosa, magic is not only rare, it is dark and inherently dangerous. Sorcery was not meant for mortals, and this fundamental mismatch taints every casting with uncertainty. From beyond the Veil, magic draws the attention of dark and inscrutable forces, some of which find ways to impose their will on the material world.

In the present day, nine hundred years after *Mount Rokan* blackened the sky, true sorcerers are almost unknown. At most, the walled cities

conceal but a few, and the majority of folk will be glad not to witness spellcasting during their lifetime. Yet all have heard the tales, and accept that magic is real in one form or another.

Unnatural monsters exist, but tend to be unique individuals or geographically isolated tribes. Enchanted objects are custom pieces and almost always herald from a past age; once forged they are remarkably difficult to destroy.

Custom Made

Most importantly, the Midlands is incomplete. Some cities, cultures and threats have been provided, but many details are for the GM to determine, and in so doing make the setting their own.

If the referee wants feral elves lurking in the outlands instead of skorn, or Dol-Karok's humans enslaved by dwarves rather than the other way around - by all means make it so.

The primary purpose of Midlands is to provide a low magic, customisable setting, and equip the GM with the tools necessary for improvised, sandbox style play.

Other Settings

Some other settings well suited for use with *Low Fantasy Gaming* might include:

- **Conan's Hyborian Age** by Robert E. Howard.
- **Westeros** from **Game of Thrones** by George R.R Martin.
- **Primeval Thule** campaign setting by Sasquatch Game Studio LLC.
- **The Lands of Legend** campaign setting for **Dragon Warriors** by Corgi Books Inc.
- **Birthright** campaign setting by TSR Inc.
- **Lankhmar** of the **Fafhrd and the Gray Mouser** stories by Fritz Leiber.
- **Warhammer's Old World** campaign setting by Games Workshop Ltd.
- **The Ice Kingdoms** by Mad Martian Games.
- **Middle Earth** from **Lord of the Rings** by JRR Tolkien.



Appendix A: Spell Name Converter

Original To Deluxe

Animate Dead – **Infernal Calling of Baal**
Animate Object – **Infuse Animus**
Anti-Life Field – **Bane of Mortals**
Banishment – **Beyond the Stars**
Blade Barrier – **Bloody Blades of Graxus**
Blindness – **Affliction of the Eyeless Host**
Bolster Attribute – **Thaumaturgical Vesting**
Chain Lightning – **Stormlord's Vengeance**
Charm Monster – **Monstrous Subjugation**
Charm Person – **Gaze of Beguilement**
Circle of Protection – **Ward of Lost Souls**
Circle of Protection 10' Radius – **Abjure the Unnatural**
Clairvoyance – **Sight Beyond Sight**
Cloudkill – **Cloud of Choking Torment**
Comprehend Languages – **Speaker of All Tongues**
Cone of Cold – **Blast of Frozen Ruin**
Confusion – **Malediction of Lunacy**
Conjure Elemental – **Summon Primordial Guardian**
Contact Other Plane – **Beseech the Ancient Ones**
Continual Light – **Enduring Radiance**
Control Weather – **Conclave of Wind & Sky**
Creeping Doom – **Creeping Doom**
Cure Light Wounds – **Fusing of Flesh**
Cure Malady – **Purge the Accursed**
Cure Minor Injury – **Solace of Argona**
Cure Serious Wounds – **Nostrum of the Dying**
Darkness, 15 ft Radius – **Place of Perfect Night**
Darkvision – **Nightcrawler's Boon**
Death Spell – **Word of Ending**
Detect Hidden – **Inescapable Unmasking**
Detect Magic – **Pierce the Veil**
Detect Thoughts - removed
Dimension Door – **Dimension Door**
Disguise Self – **Mantle of Many Faces**
Disintegrate – **Viridian Ray of Unmaking**
Dispel Magic – **Sever Arcanum**
Earthquake – **Unchain the World Eater**
Etherealness – **Betwixt Time & Space**
Fear – **Behold the Secret Truth**
Featherfall – **Feywalker's Drifting**
Feeblemind - **Feeblemind**
Finger of Death – **Finger of Death**
Fireball – **Gift of the Fiery Furnace**
Flesh to Stone – **Flesh to Stone**
Fly – **Rightful Ascension**
Fog Cloud – **Writhing Fog**
Forbidden Wish – **Forbidden Wish**
Freedom of Movement – **Unshackled Celerity**
Frighten – **Glimpse the True Gods**
Gaseous Form – **Cradle of Formlessness**
Geas – **Chains of Fate**
Greater Invisibility – **Murderer's Cloak**
Hallucinatory Terrain – **Mask of the Wilderlands**
Haste – **Hunger for Blood**
Heat Metal – **Curse of Searing Steel**
Hideous Laughter – **Shennog's Blessing**
Hold Monster – **Crush of the Warp**
Hold Person – **Bound by the Black Spiral**
Hypnotic Pattern – **Spectral Transfixion**
Invisibility – **A Wisp Unseen**
Invisibility, 10 ft Radius – **Circle of the Unseen**
Invisible Stalker – **Reaper of Hidden Shadow**
Irresistible Dance - **Fell Cavorting of Menethorii**
Knock – **Sundering Sign**
Legend Lore – **Rite of Revelation**
Levitate – **Wings of the Starless Abyss**
Light – **Lucent Emanation**
Lightning Bolt – **Channel Lightning**
Locate – **Whispers of the Watchers**
Magic Jar - **Imperious Soul of the Magus**
Magic Missile – **Lash of Unerring Pain**
Magic Mouth – **Timeless Envoy**
Magic Resistance – **Mystic Ward**
Mass Suggestion – **Wave of Obedience**
Mirror Image – **Sorcerous Misdirection**
Modify Memory – **Delusions of Dark Recall**
Monster Summoning I - **Call Forth Simulacra I**
Monster Summoning II - **Call Forth Simulacra II**
Monster Summoning III - **Call Forth Simulacra III**
Monster Summoning IV - **Call Forth Simulacra IV**
Move Earth – **Master of Earth & Stone**

