Adventures in the EAST MARK

Quick Start Rules

EXTRA-DIMENSIONAL PUBLISHING

The Old Fores

Citadel of the Dwarf

Flowcreek

Ravines

Zigurat

The Forest of Spiders

Abandoned Temple

Elfpath

East Mark

The Wilderness

Dark Valley

Menhir of the Ancestors

Path of the Manticore

Fortress of the Ford

Reserve of the Draco

Castle of Ermegar

The Gullies

Dragon Rocks

Steepcrag

Hillfort

Shirely

Troltbollow

The Bramble

Pegrin Camp

Bronish Mounds

Great Gu of the Or

Greencloak

The Draco

Castamir

Boilmud

Royal Forest

Mount of the Cyrenean

Path of the Coas

Sahuagin Beache

Rugged coast

Marvalar

Sea of the Dra

GREAT SWAMP

TAURUS

LIAFDAG

AUGELMIR

UNGOLOZ

Regia Loch

Black Gate

Woody Ends

Thunder Hills

East Farthing

Creekhollow

Black Towers

Sirinsal

Barrow

Abandoned Fort

White Rock

Barrow

Liafdag Loch

Tower

Swiftpass

Black Forest

Palisaded Fort

Holly Forest

Robleda

Inn

Poplar Grove

Ôsman

Pasture Moor

Gnolltower

Nidaros

Ur-Gumlà

VISIRTAN

Raven Forest

Blue Hills

The Mines

Gnollblen

Ruins of Ibnath

The Sacred Valley

Calvera

Sinister Glen

Bluewoods

Meadow of Tol

Mountgoblin Manor

Mountgoblin

Asylum

Pirates Sand Dunes

SHORETLE

Sand

Village of the Channel

GON

Utmose

NEFERU

SEMERKHET

Equipment

Table of Monetary Exchange

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

Silver dagger

Blackjack

Scimitar

WEAPONS

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

Arrows

Bolts

Light Crossbow

Heavy Crossbow

Short Bow

Long Bow

Sling

Darts

Staff

Battle axe

Hand axe

Bastard sword

Sword

Short sword

Sword, two handed

Trident

Club

Spear

Javelin

Short pike

Heavy pike

Hammer
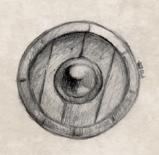
Mace

Whip

Heavy whip

Morning Star

Armors

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

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

Banded Mail

Leather

Chainmail

Platemail

Ringmail

Studded leather

Barding for a Mount

Scalemail
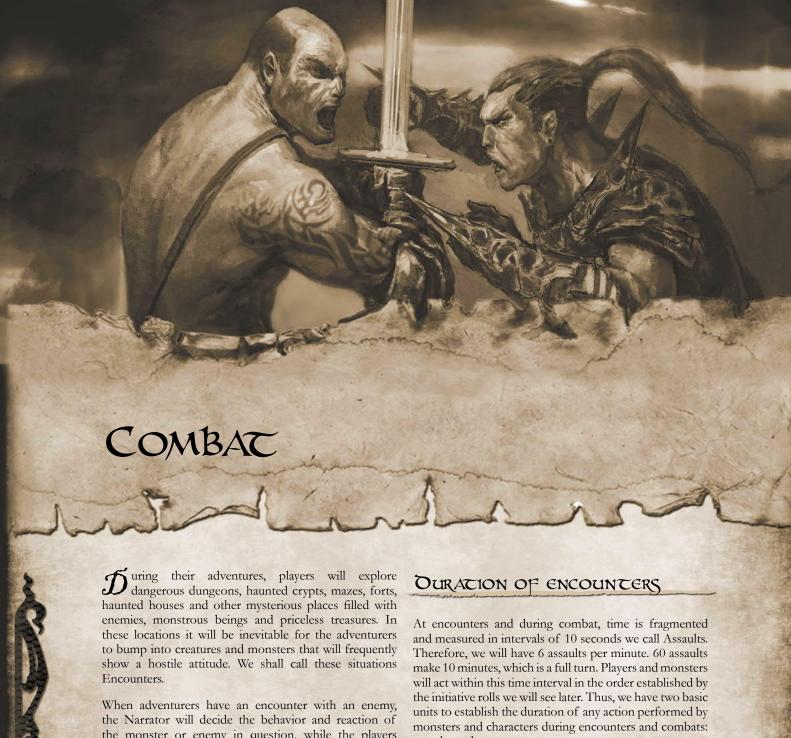
TRANSPORT

Terrestrial Transport	Cost
Animal Food (daily)	5 cp
Cart	100 gp
Dog	3 sp
Donkey	8 gp
Guard Dog	25 gp
Horse	75 gp
Mule	30 gp
Pony	30 gp
Wagon	200 gp
War Horse	250 gp

Maritime Transport	Cost
Barge	17,000 gp
Boat	3,000 gp
Boat, canoe	55 gp
Boat, large sailing	22,000 gp
Boat, lifeboat	800 gp
Boat, small sailing	7,000 gp
Boat, transport	30,000 gp
Galley, large	32,000 gp
Galley, small	12,000 gp
Galley, war	65,000 gp
Raft	5 gp

EQUIPMENT

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

Combat

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

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

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

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

Duration of Encounters

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

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

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

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

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

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

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

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

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

Surprise Rolls

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

Initiative Rolls

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

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

Individual Initiative
(**optional rule**)

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

Monster Reaction

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

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

Monster Reaction Table

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

Morale Rolls
(**optional rule**)

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

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

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

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

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

MOVEMENT IN ENCOUNTERS AND MOVEMENT RANGE

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

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

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

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

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

RANGE OF MOVEMENT AND SPEED

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

PURSUITS

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

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

SEQUENCE OF COMBAT

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

1 - The player declares the adventurer's action.

2 - An initiative roll is performed for each of the sides involved in the confrontation.

3 - The winner of the initiative roll acts first. The Narrator can check for the morale of the monsters.

4 - Movement can be performed (never more than the range of movement divided by 3, as established before, unless the adventurers decide to run or flee).

5 - Each adventurer's actions takes place. Depending on class and skills, those can be:

5.1 - Range attacks, taking into consideration adjustments due to Dexterity (DEX), cover and weapon range.

5.2 - Spells are casted and saving throws are rolled in reaction.

5.3 - Melee; proceeding to roll for attack and dealing the corresponding damage, always accounting for adjustments due to Strength (STR) and magic.

6 - The other side acts, repeating steps 4-5, in the established initiative order.

7 - When both parts have acted, an assault will have passed and the sequence starts all over again from the first step, starting a new assault.

ATTACK

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

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

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

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

ADVENTURER ATTACK TABLE

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

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

MONSTER ATTACK TABLE

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

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

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

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

CHANGING WEAPONS AND ATTACKING

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

ATTACKING WITH TWO WEAPONS

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

CRITICAL HITS AND FUMBLES
(optional rule)

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

For exceptional cases, the Narrator has the final word.

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

Melee Combat

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

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

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

Defensive Fighting

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

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

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

Charge

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

Attacks From A Mount

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

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

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

Ranged Combat

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

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

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

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

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

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

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

Weapon Ranges

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

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

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

Aimed Shots

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

Unarmed Combat

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

Rear Attacks

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

Underwater Combat

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

Aerial Combat

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

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

Falling

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

Attribute Loss

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

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

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

Damage and Healing

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

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

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

Use Of An Object

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

Saving Throws

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

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

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

Saving Throws Cleric

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

Saving Throws Elf

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

SAVING THROWS DWARF

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

SAVING THROWS PALADIN

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

SAVING THROWS EXPLORER

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

SAVING THROWS THIEF

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

SAVING THROWS HALFLING

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

SAVING THROWS WARRIOR

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

SAVING THROWS MAGE

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

SAVING THROWS FOR OBJECTS

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

Characteristic Rolls

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

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

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

Maritime Adventures

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

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

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

Maritime Voyages and Meteorological Conditions

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

Table of Ships

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

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

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

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

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

WIND CONDITIONS AT SEA

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

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

ENCOUNTERS AT SEA

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

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

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

COMBAT AT SEA

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

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

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

SHIPBORNE WEAPONRY

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

CATAPULT

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

Rate of fire: variable; 1/5 assaults manned by four members of the crew, 1/8 when manned by three members of the crew, 1/10 when manned by two members of the crew.
Radius of efficacy: 250-400 meters.
Attacks like a Warrior of a level equal to the number of crew operating the machinery.
Area of effect: 3 square meters.
Damage: 3d6 or 1d6 fire damage per turn.
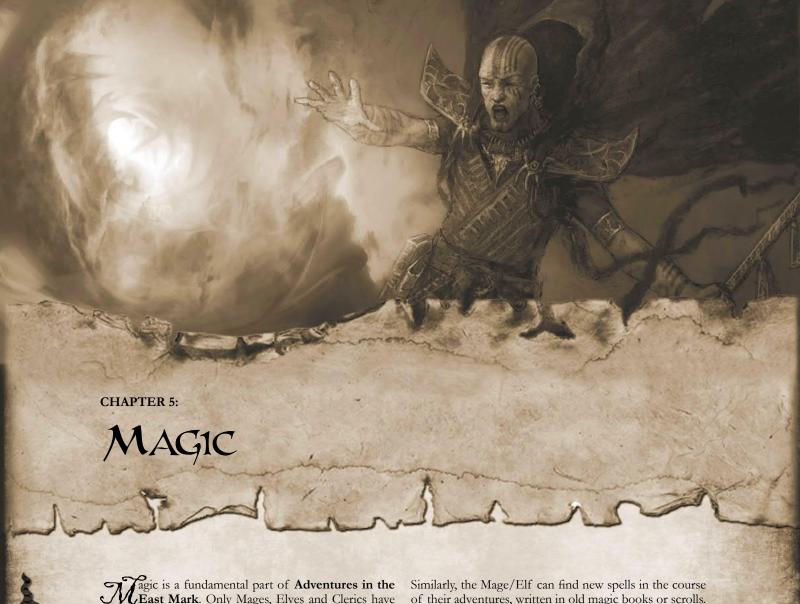
RAM
Range: contact.
Attacks like a 1 HD monster.
Damage: (1d4+4) x 10 structural hit points or 3d8 hit points against small to medium-sized vessels; (1d6+5) x 10 structural hit points or 6d6 hit points against larger vessels.