Neutralize Poison – **Cleansing Charm**
Object Reading – **Echo of Days**
Passwall – **Phasement to Nowhere**
Phantasmal Force – **Waking Dream**
Plant Growth – **Unchecked Growth of Soliri**
Polymorph – **Sudden Transmogrification**
Protection from Energy – **Deny the Nine Furies**
Protection from Normal Missiles – **Turn Back the Buzzing Flies**
Reflection – **Eldritch Mirror**
Regenerate – **Starmaiden's Miracle**
Restoration – **Rejuvenating Succor**
Ritual Magic – **Runic Rite of Wonderment**
Rock Storm – **Rain of Stone**
Shield – **Arcane Aegis**
Silence, 15 ft Radius – **Globe of Silent Contemplation**
Silent Image – **Shadows & Dust**
Sleep – **Insidious Slumber**
Slow - **Incantation of Exhaustion**
Speak with Animals – **Bestial Communion**
Speak with Dead – **Riddle of Bones**
Speak with Plants – **Heed the Silent Forest**
Stinking Cloud – **Fetid Fog of the Rotting Horde**
Stone Shape – **Bending the Stone**
Stoneskin – **Demonic Convergence**
Strength – **Tainted Vigour**
Suggestion – **Soothing Edict**
Telekinesis – **Ineffable Force**
Telepathy – **Strange Joining**
Thunderwave – **Thunderous Invocation**
Transmute Rock to Mud – **Melt Crag & Ridge**
True Seeing – **Wodon's Eye**
Unseen Hand – **Hand of the Void**
Wall of Fire – **Veil of the Balor**
Wall of Ice – **Wall of the White Wastes**
Wall of Iron – **Tide of Iron**
Wall of Thorns –**Hedge of Twisting Thorns**
Water Breathing – **One with the Deep**
Web – **Strands of Ensnarement**
Wizard Lock – **None Shall Pass**