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

CHAPTER 5:

MAGIC

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

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

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

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

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

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

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

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

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

Spell Saving Throws

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

Reversible Spells

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

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

Accumulating Spell Effects

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

Initial Spells

As already mentioned, Clerics have access to any spell they can cast according to their level of experience. However, Elves and Mages must choose their initial spells and some more they can learn but not use yet. This means two level 1 and one level 2 additional spells. All other spells will be obtained in the course of any adventures.

Paladin Spells

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

Range

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

Duration

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

Area of Effect

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

Mage & Elf Spells

Mage and Elf Spells Level 1

Charm Person
Range: 40 meters
Duration: Read below

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

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

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

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

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

Close Portal
Range: 3 meters
Duration: 2d6 turns

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

Detect Magic
Range: 20 meter radius
Duration: 2 turns

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

Floating Disc of Nebula
Range: Self
Duration: 6 turns

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

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

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

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

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

Magic Missile
Range: 40 meters
Duration: Instant

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

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

Protection against Evil
Range: Self
Duration: 6 turns

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

READ LANGUAGES

Range: Self
Duration: 2 turns

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

READ MAGIC

Range: Self
Duration: 1 turn

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

SHIELD

Range: Self
Duration: 2 turns

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

SLEEP

Range: 80 meters
Duration: 4d4 turns

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

VENTRILOQUIST

Range: 20 meters
Duration: 2 turns

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

CLERIC & PALADIN SPELLS

CLERIC SPELLS LEVEL 1

CURE MINOR WOUNDS

Range: Touch
Duration: Permanent

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

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

DETECT EVIL

Range: 30 meters
Duration: 6 turns

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

DETECT MAGIC

Range: 30 meters
Duration: 1 turn

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

LIGHT

Range: 40 meters
Duration: 12 turns

This spell will light an area of 5 meters around the caster, as if it were a standard torch. The spell can be cast on an

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

PROTECTION AGAINST EVIL
Range: Touch
Duration: 12 turns

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

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

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

PURIFY FOOD AND WATER
Range: 30 meters
Duration: Permanent

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

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

REMOVE FEAR
Range: 10 meters
Duration: 2 turns

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

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

Both spells have no effect on the undead.

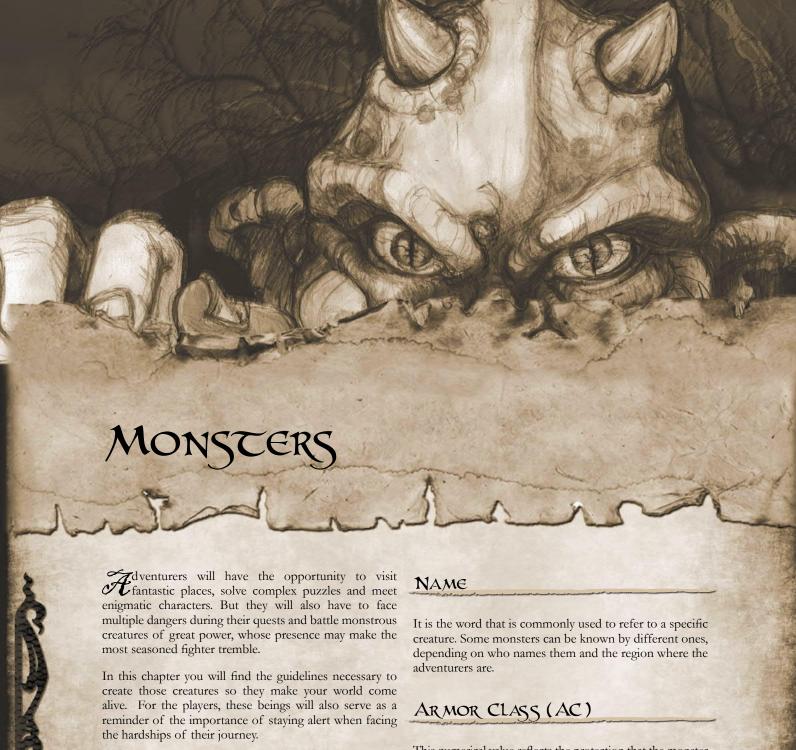## RESISTANCE TO COLD
Range: 10 meters
Duration: 6 turns

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

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

Monsters

Adventurers will have the opportunity to visit fantastic places, solve complex puzzles and meet enigmatic characters. But they will also have to face multiple dangers during their quests and battle monstrous creatures of great power, whose presence may make the most seasoned fighter tremble.

In this chapter you will find the guidelines necessary to create those creatures so they make your world come alive. For the players, these beings will also serve as a reminder of the importance of staying alert when facing the hardships of their journey.

On the following pages a variety of monsters are listed, sorted by alphabetical order. The Narrator is free to use them as needed.

Each monster entry has a table of numerical characteristics and a general description. Neither features or the description are immutable. The Narrator can alter the data as it seems to be appropriate to better suit the story. Suggestions to take into account when doing so are described below.

Name

It is the word that is commonly used to refer to a specific creature. Some monsters can be known by different ones, depending on who names them and the region where the adventurers are.

Armor Class (AC)

This numerical value reflects the protection that the monster possesses to withstand attacks. It includes various data, such as the hardness of the creature's skin, the reflexes that allow it to dodge blows and any armor it may wear. Some other adjustments might be produced by magical abilities or items which will make the monster particularly invulnerable to specific attacks. The numeric value on the table, then, will change depending on whether the creature is wearing that certain armor or not, or has lost its magical skill.

Hit Dice (HD)

This value determines the creature's hit points, expressed as a quantity of eight sided dice. For example 'Hit Dice: 3' means that 3d8 are rolled to determine how many hit points the creature has.

It is worth noticing that creatures may have bonuses or penalties to their HD which need to be taken into account. Regardless of the total result, all monsters will have at least 1 hit point. *For example 'Hit Dice: 5 + 7' means that 5d8 are rolled and then 7 are added to determine how many hit points the creature has.*

Finally, the hit dice also determines the level of the creature. The number of hit dice corresponds to its level, an important number to consider when the Narrator is planning quests and campaigns viable to the adventurers. While not every monster should be equal to or beneath the party's average level, not every monster needs to be utterly overpowering. Unless, of course, it is something intentional.

Movement

Movement range is the speed at which a monster can move, measured in meters. Occasionally, there may be a second rate which determines a special method of travel, for example, flying, swimming or climbing.

Attack

Attack refers to the number and nature of the attacks the monster can perform during an assault. Sometimes they will be followed by a special attack that a creature can make. Specific effects are further detailed in the description.

Damage

When a monster hits its target, a certain amount of damage is inflicted. This value determines how many dice must be rolled in order to calculate that damage. When a monster has more than one attack, the damage dice will follow the same order as the attacks. Some monsters can perform special attacks with varying results. Occasionally, some of these effects can be avoided by making a saving throw, as showed in the description. A few special effects are listed below.

Blindness: Loss of vision that can be the result of certain attacks and magical effects, it is also considered that a character without infravision fighting in the dark is virtually blinded. Adventurers under this condition suffer a -4 penalty on all attack rolls and can only move at half their normal speed. In the same way they will not be able to defend properly, so a +4 bonus is also added to the rolls of the ones attacking them.

Charm: Some monsters are able to beguile adventurers in a similar way than the *Charm Person* spell. Characters under this effect will be confused and unable to make decisions clearly. They will simply obey the commands of the creature that cast the spell and may feel an uncontrollable desire to protect it from any harm. A charmed adventurer is too confused to cast spells or use magic items that require concentration. If the monster loses concentration or dies, this magical influence ceases immediately.

Energy Loss: This is a dangerous type of attack that results in the loss of levels. Consequently, it also means a loss of all the bonuses, abilities and benefits that were granted when the adventurers leveled up. As a rule, they will suffer a -1 penalty to attack and saving throws, and a +1 modifier to AC. There is no cure against this condition, and only high level clerics can reverse the damage caused using the *Restoration* spell (*page 71*). One blow of this attack translates into one level less. A 1st level adventurer hit by this special attack will immediately die.

Imprison: Some monsters can imprison their victims, either with their mouth, pincers, or the like. Imprisoned characters may make a Dexterity roll to try breaking free. To make this roll they add the Dexterity bonus to the result of 1d6 roll. A 5-6 result means getting rid of the grip. Otherwise, the adventurers will remain trapped and suffering damage until the following assault without the monster having to make any attack roll.