Deluxe To Original

A Wisp Unseen - Invisibility
Abjure the Unnatural – Circle of Protection 10' radius
Affliction of the Eyeless Host - Blindness
Arcane Aegis - Shield
Bane of Mortals – Anti-Life Field
Behold the Secret Truth - Fear
Bending the Stone – Stone Shape
Beseech the Ancient Ones – Contact Other Plane
Bestial Communion – Speak with Animals
Betwixt Time & Space - Etherealness
Beyond the Stars - Banishment
Blast of Frozen Ruin – Cone of Cold
Bloody Blades of Graxus – Blade Barrier
Bound by the Black Spiral – Hold Person
Call Forth Simulacra I – Monster Summoning I
Call Forth Simulacra II – Monster Summoning II
Call Forth Simulacra III – Monster Summoning III
Call Forth Simulacra IV – Monster Summoning IV
Chains of Fate - Geas
Channel Lightning – Lightning Bolt
Circle of the Unseen – Invisibility 10' radius
Cleansing Charm – Neutralize Poison
Cloud of Choking Torment - Cloudkill
Conclave of Wind & Sky – Control Weather
Cradle of Formlessness – Gaseous Form
Creeping Doom – Creeping Doom
Crush of the Warp – Hold Monster
Curse of Searing Steel – Heat Metal
Delusions of Dark Recall – Modify Memory
Demonic Convergence - Stoneskin
Deny the Nine Furies – Protection from Energy
Dimension Door – Dimension Door
Echo of Days – Object Reading
Eldritch Mirror - Reflection
Enduring Radiance – Continual Light
Feeblemind - Feeblemind
Fell Cavorting of Menethorii – Irresistible Dance
Fetid Fog of the Rotting Horde – Stinking Cloud
Feywalker's Drifting - Featherfall
Finger of Death – Finger of Death
Flesh to Stone – Flesh to Stone
Forbidden Wish – Forbidden Wish
Fusing of Flesh – Cure Light Wounds

Gaze of Beguilement – Charm Person
Gift of the Fiery Furnace - Fireball
Glimpse the True Gods - Frighten
Globe of Silent Contemplation – Silence 15' radius
Hand of the Void – Unseen Hand
Hedge of Twisting Thorns – Wall of Thorns
Heed the Silent Forest – Speak with Plants
Hunger for Blood - Haste
Imperious Soul of the Magus – Magic Jar
Incantation of Exhaustion - Slow
Ineffable Force - Telekinesis
Inescapable Unmasking – Detect Hidden
Infernal Calling of Baal – Animate Dead
Infuse Animus – Animate Object
Insidious Slumber - Sleep
Lash of Unerring Pain – Magic Missile
Lucent Emanation - Light
Malediction of Lunacy - Confusion
Mantle of Many Faces – Disguise Self
Mask of the Wilderlands – Hallucinatory Terrain
Master of Earth & Stone – Move Earth
Melt Crag & Ridge – Transmute Rock to Mud
Monstrous Subjugation – Charm Monster
Murderer's Cloak – Greater Invisibility
Mystic Ward – Magic Resistance
Nightcrawler's Boon - Darkvision
None Shall Pass – Wizard Lock
Nostrum of the Dying – Cure Serious Wounds
One with the Deep – Water Breathing
Phasement to Nowhere - Passwall
Pierce the Veil – Detect Magic
Place of Perfect Night – Darkness 15' Radius
Purge the Accursed – Cure Malady
Rain of Stone – Rock Storm
Reaper of Hidden Shadow – Invisible Stalker
Rejuvenating Succor - Restoration
Riddle of Bones – Speak with Dead
Rightful Ascension - Fly
Rite of Revelation – Legend Lore
Runic Rite of Wonderment – Ritual Magic
Sever Arcarnum – Dispel Magic
Shadows & Dust – Silent Image
Shennog's Blessing – Hideous Laughter
Sight Beyond Sight - Clairvoyance
Solace of Argona – Cure Minor Injury
Soothing Edict - Suggestion
Sorcerous Misdirection – Mirror Image
Speaker of All Tongues – Comprehend Languages
Spectral Transfixion – Hypnotic Pattern
Starmaiden's Miracle - Regenerate
Stormlord's Vengeance – Chain Lightning
Strands of Ensnarement - Web
Strange Joining - Telepathy
Sudden Transmogrification - Polymorph
Summon Primordial Guardian – Conjure Elemental
Sundering Sign - Knock
Tainted Vigour - Strength
Thaumaturgical Vesting – Bolster Attribute
Thunderous Invocation - Thunderwave
Tide of Iron – Wall of Iron
Timeless Envoy – Magic Mouth
Turn Back the Buzzing Flies – Protection from Normal Missiles
Unchain the World Eater - Earthquake
Unchecked Growth of Soliri – Plant Growth
Unshackled Celerity – Freedom of Movement
Veil of the Balor – Wall of Fire
Viridian Ray of Unmaking - Disintegrate
Waking Dream – Phantasmal Force
Wall of the White Wastes – Wall of Ice
Ward of Lost Souls – Circle of Protection
Wave of Obedience – Mass Suggestion
Whispers of the Watchers - Locate
Wings of the Starless Abyss - Levitate
Witchblade - NA
Wodon's Eye – True Seeing
Word of Ending – Death Spell
Writhing Fog – Fog Cloud

Designer's Thoughts: Missing Magic?

Certain kinds of magic are absent from the default LFG spell lists, namely: resurrection magic, long range teleportation, thought/lie detection, and alignment detection (LFG does not use an alignment system).

These kinds of spells tend to undermine some of the mystery of the setting, or bypass investigation or exploration. "Death is permanent" is also an important low magic trope, consistent with a gritty baseline world.

Appendix B: NPC Generator

MIDLANDER NAMES		
d20 ROLL	MALE	FEMALE
1	Aldred	Odessa
2	Hammond	Cassey
3	Gregor	Isolde
4	Willem	Lucia
5	Harding	Marcella
6	Emory	Kendra
7	Shand	Felicia
8	Bennett	Edith
9	Warner	Annorah
10	Fenton	Janess
11	Morris	Talia
12	Lothar	Celene
13	Dirk	Sara
14	Justen	Maegen
15	Ogden	Dawn
16	Yorric	Estelle
17	Ethan	Nyssa
18	Horett	Magda
19	Grindle	Isabelle
20	Theobald	Lorna

KAROK NAMES		
d20 ROLL	MALE	FEMALE
1	Mateo	Cataline
2	Baltasar	Mari
3	Lucon	Oalla
4	Escobar	Juana
5	Cristoval	Crusina
6	Gavriel	Francia
7	Pascal	Teresa
8	Ramiro	Serena
9	Monferriz	Elvira
10	Inigo	Aldona
11	Tomon	Innes
12	Salazar	Ysabel
13	Gascon	Felipa
14	Vasquez	Blanca
15	Avaro	Antonia
16	Vicente	Mercia
17	Anselmo	Madele
18	Eltor	Elena
19	Rachiro	Marcietta
20	Gomez	Luzia

NYDISSIAN NAMES		
d20 ROLL	MALE	FEMALE
1	Decimus	Lucidia
2	Mithrides	Soosi
3	Trovex	Septana
4	Norcil	Tibori
5	Lucius	Rox
6	Sercanis	Galera
7	Ortuvo	Antine
8	Titus	Sevira
9	Prytanis	Cerix
10	Gaius	Theodora
11	Varro	Quinte
12	Serjax	Marcella
13	Nicandes	Avius
14	Mallius	Maesaris
15	Barbulo	Kali
16	Crassus	Octavia
17	Kapula	Dorni
18	Terro	Vexonae
19	Carnifex	Balba
20	Anticus	Drusia

VARNORI NAMES		
d20 ROLL	MALE	FEMALE
1	Gunthar	Freya
2	Arnjin	Salieff
3	Njord	Ulfina
4	Holgrim	Ingie
5	Eldrik	Dyra
6	Seigmar	Halasti
7	Brunjur	Sighilda
8	Ulfric	Gutha
9	Vorn	Kelbi
10	Svannor	Frithora
11	Finnvar	Kolli
12	Borgov	Farrjor
13	Karlviir	Holatha
14	Steiner	Yiris
15	Vignaal	Ogarra
16	Ragnar	Dyrri
17	Noordac	Bayora
18	Magnus	Vissu
19	Eldavaar	Gulthena
20	Farviir	Arna