Paralysis: A character hit by this paralyzing effect will be completely immobilized and unable to perform the slightest movement. The adventurers will be aware of what is happening around them, but they will be unable to move or act (including talking or casting spells) until the effects subside. All attacks made against a paralyzed adventurer will automatically hit, only damage rolls need to be rolled. Unless indicated otherwise, the effect lasts 1d8 assaults or until a Cleric cancels the paralysis with magic.

Poison: Adventurers subject to poisoning will usually end up dying if they are unable to pass a saving throw against poisons. To counteract this fatal condition, victims can be healed with magic spells which can slow down the damaging effects of the toxins. The instant dying may also be substituted by a gradual loss of HP while the character stays under the poison's effects. *For example, a snake bite deals 1d6 points of damage, with an additional 1d4 points during each subsequent assault while the adventurer is still poisoned. The effect can last for a certain number of assaults, until the victim dies or is healed by magical means.*

Saving Throws

Similar to the adventurers, monsters can avoid or reduce the effects of some attacks by making saving throws. A letter and a number shows the way each monster works in these situations. The letter indicates the adventurer class the monster emulates in order to succeed in a saving throw, and the number tells the correspondent level. For example, a W1 on the list indicates that the monster must roll a saving throw as if it were a 1st level Warrior, C2 means the creature will roll saving throws as

a 2nd level Cleric and, an M3 indicates that the monster saves as a 3rd level Mage.

MORALE

This value is the way to measure the monster's reaction when encountering adventurers. It is an optional rule explained in **Chapter 4: Combat** and is used to determine if the monster flees, surrenders or fights to the bitter end.

TREASURE VALUE

Most of the monsters guard a certain amount of treasures that, to simplify, is reflected in gold pieces. To determine the monster's possessions, follow the instructions in **Chapter 7: Magical Objects And Treasure** to decide the specific items a monster will have. Occasionally, some creatures will have no possessions, as described on the list as "None."

If the treasure value is written in parentheses, it means it will be found on the creature's body. Otherwise, the loot will be kept in its lair.

ALIGNMENT

This value is a reference to a monster's attitude. It also serves as a guide to the Narrator on how it will behave. They may be lawful, neutral or chaotic, as explained in **Chapter 1: Introduction**. Generally, unless stated otherwise, animals are neutral and act on instinct, either fleeing or protecting themselves and their territory.

XP VALUE

This amount is the rewarded experienced that adventurers will get from defeating monsters. However, the Narrator may alter this amount based on the circumstances surrounding the encounter.

MONSTER LIST

BEAR

All adventurers should know that bears can be powerful rivals. They are animals of extraordinary strength that can knock down a Warrior with a single hit. If a bear reaches its victim with its two claws, the victim is considered to be under a bear hug and will receive 2d8 extra points of damage on that assault.

BLACK
This variety of bear distinguishes itself by its thick black fur. They do not tend to be aggressive unless cornered or when their cubs are threatened. On those occasions, the bear will fight to the death.

BROWN
They can be found in forests and mountains. They are more aggressive that black bears when their territory is invaded and can pursue invaders out of the forest borders.

POLAR
Polar bears have white fur and enormous claws that allow them to walk through the snow at ease. They are expert swimmers and their basic diet consists of fish and meat. Some can be taller than 2 meters in height.

BEARS

	Black	**Brown**	**Polar**	**Cavern**
AC	6	8	6	5
HD	4	5	6	7
Movement	12 meters	12 meters	12 meters	12 meters
Attack	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite
Damage	1d4 / 1d4 / 1d6	1d4 / 1d4 / 1d8	1d6 / 1d6 / 1d10	2d4 / 2d4 / 2d6
Saving Throw	W2	W2	W3	W3
Morale	7	10	8	9
Treasure	1,100 gp	1,500 gp	2,000 gp	2,500 gp
Alignment	Neutral	Neutral	Neutral	Neutral
XP Value	125	300	500	850

CAVERN

This is the most ferocious of all bears. Their height is around 4 meters and they possess a dark brown coat. They tend to be found in recondite locations such as caverns and forgotten places. Armed with an infallible sense of smell and the ability to move through large distances searching for food.

BERSERKER

Armor Class: 7
Hit Dice: 1 + 1
Movement: 12 meters
Attack: 1 weapon
Damage: caused by weapon
Saving Throw: W3
Morale: 12
Treasure Value: 100 gp (150 gp)
Alignment: Neutral
XP Value: 19

The berserker is a type of barbarian that lives to make war and plunder without mercy. His dormant fury awakens when in combat, in a wild frenzy that turns the berserker into an uncontrolled beast able to attack everything around him, even his own comrades.

Once the battle begins nothing can stop them. When confronted with humans, or humanoid creatures, berserkers receive a +2 bonus to damage.

BIG FELINES

The big felines can be found, usually, inhabiting plains, jungles and forests. Felines are known for their great speed and strength.

LION

They are the ultimate hunters. They tend to gather in large prides and have a keen nose for detecting intruders that invade their territory.

MOUNTAIN LIONS

Similar to lions, mountain lions tend to be more daring, and sometimes, they can be located in dark dungeons and underground caves.

PANTHER

It is the most agile cat of big felines. Inhabits the great steppe regions and has a knack for climbing trees.

TIGER

With its striped skin, tigers usually camouflage well in the woods. When a tiger hunts in the forest, its prey is often surprised on the result of a 1-4 on 1d6.

SABERTOOTH TIGER

This ancient feline species is the largest of all. It has two huge tusks growing out in the jaws used to tear and rend their prey. There are few in number and it is rare to meet them.

BIG FELINES

	Lion	Mountain Lion	Panther	Tiger	Sabertooth Tiger
AC	6	6	4	6	6
HD	5	3+2	4	6	8
Movement	15 meters	15 meters	21 meters	15 meters	15 meters
Attack	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite	2 claws / 1 bite
Damage	1d6 / 1d6 / 1d10	1d6 / 1d6 / 1d8	1d6 / 1d6 / 1d8	1d6 / 1d6 / 2d6	1d8 / 1d8 / 2d8
Saving Throw	W3	W4	W2	W3	W5
Morale	9	8	8	9	10
Treasure	1,500 gp	800 gp	1,100 gp	2,000 gp	3,000 gp
Alignment	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value	175	50	75	275	650

Drake

Armor Class: 5
Hit Dice: 4 + 2
Movement: 12 meters
In flight: 15 meters
Attack: 1 bite + special
Damage: 1d10
Saving Throw: W4
Morale: 7
Treasure Value: 1,100 gp
Alignment: Neutral
XP Value: 125

Drakes are huge primitive creatures similar to large lizards. There are different versions of these giant creatures, some moving on two hind legs and others that have two huge wings, which makes them be mistaken for dragons sometimes. Unlike dragons, drakes cannot use breath attacks, however they can glide through the air for short distances. Drakes are carnivores that need large amounts of food to satisfy their voracious appetites. They posses a powerful venom they release upon poking with their tails. They do not hesitate to attack when they detect prey.

Dryad

Armor Class: 5
Hit Dice: 2
Movement: 36 meters
Attack: 1 spell
Damage: Read below
Saving Throw: E3
Morale: 6
Treasure Value: 225 gp
Alignment: Neutral
XP Value: 25

The dryads are the spirits of the forest's trees. Their physical appearance is that of beautiful women barely dressed in branches and leaves. Generally, they are beings of extreme shyness that rarely show themselves and are only to appear when they have to defend their tree. They can use the *Charm Monster* or *Charm Person* spells as needed and never carry weapons. The dryads feel a strong symbiosis with the tree they inhabit. Should their tree die, they will die as well.

Fairy

Armor Class: 5
Hit Dice: 1/2 (1-4 HP)
Movement: 9 meters
In flight: 18 meters
Attack: 1 spell
Damage: Read below
Saving Throw: W1
Morale: 7
Treasure Value: None
Alignment: Neutral
XP Value: 6

Fairies are tiny creatures that look like children with butterfly wings. Despite their suspicious nature, fairies are often very curious, and that behavior often gets them in trouble. They have a strange sense of humor and perform small magic incantations to make fun of others. It takes a group of five fairies to invoke a curse, but the result will always be a joke without malicious intent, for example, that the victim grows a tail or confuses a branch for a weapon. The effects of their spells is left to the imagination of the Narrator. The results from the fairies curse can be counteracted with the *Remove Curse* spell.

Gargoyle

Armor Class: 5
Hit Dice: 4
Movement: 9 meters
In flight: 15 meters
Attack: 2 claws / 1 bite / 1 goring
Damage: 1d4 / 1d4 / 1d6 / 1d4
Saving Throw: W7
Morale: 11
Treasure Value: 1,100 gp
Alignment: Chaotic
XP Value: 175

Gargoyles are dangerous winged creatures that look like simple statues at first glance. They often go unnoticed, hidden in the roofs of castles and stone buildings. Their nature is magical, and so they can only be fought with the help of magic. They are immune to any other weapons, and also to the *Sleep* and *Charm Monster* spells. Gargoyles are extremely intelligent and masters of stealth.

Ghost

Armor Class: -2
Hit Dice: 14
Movement: 27 meters
Attack: 1 touch / 1 look
Damage: paralysis + special
Saving Throw: W7
Morale: 10
Treasure Value: 32,000 gp
Alignment: Any
XP Value: 5,150

A ghost is the errant soul of a dead being, forever wandering, without finding eternal rest. The causes behind their existence are diverse: it could be a violent death, a curse or some pending issues. Ghosts are usually found in the vicinity of where their corpses lie.