PERSONALITY QUIRKS		
1d20	QUIRK A	QUIRK B
1	Ridiculously greedy	Down in the dumps
2	Shrewd and calculating	Likes to joke and laugh
3	Highly curious and inquisitive	Honest and decent
4	Kind and compassionate	Vengeful and holds grudges
5	Easily offended	Calm and self assured
6	Incorrigible flirt	Open hearted and joyful
7	Arrogant and bullying	Meek or indecisive
8	Determined with eyes on the prize	Cheeky and impulsive
9	Racist or quick to generalise	Standoffish or withdrawn
10	Uncompromising or judgmental	Quiet or secretive
11	Easy going and carefree	Utterly ruthless
12	Sexist or Homophobic	Irrepressible optimist
13	Grumpy and rude	Highly enthusiastic and excitable
14	Practical and no nonsense	Helpful and well mannered
15	Overly Pessimistic	Brave and outspoken
16	Devoutly religious	Charitable or self effacing
17	Reckless but means well	Indifferent or apathetic
18	Honourable and protective	Simple and a little slow
19	Awkward or bumbling	Genteel or chivalrous
20	Forgetful or easily distracted	Naïve or trusting

SPEECH QUIRKS			
1d20	QUIRK	1D20	QUIRK
1	Wheezes, coughs, sniffs	11	Scratches
2	Uses hands	12	Mumbling
3	Repeats words	13	Quiet/Loud
4	Rambling	14	Puffs on pipe
5	Pulls at ear	15	Touchy feely
6	Chewing, spits	16	Slow/Fast talker
7	Low/High tone	17	Flips hair
8	Talks to self	18	Long winded
9	Ums & ahs	19	Squinty
10	Curt, direct	20	Close talker

PHYSICAL FEATURES			
1d20	FEATURE	1D20	FEATURE
1	Obese or Rail Thin	11	Very Tall or Short
2	Beardy or Bald	12	Attractive
3	Graceful	13	Nose or Chin
4	Tattoo or Scar	14	Malodorous
5	Plain faced	15	Rotund or Slim
6	Good or Bad Teeth	16	Well Groomed Or Unkempt
7	Sickly	17	Eyes or Ears
8	Missing Eye or Limb	18	Poor Eyesight Or Hearing
9	Athletic	19	Ugly
10	Clumsy	20	Soiled or Dirty

Appendix C: Unit Combat Cheat Sheet

Combat Order

1. Ranged Attacks
2. Movement
3. Melee Attacks
4. *Final Confrontation* Check

MOVEMENT MODIFIERS	
Favourable (roads, paths, game trail, shortcut through the backstreets, secure battlements with no enemies).	+1 bonus
Average (relatively open plains, light woods, low hills, skirmishing melee, occasional pot shots from enemies).	-
Difficult (trackless forest, rising hills littered with scree, winding underground tunnels, "in the thick of it" melee, pinned down by unrelenting arrow volleys, part of the building is on fire).	-1 penalty
Very Difficult (mountains, steep valley, thick jungle like plant life, swamp, bodies pilling up while surrounded by foes, pushing through a fleeing crowd of civilians, burning rubble strewn streets with heavy smoke).	-2 penalty
Impassable without special gear or removing the enemy first (river, lake, cliffs, chasm, blazing inferno, collapsed bridge, courtyard under heavy catapult fire, enemy fortifications).	GM decides

Movement

A engaged unit cannot move until the enemy unit is destroyed or broken. Moving to engage a unit other than the closest enemy requires a *Move check.* If a unit intends to move into or pass through difficult terrain, the GM may call for a *Move* check.

Broken Units

A unit that becomes *Broken* immediately moves to an adjacent location with the fewest enemies. For the remainder of the mass battle, the *Broken* unit suffers disadvantage on all tests, and attacks against it gain advantage. A *Broken* unit that destroys an enemy unit is restored to normal status.

RANGED ATTACK	
2 – 4	*Ambush!* The attacking force is ambushed by hidden enemies; immediately place a (bonus) enemy infantry unit at the same location.
5 – 7	*Defiant.* The target weathers the storm with few losses.
8	*Shaken.* The target must make a *Morale* check or break.
9+	*Rain of Doom.* The target is destroyed.

MELEE ATTACK	
2 - 3	*Crushing Defeat. A*ttacker destroyed.
4	*Costly Mistake.* The attacker must make a *Morale* check or break.
5	*Outmaneuvered.* The target gains a terrain advantage or the attacker is forced into less favourable terrain (target's choice).
6	*Steady now.* Casualties on both sides, but neither gives any real ground.
7	*Drive them Back!* The target is forced into less favourable terrain, or the attacker gains more favourable terrain (attacker's choice).
8	*Shaken.* The target must make a *Morale* check or break.
9+	*Drink from their Skulls.* The target is destroyed.

MELEE MODIFIERS	
Attacker outnumbers target 2:1 or more	+1
Attacker with terrain or positioning advantage (high ground, target trapped in dead end street, etc)	+1
Attacker with terrain disadvantage (crossing river, mud, frozen lake, tangled undergrowth, fighting upstairs, scaling castle walls, heavy smoke, etc)	-1

Name & Description

LOW FANTASY GAMING

Race

Class

Background

Level

ATTRIBUTES

	SCORE	MOD	GS	TF
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WILLPOWER				
PERCEPTION				
CHARISMA				

AC

HP

LUCK

REROLL

RESTS

- ◇ 3 X WILL
- ◇ 2 X WILL
- ◇ 1 X WILL

Con Bonus

INJURIES & EFFECTS

WEAPONS

	HIT	DAMAGE	PROPERTIES

DDM

FAVOUR ◇

CLASS ABILITIES & SKILLS

EQUIPMENT

NOTES

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Name & Description

LOW FANTASY GAMING

Race

Class

Background

Level

ATTRIBUTES

	SCORE	MOD	GS	TF
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WILLPOWER				
PERCEPTION				
CHARISMA				

AC

HP

LUCK

REROLL

RESTS

- ◇ 3 X WILL
- ◇ 2 X WILL
- ◇ 1 X WILL

Con Bonus

INJURIES & EFFECTS

WEAPONS

	HIT	DAMAGE	PROPERTIES

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NOTES

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INDEX

Aberrant Terrors, 181
Action, 72
Adaptable, 30
Advancement, 110
Aerial Combat, 78
Alchemy & Mechanica, 16
All Dead, 79
Animals, 57
Animals (Ordinary), 186
Armour, 62
Armour Class, 61
Artificer, 16
Artillery, 116
Atonement, 90
Attribute Checks, 63
Attribute Modifiers, 11
Attributes, 10
Attuned Mind, 34
Attunement, 268

Backgrounds, 49
Backstab, 41
Barbarian, 20
Bard, 22
Bardic Knowledge, 23
Battle Magic, 34
Beast Companion, 38
Blackpowder Weapons, 114
Blessings, 24, 87
Blocking An Area, 68
Boarding, 117
Born To The Wilds, 21
Boss Monsters, 184
Buildings, 58
Bypasses, 237

Carry Loot, 251
Cause Injuries, 182
Charging, 68
Charisma, 11
Chases, 69
Chieftain, 21
Child Of The Gods, 25
Church Militant, 25
Classes, 15
Combat, 66
Combat Misc Modifiers, 77
Common Equipment, 53
Complex Traps, 238
Constitution, 11
Contents, 2
Contests, 64
Counter Attack, 37
Cover, 77
Crafting, 111
Creating A Character, 9
Credits, 1
Critical Hits, 77
Cultist, 24
Custom Monsters, 184

Damage, 73
Dark & Dangerous Magic, 83
Deadly Strikes, 32
Death, 79
Degrees Of Success, 64
Delay Turn, 67
Demons, 182
Dexterity, 11
Discreet Properties, 271
Disease, 123
Divine Rebukes, 87
Dodging, 73
Doing Things, 63
Domain Management, 111
Downtime, 111
Downtime Level Up, 110
Drowning, 78
Dungeon Rooms, 126
Dwarves, 13
Dying, 79

Elves, 14
Enlightened Warrior, 37
Equipment, 53
Exploration, 129

Failed Exploits, 75
Falling, 68
Ferocious Rage, 20
Fighter, 30
Fighting Styles, 76
Final Confrontation, 179
Finisher, 41
Flight Events, 136
Food, 57
Fumbles, 77

Gear Availability, 53
Gear Packs, 56
GM Tools, 113
Gods, 26
Group Checks, 64

Halflings, 14
Half-Skorn, 13
Healing, 79
Hireling Advancement, 162
Hirelings, 157
Hit Dice, 181
Hit Points, 15
House Of Gears, 19
Humans, 13