Ghosts reject light. They prefer night or dark and lone places to make their appearances. If adventurers run into one of these beings, they must roll a successful saving throw against fear or they will feel an uncontrollable desire to flee from the ghost's presence.

Ghosts are immune to most spells. They can only be hurt by magical weapons bearing a +2 bonus or higher. The damage inflicted by ghosts is not always physical. Instead, they can launch gaze attacks, forcing the victim to make a spell's saving throw or become paralyzed for 2d4 assaults. Similarly, a simple touch of these ectoplasms causes the same effect, but adding 1d6 additional cold damage.

One of the most amazing abilities they have is the one to summon 1d4 minor entities that will attend their call. They can do this once per day and these lesser ghostly beings are able to posses the ghost's enemies' souls. An adventurer who is attacked by one of these minor entities must make a successful saving throw against spells, or will fall prey to them and attack other party members. For the next 1d4 assaults, the adventurer will have to roll consecutive saving throws until set free. Once freed from the possession, this specific attack will not be effective on the adventurer anymore during the same encounter.

There is no unanimity in regards to the alignment of the ghosts. They can belong to any alignment, depending on their purpose to be in the material world. This decision is up to the Narrator.

Ghoul

Armor Class: 6
Hit Dice: 2
Movement: 9 meters
Attack: 2 claws / 1 bite
Damage: 1d4 / 1d4 / 1d4 + special
Saving Throw: W2
Morale: 9
Treasure Value: 500 gp
Alignment: Chaotic
XP Value: 25

While crawling through old catacombs and cemeteries, it is easy to run into one of these creatures as they feed on the bones and flesh of the recently deceased. Ghouls are undead creatures and like many undead, are immune to *Sleep* and *Charm Monster* spells. They are repugnant beasts that will not doubt to attack anything alive at sight. If a creature of medium size or smaller is hit by a ghoul, it will have to pass a saving throw against paralysis or will otherwise become unable to move. For unknown reasons, elves are immune to this special attack. Ghoul induced paralysis lasts for 2d4 assaults unless cured magically.

Giant Spiders

Spiders patiently spin webs that trap their victims. Most of them are poisonous and their bite can be lethal. They often live in somber and dark places where it is easier to fall prey to their sticky cobwebs. They do not like fire or intense light.

Crab Spider
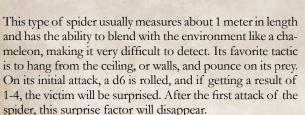**Armor Class:** 7
Hit Dice: 2
Movement: 12 meters
Attack: 1 bite
Damage: 1d8 + poison
Saving Throw: W1
Morale: 7
Treasure Value: 500 gp
Alignment: Neutral
XP Value: 25

This type of spider usually measures about 1 meter in length and has the ability to blend with the environment like a chameleon, making it very difficult to detect. Its favorite tactic is to hang from the ceiling, or walls, and pounce on its prey. On its initial attack, a d6 is rolled, and if getting a result of 1-4, the victim will be surprised. After the first attack of the spider, this surprise factor will disappear.

The victim of the bite must pass a saving throw against poison or die in 1d4 assaults. However, since the crab spider stinger is not very hard, saving throws get a +2 bonus.

Black Widow
Armor Class: 6
Hit Dice: 3
Movement: 6 meters
Cobweb: 12 meters
Attack: 1 bite
Damage: 2d6 + poison
Saving Throw: W1
Morale: 8
Treasure Value: 800 gp
Alignment: Neutral
XP Value: 50

This spider can reach 2 meters in height and has a red hourglass mark on its belly. When it traps prey in its web, the Narrator should treat the silken sticky strands as if they belonged to those of the *Web* spell. The victim of a black widow spider bite, must make a saving throw against poison or die in one turn.

Tarantula
Armor Class: 5
Hit Dice: 4
Movement: 12 meters
Attack: 1 bite
Damage: 1d8 + poison
Saving Throw: W1
Morale: 8
Treasure Value: 1,100 gp
Alignment: Neutral
XP Value: 125

Like the black widow, the tarantula can reach up to 2 meters in height. Its bite does not kill, instead, victims who receive their venom will fall prey to terrible muscle spasms that will immediately incapacitate them. This kind of frenzy is magical and contagious. Those who stare at the victim of this strange disease must pass a saving throw against spells or fall prey to the same disease. The effect of the bite lasts for 2d6 assaults and those who are affected by this attack will suffer a -4 penalty to attack rolls. At the same time, those attacking them will get a +4 bonus to their attacks. After five assaults in frenzy, the victims will became immobilized.

Gnoll

Armor Class: 5
Hit Dice: 2
Movement: 9 meters
Attack: 1 weapon
Damage: weapon +1
Saving Throw: W2
Morale: 8
Treasure Value: 250 gp (250 gp)
Alignment: Chaotic
XP value: 20

Gnolls are dangerous marauders halfway between hyenas and humanoids. Although possessing a rudimentary intelligence, they are particularly strong, enabling them to handle any type of weapon with a +1 bonus. They usually gather in large packs to loot, steal and destroy everything in their path. For every 20 gnolls, there will usually be a leader gifted with command and tactic skills. The leader will usually have 16 or more hit points and attacks as a 3 HD monster.

Gnome

Armor Class: 5
Hit Dice: 1
Movement: 6 meters
Attack: 1 weapon
Damage: weapon
Saving Throw: W1
Moral: 8-10 Read below
Treasure Value: 250 gp (125 gp)
Alignment: Lawful or Neutral
XP Value: 10

Gnomes are a humanoid race akin to dwarves, only a bit smaller. They usually live in cozy burrows dug into the ground and are good metal smiths. They have a great appreciation for gold and gems. Thanks to their infravision ability (letting them see up to 30 meters in the dark), they are well adapted to the underground life. Therefore, and like their cousins the dwarves, they are good stone masons and whole communities of gnomes can often be found living in mines. They feel a great inclination towards adventure and often travel great distances trying to be undetected. Although generally considered friendly creatures, they feel a special animosity towards kobolds and goblins, as they compete against these creatures for controlling gold and precious stones deposits.

In a community of gnomes, there is usually a leader with 10 hit points that fights as a monster with 2 HD. Other groups may designate a clan chief, which can have 18 or more hit points and attack like a monster with 4 HD. As long as the leader or head of a clan remain alive during an encounter, their gnome followers will have a morale of 10 instead of the usual 8.

Goblin

Goblins are small evil creatures. Their eyes take on a reddish hue and glow in the dark. They have large pointed ears and sometimes they allow their nails to grow to look like claws. Because of their lack of physical strength, they usually group into tribes and clans to join forces. They like to live in underground locations, and possess a developed infravision with a reach of 10 meters. On the other hand, when they fight in full day light, they suffer a -1 penalty on all attack rolls. The three main races of goblins are:

Small Goblin

It is the most common species and the weakest of them all. Possessing little physical strength and a poor reasoning, they are often used as infantry or shock troops. Goblins hate all living creatures, but especially dwarves, against whom they compete for gems and shiny objects.

HOBGOBLIN

The hobgoblins are similar in appearance to the goblins, but of a larger size. Although they also like to inhabit underground places, they do not hesitate to go to the surface to raid caravans and towns, so they are better suited to sunlight and will not suffer the -1 penalty to attack rolls.

BUGBEARS

Bigger than hobgoblins, bugbears are also known as giant goblins. Despite their size, the bugbears are very cautious and usually attack their victims by surprise. They also have great physical strength, so they add a +1 bonus to their damage rolls.

GOBLINS

	Goblin	Hobgoblin	Bugbears
AC	6	6	3
HD	1-1	1+1	3+1
Movement	9 meters	9 meters	9 meters
Attack	1 weapon	1 weapon	1 weapon
Damage	weapon	weapon	weapon +1
Saving Throw	W1	W2	W3
Morale	6	8	9
Treasure	125 gp	125 gp	400 gp
Alignment	Chaotic	Chaotic	Chaotic
XP Value	5	15	75

GOLEM

The golems are monstrous creations, made of inanimate matter and brought to life through dangerous incantations and experiments. This type of being will only be affected by magical weapons and spells. They are immune to *Sleep* and *Charm Monster* spells, and suffer no effects from gas based attacks and other toxic substances as poisons. The creation of a golem is very expensive in time and resources. Only the most powerful spellcasters are trained to give them life. If needed, any creation with special powers that can be thought of by the Narrator can be created apart from the ones listed here.

GOLEMS

	Wood	Flesh	Amber	Brass
AC	7	2	6	0
HD	2 + 2	6	10	20
Movement	40 m	40 m	60 m	80 m
Attack	fists	4 weapons	2 claws/ bite	fist + special
Damage	1d8	weapon	2d6 / 2d6 / 2d10	3d10 + special
Saving Throw	W2	W4	W5	W10
Morale	12	12	12	12
Treasure	None	None	None	None
Alignment	Neutral	Neutral	Neutral	Neutral
XP Value	35	500	1,600	4,300

Wood Golem

These monsters with human appearance are made out of carved wood. Their movement is clumsy and will make them suffer a -1 penalty to initiative rolls. Although they are immune to any cold based attack, including magic, they will suffer a -2 penalty to saving throws against fire, as they burn easily due to their nature. At the same time, the attacker will obtain an additional +1 bonus to damage.

Flesh Golem

This type of construct is forged from the remains of dead bodies intertwined and stitched crudely into a human form. They are usually composed by four arms and may carry a weapon on each of them. During an encounter, the creature will be able to fight against two enemies at the same time.

Amber Golem

Its physiognomy resembles that of big felines, such as tigers or lions. They are ruthless trackers, and have a special ability to track down clues. Additionally, they possess the capability to detect invisible creatures within a range of 20 meters.

Brass Golem

These creations are built to resemble fire giants. Their very blood is liquid fire and any creature dealing an attack from a brass golem will take 1d10 points of additional damage due to the enormous heat sent out by the creature (unless the target has fire resistance). Also, anyone who inflicts damage to this monster using a slashing weapon, must pass a saving throw against breath weapons or suffer 2d6 points of damage from the splash of burning liquid. The brass golem is immune to fire attacks.

Harpy

Armor Class: 7
Hit Dice: 3
Movement: 6 meters
In flight: 15 meters
Attack: 2 claws / 1 weapon + special
Damage: 1d4 / 1d4 / 1d6
Saving Throw: W5
Morale: 7
Treasure Value: 800 gp
Alignment: Chaotic
XP Value: 50

Harpies are intelligent creatures able to lure the unwary with sweet words and melodies to then tear them apart with their powerful claws. They possess two huge bat wings instead of arms. The torso and head usually resemble those of a sinister yet beautiful woman. Every creature that hears the harpy's song, must make a saving throw against spells or will fall prey to its enchantment. If a creature successfully overcomes the saving throw, it will be invulnerable to this power until the encounter is over.

Kobold

Armor Class: 7
Hit Dice: 1/2 (1-4 HP)
Movement: 9 meters
Attack: 1 weapon
Damage: weapon -1
Saving Throw: W1
Morale: 6 or 8
Treasure Value: 50 gp (75 gp)
Alignment: Chaotic
XP Value: 5

The kobolds are small reptilian looking evil humanoids with scaly skin that live underground. Their subterranean lifestyle is made easier by an infravision within a range of 30 meters. Lacking significant physical strength, they form large hordes, and unless they are commanded by a powerful leader, they will flee at the slightest hint of defeat.

Because of their physical weakness, the kobolds will suffer a -1 penalty to any damage they inflict. Fighting alongside a group leader, the kobolds will have a morale score of 8, instead of the usual 6. These creatures especially hate gnomes, whom they consider mortal enemies because they compete for the same resources.

Lich

Armor Class: 0
Hit Dice: Read below
Movement: 30 meters
Attack: 1 touch or 1 spell
Damage: 1d10 + paralysis or spell effects
Saving Throw: M18
Morale: 10
Treasure Value: 80,000 gp (+15,000 gp per level above 20)
Alignment: Chaotic
XP Value: Read below

A lich is a powerful mage who managed to cheat death through magic tricks, achieving an unnaturally long lifespan. Even if alive, the body still decays, giving the lich the looks of a corpse, wearing luxury garments shambling among dusty piles of books.

In order to reach this unnatural condition, the caster had to make a deal with dark forces in exchange for favors or servitude. As a reward it receives a death in life that allows the lich to continue studying magic. All liches must be at least level 20 or higher in order to achieve such a level that allows them to succeed at this dark pact. This way they can progress, as shown in the table below, to very high levels of knowledge and skill.

The presence of a lich will cause fear in all 5th level or less adventurers (without the possibility of making a saving throw). From that level they will be entitled to a saving throw against paralysis they will need to pass or become petrified with terror. A single tap with one of its cadaverous fingers will cause the same effect. Besides inflicting 1d10 points of damage, the victim of the lich's contact will have to make a saving throw against paralysis or become immobilized for 1d100 days.

Like the rest of undead creatures, liches can be expelled (but not destroyed) by Clerics. They are immune to all level 4 spells or lower, and do not respond to *Charm Monster, Sleep, Polymorph, Lightning* and *Death* spells. Magical weapons are needed to harm a lich.

During all the years of their studies, most liches have acquired and even manufactured, magical objects to protect themselves. They always carry at least 1d4+1 of these artifacts among their treasure. The Narrator is free to choose them as necessary. It is also the Narrator's duty to select and describe the traps and artifacts that guard the lich's lair.

Liches can command entire entourages of undead creatures. Through concentration, the lich will summon the dark forces and after 1d100 turns, the desired creature will materialize.

To randomly determine the type of undead summoned by the lich, roll 1d20 and select the creature that will appear from the following table:

Roll	Creature	Roll	Creature
1-5	1d20 skeletons	16-17	1d4 mummies
6-9	1d20 zombies	18	1d4 phantoms
10-12	1d10 ghouls	19	1d4 vampires
13-15	1d10 shadows	20	3d6 flesh golems

Liches have perfected the definitive way to avoid destruction. They offload their vital strength into a magical artifact, called a phylactery. This artifact can be anything from a medallion to a precious stone or a jar, any object able to store the spirit of the lich. If the lich were to die, its soul would return to the phylactery and the lich would be able to materialize again after 1d100 days. The only way to definitively end the existence of the lich is to find and destroy its phylactery. For that reason, they never keep it in the same place where they inhabit, instead they hide it away well protected in a secret location. Rumors exist of liches with multiple phylacteries.

The following table shows some examples of liches based on their level of experience:

Level	Hit Dice	XP Value
21	9d6 + 12	10,500
22	9d6 + 13	11,750
23	9d6 + 14	13,000
24	9d6 + 15	14,250
25	9d6 + 16	15,500
26	9d6 + 17	16,750
27	9d6 + 18	18,000
28	9d6 + 19	19,250
29	9d6 + 20	20,500
30	9d6 + 21	21,750
31	9d6 + 22	23,000
32	9d6 + 23	24,250
33	9d6 + 24	25,500
34	9d6 + 25	26,750
35	9d6 + 26	28,000

Lizard Men

Armor Class: 5
Hit Dice: 2 + 1
Movement: 6 meters
Swimming: 12 meters
Attack: 1 weapon
Damage: weapon +1
Saving Throw: W2
Morale: 12
Treasure Value: 500 gp
Alignment: Neutral
XP Value: 25
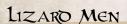
Lizard men are a species of humanoid reptiles that form primitive tribes in swamps and marshes. They feed on the local wildlife, but have a taste for roasted human meat. They use the swamp waters to tend their ambushes, as they move with ease through marshland in waist deep waters. They are good fighters and build rough spears and clubs, wielding them with terrific strength enough to grant a +1 bonus to any damage inflicted by blunt weapons.

Mummy

Armor Class: 3
Hit Dice: 5 + 1
Movement: 18 meters
Attack: 1 touch
Damage: 1d12 + disease
Saving Throw: W5
Morale: 12
Treasure Value: 1,500 gp
Alignment: Chaotic
XP Value: 575

Mummies are undead creatures that roam among mausoleums and catacombs. Any creature that comes into contact with one of these beings must pass a saving throw against paralysis to resist the terror produced by their presence. A terrified creature cannot move until the mummy disappears from their field of vision or dies.

Mummies do not tend to carry weapons, but the simple touch of their rotten fingers will cause a terrible curse in addition to damage, which cannot be avoided with any saving throw. Victims of this curse will not be able to be healed through magic spells or other methods of healing. Only the *Remove Curse* spell can eliminate the disease.

Like other undead creatures, mummies can only be harmed with magic weapons, spells, and fire, although they will only produce half damage. They are also immune to *Sleep* and *Charm Monster* spells.

Ogre

Armor Class: 5
Hit Dice: 5 + 1
Movement: 9 meters
Attack: 1 club
Damage: weapon +2
Saving Throw: W4
Morale: 10
Treasure Value: 1,100 gp (1,100 gp)
Alignment: Chaotic
XP Value: 125

Ogres are large and stupid humanoid creatures that live in rough caves. Some specimens can measure up to 3 meters tall and tend to be fierce fighters in combat, despite their slow movements. Their low intelligence is compensated with brutal strength, which makes them especially dangerous.

Orc

Armor Class: 6
Hit Dice: 1
Movement: 9 meters
Attack: 1 weapon
Damage: weapon
Saving Throw: W1
Morale: 8 or 6 (Read below)
Treasure Value: 125 gp (125 gp)
Alignment: Chaotic
XP value: 10

If there is a species that has especially harassed human, elf, and dwarf settlements throughout history, without any doubt, those are the orcs. Widely hated, orcs are evil humanoids with tanned and scaly skin. They tend to form small troops that besiege towns only to loot and plunder everything they can. Sometimes they are accompanied by ogres, who they easily fool with false promises of jewels and gold.

They tend to attack at night, since they detest sunlight. An orc that fights at sunlight suffers a -1 penalty on all attack rolls. Some troops of orcs may band together under the lead of a commander, who has 1 additional HD and possesses a greater treasure than its subordinates. When the leader of one of these armies falls in battle, the orcs' morale falls to 6 points, in place of the usual 8.