Illusions, 87
Improvised Monsters, 184
Incorporeal, 182
Initiative, 66
Injuries, 79
Inspire Greatness, 22
Intelligence, 11
Intercepting, 68

Killer Instinct, 21
Knock Outs, 78

Lair Treasure, 254
Languages, 15
Lethal Precision, 42
Lifestyle, 57
Light Sources, 53
Long Rest, 81
Lower Level Pcs, 110
Luck, 12
Lycanthropes, 182

Madness, 163
Magic, 83
Magic Resistance, 182
Magic User, 33
Major Breakthrough, 19
Major Exploit Protection, 184
Major Exploits, 74

Martial Arts, 35
Martial Exploits, 73
Mass Battle, 167
Master Hunter, 40
Master Of Arms, 32
Melee Attacks, 73
Melee Weapons, 60
Midlands, 273
Minor Exploits, 73
Miscellaneous Factors, 77
Modifiers, 63
Monastery, 37
Monk, 35
Monk Techniques, 35
Monsters, 181
Monsters By Hd, 185
Morale, 224
Mostly Dead, 79
Mounted, 76
Move, 68

Names, 278
Naval Combat, 114
Network Of Informants, 23
NPC Generator, 278
NPC Reactions, 224

Obvious Properties, 268
Off Turn Attacks, 183
Open Hand Versatility, 37
Outpost, 40
Overland Events, 131

Parasites, 124
Party Bonds, 51
Party Challenges, 65
Party Retreat, 68
Party Spotlight, 167
Percentile Check, 65
Perception, 11
Permanent Magic Items, 266
Personality Quirks, 280
Pets, 162
Physical Features, 280
Positioning, 77
Potions, 264

Races, 13
Rallying Shout, 23
Ramming, 119
Random Encounters, 139
Ranged Attacks, 73
Ranged Weapons, 61
Ranger, 38
Rangercraft, 39
Rare Equipment, 54
Rare Fighting Techniques, 23
Reaction Table, 224
Ready Action, 67
Rebukes, 87
Recharge, 181
Reroll Pool, 49
Rescues, 75
Research, 111
Rests, 81
Retries, 64
Rival Adventurers, 225
Rogue, 41
Round Down, 7
Rumour Hunting, 111

Sacred Lore, 25
Saving Throws (see Luck), 12
Scrolls, 266
Search Events, 230
Sensing Magic, 83
Services, 57
Session Advance, 110
Shields, 62
Ships, 119
Short Rest, 81
Silver Tongued, 22
Simple Traps, 231
Single Weapon Fighting, 76
Sixth Sense, 21
Skills, 49
Skirmisher, 42
Sorcery, 83
Special Metals, 59
Special Traits, 181
Speech Quirks, 280
Spell Casting, 33
Spell Descriptions, 93
Spell Duration, 87
Spell Interruption, 83
Spell List, 91
Spell Name Converter, 275
Staggered, 79
Standing, 68
Starting Distances, 139
Starting Gear & Gold, 15
Steady Shot, 40
Strength, 11
Stronger Luck, 184
Stronghold, 32
Sudden Twists, 172
Suffocating, 78
Supercharged, 19
Supplies, 32
Surprise, 77
Swarms, 183

Tavern Brawls, 228
Temple, 25
Tenets & Favour, 26
Thieves' Guild, 42
Three Second Trigger Rule, 231
Tower, 34
Training, 111
Traps, 230
Travel Speed, 129
Treasure, 251
Tricks & Techniques, 41
Triggers & Counters, 232
Trinkets & Curios, 255
Troubleshooter, 18
Two Handed Style, 76
Two Weapon Fighting, 76

Unarmed Combat, 76
Uncommon Equipment, 54
Undead, 183
Underground Events, 133
Underwater Combat, 78
Unique Features, 43
Unit Combat, 174
Unit Combat Cheat Sheet, 281
Using Magic Items, 268

Valuables, 261
Vehicles, 57
Visibility, 77
Voyage Events, 135

Weapon Properties, 59
Weapons, 60
Weather, 130
Willpower, 11

Zero Level Ordeal, 9

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