Shadow

Armor Class: 7
Hit Dice: 2 + 2
Movement: 9 meters
Attack: 1 touch
Damage: 1-4 + special
Saving Throw: W2
Morale: 12
Treasure Value: 500 gp
Alignment: Chaotic
XP Value: 35

Shadows are incorporeal creatures that crawl on walls and floors, being able to take a variety of forms. They are very difficult to detect, so they always surprise their victims (1-5 on 1d6). Every time a shadow hits its opponent, apart from the damage that it normally causes, the victim's Strength will be reduced by 1 point. This weakness will last 8 assaults and if the Strength is reduced to zero, the victim will immediately turn into a shadow. A shadow can only be damaged with magic weapons and is immune to *Sleep* and *Charm Monster* spells. Despite its nature, shadows are not undead, so Clerics cannot turn or command them.

Skeleton

Armor Class: 7
Hit Dice: 1
Movement: 6 meters
Attack: 1 weapon
Damage: weapon
Saving Throw: W1
Morale: 12
Treasure Value: None
Alignment: Chaotic
XP Value: 10

Skeletons are undead composed of gnawed bones and the rusty remains of their possessions. Normally, they are animated by high level sorcerers in order to serve as slaves or guardians of crypts and treasures. A skeleton always obeys orders. It responds to simple commands, incapable of reasoning or taking command. Not being alive, they cannot be affected by *Sleep* or *Charm Monster* spells, or by any form of mind reading.

Stirge

Armor Class: 7
Hit Dice: 1
Movement: 3 meters
In flight: 18 meters
Attack: 1 bite
Damage: 1d4
Saving Throw: W1
Morale: 9
Treasure Value: 250 gp
Alignment: Neutral
XP Value: 13

Stirges are bat looking creatures that feed on the blood of other living beings. They gather in large swarms, usually in dark caves and passageways, to wait for a victim whose flesh they can pierce with their sharp beaks and drink the blood. The bite of a stirge causes 1d4 damage and

indicates that the creature has taken a hold of its victim. During the subsequent assaults, the stirge will continue causing 1d4 points of damage until the victim is released or bleeds to death.

TROLL

Armor Class: 4
Hit Dice: 6 + 3
Movement: 36 meters
Attack: 2 claws / 1 bite
Damage: 1d6 / 1d6 / 1d10
Saving Throw: W6
Morale: 10 (8)
Treasure Value: 2,000 gp
Alignment: Chaotic
XP Value: 650

Trolls are humanoid beings endowed with a limited intelligence. They can grow up to 3 meters high and have extraordinary physical strength, although their appearance is that of weak creatures. Their skin is grey and green, rough and mottled. They are evil creatures that are always up to something. They prefer to feed on the flesh of humans, but do not turn down other intelligent creatures.

In combat, they attack using their sharp claws and can bite with fangs specially designed to tear flesh. They possess the unique ability to regenerate damage. After 3 assaults from the attack, they will start to recover 3 points of damage each assault. This ability includes growing severed limbs and healing deep wounds. Only fire or acid can cause them damage that will not be healed. If attacked by these means, the usual morale of 10 will drop to 8. Until completely destroyed by acid or fire, trolls will not lose their regeneration abilities.

WOLF

COMMON WOLVES

Wolves usually group in large packs to hunt. Forests are their natural territory, although they can occasionally be seen elsewhere. Wolf cubs can be taught, with some difficulty, to behave somewhat like a domesticated dog.

GIANT WOLVES

They are similar to common wolves, except that giant wolves tend to be larger and more ferocious. They are considered semi-intelligent animals and can follow a single trail over several days.

WOLFS

	Common Wolf	Giant Wolf
AC	7	6
HD	2 + 2	4 + 1
Movement	15 meters	18 meters
Attack	1 bite	1 bite
Damage	1d6	1d8
Saving Throw	W1	W2
Morale	8	8
Treasure	None	None
Alignment	Neutral	Neutral
XP Value	25	125

ZOMBIE

Armor Class: 8
Hit Dice: 2
Movement: 9 meters
Attack: 1 claw or 1 weapon
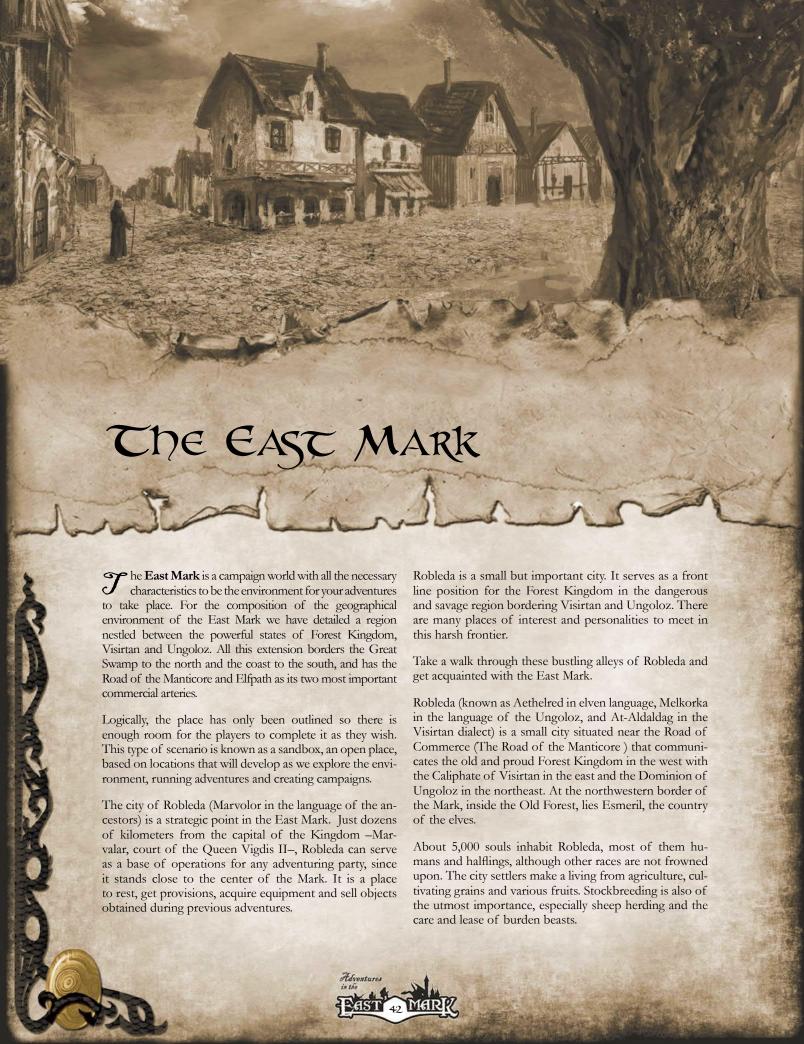**Damage:** 1d8 or weapon
Saving Throw: W1
Morale: 12
Value Treasure: None
Alignment: Chaotic
XP Value: 20

A zombie is an undead creature that shambles in a vague imitation of what it was in life. Generally, they are animated by powerful spellcasters to serve dark purposes. Zombies lack a will, so they are not affected by *Sleep* or *Charm Monster* spells. A Cleric may turn zombies by invoking their gods, even being able to command them. Zombies can be affected by regular weapons, and they are so slow that they are always the last to act during an encounter.

The East Mark

The **East Mark** is a campaign world with all the necessary characteristics to be the environment for your adventures to take place. For the composition of the geographical environment of the East Mark we have detailed a region nestled between the powerful states of Forest Kingdom, Visirtan and Ungoloz. All this extension borders the Great Swamp to the north and the coast to the south, and has the Road of the Manticore and Elfpath as its two most important commercial arteries.

Logically, the place has only been outlined so there is enough room for the players to complete it as they wish. This type of scenario is known as a sandbox, an open place, based on locations that will develop as we explore the environment, running adventures and creating campaigns.

The city of Robleda (Marvolor in the language of the ancestors) is a strategic point in the East Mark. Just dozens of kilometers from the capital of the Kingdom –Marvalar, court of the Queen Vigdis II–, Robleda can serve as a base of operations for any adventuring party, since it stands close to the center of the Mark. It is a place to rest, get provisions, acquire equipment and sell objects obtained during previous adventures.

Robleda is a small but important city. It serves as a front line position for the Forest Kingdom in the dangerous and savage region bordering Visirtan and Ungoloz. There are many places of interest and personalities to meet in this harsh frontier.

Take a walk through these bustling alleys of Robleda and get acquainted with the East Mark.

Robleda (known as Aethelred in elven language, Melkorka in the language of the Ungoloz, and At-Aldaldag in the Visirtan dialect) is a small city situated near the Road of Commerce (The Road of the Manticore) that communicates the old and proud Forest Kingdom in the west with the Caliphate of Visirtan in the east and the Dominion of Ungoloz in the northeast. At the northwestern border of the Mark, inside the Old Forest, lies Esmeril, the country of the elves.

About 5,000 souls inhabit Robleda, most of them humans and halflings, although other races are not frowned upon. The city settlers make a living from agriculture, cultivating grains and various fruits. Stockbreeding is also of the utmost importance, especially sheep herding and the care and lease of burden beasts.

The land surrounding the city is flat and regular, covered in beautiful green pastures ideal for grazing and for cultivating grain, vegetables and fruit trees. The city sits on a hill overlooking the surrounding countryside, close to the banks of the mighty Willowcreek, which runs along the east side of the city, and is navigable all the way out to the sea a few nautical miles south.

To the southeast, approximately a league from the city, lie the Blue Hills, which get their name from the blue tone of the Willowcreek as it casts its reflection on the soft slopes full of grass. All the riverbank is a gallery forest perfumed by the smell of lilies and bellflowers that grow in large bushes in the nearby mounds. Village girls come to the shore to sing and dance, splashing about in the clear water during the spring.

North the river, following the path along the upper course, the ground becomes soft and muddy, sinking into a natural depression, where the waters of the Willowcreek slow down. Everywhere in the marshes grow gray, giant reeds and enormous willows, forming a dense swamp brimming with wildlife and annoying insects. This area is called the Great Swamp. Among the jumbled vegetation rise the Ravines of the Marshland, where a network of frontier beacons, now abandoned, stood. North of the swamp, in its most inaccessible and savage depths, grows the Black Forest, a jungle home of warring tribes of Lizard Men and dinosaurs the size of dragons, all guarding the ruins of ancient civilizations.

West of the Great Swamp, adventurous travelers will find the huge green mass of the Forest of Spiders, a dangerous wood where an endemic race of aggressive arachnids builds large colonies with cobwebs as strong as steel. The Misty Hills mark the western boundaries of the spiders' domains to the gigantic elven forest, the Old Forest of Esmeril. Some scholars recorded in their volumes the myth that underneath the Misty Hills lie the ancestral ruins of a damned city that succumbed to ancient decadence in long forgotten times, when the gods walked among the mortals. Nowadays, only dreamers and the naive believe these tales, though the few adventurers who ventured into the fog never returned.

North of the Misty Hills, lie the remains of an ancient fortress of the Forest Kingdom, The Dwarf Citadel, near the old iron mines.

To the west limits of East Mark, between the border with the elven kingdom of Esmeril and the Shirely forest (the administrative center of the Forest Kingdom), there is a dark and mysterious valley, the Dark Valley, hidden among huge and decrepit centennial trees, said to be keeper of deadly secrets and hidden designs of powerful creatures and forgotten gods. No one in their right minds would venture inside.

Well known to all the inhabitants of the Mark is the inhospitable land southeast of the Shirely. The Brownish Mounds stand out on the east bank of the Draco's tributary, home to bandits and drakes. A bit farther, where the Mount of the Cyrenean casts its shadows, it is said there used to live unspeakable horrors summoned by dark wizards that came from the legendary country of Neferu, across the Dragon Sea.

Beyond that point, following the Path of the Coast to the east, lies a wild moor inhabited by trolls, which is without any doubt one of the most dangerous places surrounding Robleda. Past that point the road opens onto a valley known as the Great Gully of the Druids, a place of stunning natural beauty full of strange millenary monoliths dedicated to mother nature.

To the east of the Great Swamp the Taurus Fields extend, site of past battles when the possession of land and the delineation of boundaries were determined by the clash of swords.

Today, these meadows are the silent resting place of hundreds of anonymous soldiers, of a thousand different races and nationalities, buried in mass graves and deep barrows. It is said that huge spectral armies escape from their graves at night to fight a never ending battle in the foggy and black plains of this sinister cemetery.

Beyond the eastern bank of the Willowcreek vast and rich pastures extend as far as the eye can reach. Some families of Robleda chose this land as their home, setting their ranchs in the moor. But the beauty of these green fields can deceive the unwary traveler, as these are truly dangerous lands, where wolfs howl. The families who dwell here take good care of their property, raising high fences around their homes and always keeping their weapons at the ready. Between these fields run the grazing paths, protected and maintained by guards hired by the Grazing Council of Robleda.

Past the moor, a few dozen kilometers to the east of the Mark, the land rises above the plain, becoming rough and rocky. From these cold rocks emerge the frozen mountains of the Liafdag, where Flower of the Dead is said to grow. Up there, not even the bravest shepherds bring their herds, although occasionally some have come to the very edge of the frontier of Ungoloz and Visirtan. In these wild lands, goblins thrive, strong with rage and swords.

The mountains are cold and inhospitable during the winter, but wear a cheerful green in the spring months. Here the oaks grow strong and splendid with big and bitter acorns.

At the mountain range's feet, the Sirinsal flows, born from the Regia Loch, its water cold and clear as a child's tears. A bit to the south the water forms a deep lake where fishing is abundant. Near the shore grows a forest of ash, poplar and willow trees, home to fallow deers and wild pigs. The twilights are beautiful when the sun goes to sleep and throws the last orange rays on the peaceful and warm Liafdag loch.

At the edge of the grove lies the small village of Poplar Grove, famous for its enormous horses. Further south,

among the old oaks that dot the ancient Elfpath, next to the Dead Gnoll Basin, is the town of Nidaros, renowned for its white truffles, fleshy and soft and possessing a penetrating aroma.

The rugged and rocky extension of Dead Gnoll Basin represents a natural border to the Caliphate of Visirtan, bordering the Raven Forest and Skull Plateau or Calvera (a vacant and deserted elevation that locals consider to be cursed by the gods). Visirtan's frontier is guarded by the mighty fortress of The Pass (Ur'Gumla in Visirtan), which sits in the green hills surrounding the town of Flora (Osman in Visirtan), an advanced Visirtan enclave in westernmost lands.

Behind the iced Liafdag hides the proud kingdom of Ungoloz, with its populous cities and towns and burgeoning military power. The Black Gate is the only safe connection to the inner valley, passing through the natural walls of the always frozen ridge. Thousands of hidden and dangerous paths in the mountain are well known by smugglers and thieves brave enough to venture there to avoid the Black Watch of King Odinkar (Black Towers garrison, guarding the entrance to the Domain of the Black Prince) that controls his country with an iron fist from his capital Augelmir, the city of a thousand towers.

The City of Robleda

Robleda is a small city, compact and cozy. It is located on a hill overlooking the surrounding fields. A wall with steep sides rings the city. The outer wall has watchtowers, built in oak and reinforced with stone and red plaster.

The city streets are narrow and cobbled, always clean and well maintained. The houses are small, single store build-

ings, though some are higher, even two or three floors. The houses are built of strong and gnarled oak wood, with corners and first stories reinforced in stone. Some houses have gabled roofs made of black slate (those of well-off families), while the ones in poor districts are made of tied hemp and straw. A few large ancestral mansions are built entirely of dark gray stone with coffered ceilings made of wood.

The streets open from the central square of the town, where stands the house of the Burgomeister, in front of the centennial oak that lends the city its name. Close by stands a temple devoted to light and goodness, The House of the Morrow, built in ocher granite.

On one side of the Consistory stands the Bailiff House of the Robleda Guard and a small prison adjacent to it. Also near the Consistory, but on the opposite side of the house stands the office of the Lycurgus of Customs, which is also the market clerk, tax collector and mayor of the court of Marvalar. Two sentries guard the entrance day and night armed with large halberds.

Very close to the square, in a large straight building made of oak and roofed with light brown slate, the Grazing Council gathers. They are in charge to ensure the correct use of grazing paths and to organize the lease of burden beasts to work on the cultivated fields. A little warehouse in the back is used by the Grazing Guards, who keep away thieves and vermin, to store their arms and implements.

Next to the council is situated the impressive fortress of Duke Reginbrad, Lord of Robleda, personally appointed by the Queen Vigdis II. At his command, the city's garrison and a full complement of soldiers (six hundred armed men, including one hundred on horseback). The principal task of these men is to guard the Mark's eastern borders and maintain the order within the Mark.

Adventures in the East Mark

Level: 1

Character: Greybold Grimbeard
Player:
Class: Dwarf
Origin:
Alignment: Neutral
Height: 1.52m
Weight: 85kg
Sex: Male
Age: 54
Hair: Light brown
Eyes: Black
Marks:

Characteristics

Score		Modifiers	
15	Strength	+1	To melee attacks/damage and tear down doors
13	Dexterity	-1/+1	AC and ranged attacks
16	Constitution	+2	To hit points
13	Intelligence	+1	To read and write languages
15	Wisdom	+1	To ST against magical attacks
7	Charisma	+1/6	To reactions and morale of the followers

Saving Throws

D20 to beat		Modifiers
8	Poison or Death	+2
9	Rod, Staff or Wand	+1
10	Petrification or Paralysis	+2
13	Breath Weapon	+1
12	Spell and Magic Weapons	+1

Movement

Base	In combat	Running	Encumbered
20m	7m	40m	10m

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

Abilities

Base	In 1d6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-3	Tear down doors
Sp	1-2	Detect secret doors
1	1-2	Detect traps and pits
Sp	–	Track in wilderness
Sp	–	Track in interiors
Sp	–	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

Equipment

Scalemail armor	20kg
Heavy crossbow	2kg
Dagger	0.5kg
Battleaxe	3kg
Rope (50m)	5kg
Bolts (20)	1kg
Backpack	1kg
Blanket	1kg
Food ration (2)	1kg
Tinder and flint	0kg
Water skin	2kg
Spikes (3)	0.5kg
Hammer	1kg
Wine (2 liters)	2kg
Pouch	2kg
Small sack	0.5kg
Big sack	0.5kg

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total: 43kg

Armor Class

Base / Armor	AC
Scalemail armor	6

Shield — AC

5

Surprised	AC	Others modifiers	AC
Without Dexterity or Shield	6		

Hit Points and Wounds

Wounds

Hit Points

Die 8

9

Special Abilities

Basic communication with goblins, kobolds, gnomes and orcs

Infravision (20m)

Weapons and Combat

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

Weapon		Attack	Total		STR/DEX	Magic		Damage	Base		Strength Modifier	Magic		Special
Weapon	Battleaxe	Attack	+1	=	+1	+		Damage	1D8	+	+1	+		
Weapon	Dagger	Attack	+1	=	+1	+		Damage	1D4	+	+1	+		
Weapon	Heavy crossbow	Attack	+1	=	+1	+		Damage	1D8	+	N/A	+		
Weapon		Attack		=		+		Damage	D	+		+		
Weapon		Attack		=		+		Damage	D	+		+		

Initiative

Total		Dex	Misc
+1	=	+1	+

Ammo or Munitions

Spells

1	2	3	4	5	6	7	8	9

Treasure

Gems		
	Platinum	0
	Gold	10
	Electro	0
	Silver	2
	Copper	0

XP 0 **Nec** 2000

Adventures in the East Mark

Level: 1

Character: Jaem the Warder
Class: Explorer
Origin:
Height: 1.70m
Hair: Black
Player:
Alignment: Lawful
Weight: 53kg
Eyes: Brown
Sex: Male
Age: 21
Marks:

Characteristics

Score		Modifiers	
14	Strength	+1	To melee attacks/damage and tear down doors
15	Dexterity	-1/+1	AC and ranged attacks
8	Constitution	-1	To hit points
14	Intelligence	+1	To read and write languages
12	Wisdom	+0	To ST against magical attacks
10	Charisma	+0/7	To reactions and morale of the followers

Saving Throws

D20 to beat		Modifiers
12	Poison or Death	-1
13	Rod, Staff or Wand	+1
14	Petrification or Paralysis	-1
15	Breath Weapon	+1
16	Spell and Magic Weapons	+0

Movement

Base	In combat	Running	Encumbered
30m	10m	60m	15m

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

Abilities

Base	In 1d6	
1-2	1-3	Surprise
1	1	Hear noises
1-2	1-3	Tear down doors
Sp	—	Detect secret doors
1	1	Detect traps and pits
Sp	1-5	Track in wilderness
Sp	1-4	Track in interiors
Sp	—	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

Equipment

Studded leather armor	10kg
Heavy crossbow	2kg
Heavy whip	5kg
Backpack	1kg
Blanket	1kg
Torches (2)	1kg
Water skin	2kg
Bolts (20)	1kg
Food ration (4)	2kg
Tinder and flint	0kg

Armor Class

Base / Armor	AC
Studded leather	6

Shield	AC

Surprised	AC
Without Dexterity or Shield	6

Others modifiers AC

Shield value: 5

Hit Points and Wounds

Wounds

Hit Points: 1
Die: 8

Special Abilities

+1 to AT per level against goblinoid/giants
Only surprised with 1 in 1d6

Weapons and Combat

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

Weapon		Attack	Total		STR/DEX	Magic	Damage	Base		Strength Modifier	Magic	Special
Heavy crossbow	Attack	+1	=	+1	+		Damage	1D8	+	N/A		
Heavy whip	Attack	+1	=	+1	+		Damage	1D8	+	+1		
	Attack		=		+		Damage	D	+			
	Attack		=		+		Damage	D	+			
	Attack		=		+		Damage	D	+			

Initiative

Total		Dex	Misc
+1	=	+1	+

Ammo or Munitions

Spells

1 2 3 4 5 6 7 8 9

Max load:	Total
Elves & Halflings: 30 kg	
Humans: 40 kg	25kg
Dwarves: 50 kg	

Treasure

Gems		
	Platinum	0
	Gold	29
	Electro	0
	Silver	9
	Copper	0

XP	0	NEC	2000

Adventures in the East Mark

Level: 1

Character: Kaela
Class: Mage
Origin:
Height: 1.65 m
Weight: 50kg
Hair: Light brown
Eyes: Green
Player:
Alignment: Neutral
Sex: Female
Age: 22
Marks:

Characteristics

Score		Modifiers	
9	Strength	+0	To melee attacks/damage and tear down doors
15	Dexterity	−2/+2	AC and ranged attacks
10	Constitution	+0	To hit points
16	Intelligence	+2	To read and write languages
11	Wisdom	+0	To ST against magical attacks
13	Charisma	−1/8	To reactions and morale of the followers

Saving Throws

D20 to beat

D20		Modifiers
13	Poison or Death	+0
13	Rod, Staff or Wand	+2
13	Petrification or Paralysis	+0
16	Breath Weapon	+2
14	Spell and Magic Weapons	+0

Movement

	Base	In combat	Running	Encumbered
	30m	10m	60m	15m

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

Equipment

Item	Weight
Feather	0kg
Staff	3kg
Dagger	0.5kg
Sling	0kg
Grimoire	1kg
Torch	0.5kg
Small sack	0.5kg
Kit (map, parchment)	0.5kg
Food ration (3)	1.5kg
Ink (vial)	0kg
Tinder and flint	0kg
Water skin	2kg

Abilities

Base	In 1d6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-2	Tear down doors
Sp	−	Detect secret doors
1	1	Detect traps and pits
Sp	−	Track in wilderness
Sp	−	Track in interiors
Sp	−	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

Special Abilities

Armor Class

Base / Armor	AC
No armor	9
Shield	AC
Surprised	AC
Without Dexterity or Shield	9

Others modifiers | AC

Shield value: 7

Hit Points and Wounds

Wounds

Hit Points: 3
Die: 4

Weapons and Combat

AC	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6
	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

Weapon		Attack	Total		STR/DEX	Magic		Damage	Base		Strength Modifier	Magic	Special
Weapon	Staff	Attack	+0	=	+0	+	Damage	1D8	+	+0	+		
Weapon	Dagger	Attack	+0	=	+0	+	Damage	1D4	+	+0	+		
Weapon	Sling	Attack	+2	=	+2	+	Damage	1D6	+	N/A	+		
Weapon		Attack		=		+	Damage	D	+		+		
Weapon		Attack		=		+	Damage	D	+		+		

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total: 14.5kg

Treasure

Gems		
	Platinum:	0
	Gold:	13
	Electro:	0
	Silver:	6
	Copper:	0

Initiative

Total		Dex	Misc
+2	=	+2	

Ammo or Munitions

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☐☐☐☐☐ ☐☐☐☐☐   ☒☒☒☒☒

Spells

1	2	3	4	5	6	7	8	9
1								

Written in her grimoire:
Read Magic, Shield and Magic Missile

XP: 0   NEC: 2500

Adventures in the EAST MARK

Level: 1

Character: Khedron Dahl
Class: Cleric **Origin:** Ungoloz
Height: 2m **Weight:** 85kg
Hair: Slicked black **Eyes:** Hard grey
Player:
Alignment: Chaotic
Sex: Male **Age:** 24
Marks:

Characteristics

Score		Modifiers	
13	Strength	+1	To melee attacks/damage and tear down doors
13	Dexterity	-1/+1	AC and ranged attacks
15	Constitution	+1	To hit points
11	Intelligence	+0	To read and write languages
14	Wisdom	+1	To ST against magical attacks
12	Charisma	+0/7	To reactions and morale of the followers

Saving Throws

D20 to beat		Modifiers
12	Poison or Death	+1
13	Rod, Staff or Wand	+1
14	Petrification or Paralysis	+1
15	Breath Weapon	+1
16	Spell and Magic Weapons	+1

Movement

Base	In combat	Running	Encumbered
30m	10m	60m	15m

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

Equipment

Scalemail	20kg
Mace	2kg
Water skin	5kg
Backpack	1kg
Blanket	1kg
Hammer	1kg
Candles (10)	0kg
Stakes (3)	0.5kg
Food ration (3)	1.5kg
Tinder and flint	0kg
Animal food (3 days)	1.5kg
Pouch	2kg
Small sack	0.5kg
Holy symbol, silver	0kg

Abilities

Base	In 1d6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-3	Tear down doors
Sp	—	Detect secret doors
1	1	Detect traps and pits
Sp	—	Track in wilderness
Sp	—	Track in interiors
Sp	—	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

Special Abilities

Guard dog (Mastiff named Skinner)

Turn undead (see table)

Armor Class

Base / Armor	AC
Scalemail	6
Shield	**AC**
Shield	-1
Surprised	**AC**
Without Dexterity or Shield	6

AC: **4**

Others modifiers: AC

Hit Points and Wounds

Wounds

Hit Points: **5**

Die: 6

Weapons and Combat

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

Weapon		Attack	Total		STR/DEX	Magic	Damage	Base		Strength Modifier	Magic	Special
Weapon	Mace	Attack	+1	=	+1	+	Damage	1D6	+	+1	+	
Weapon		Attack		=		+	Damage	D	+		+	
Weapon		Attack		=		+	Damage	D	+		+	
Weapon		Attack		=		+	Damage	D	+		+	
Weapon		Attack		=		+	Damage	D	+		+	

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total: 36kg

Initiative

Total		Dex	Misc
+1	=	+1	+

Ammo or Munitions

Spells

1	2	3	4	5	6	7	8	9

Treasure

Gems		
	Platinum:	0
	Gold:	12
	Electro:	0
	Silver:	3
	Copper:	0

XP 0 **NEC** 1500

Adventures in the East Mark

Level: 1

Character: Landiel "the Doe of Boceret" **Player:**

Class: Elf **Origin:** High elf **Alignment:** Neutral

Height: 1.59m **Weight:** 55kg **Sex:** Female **Age:** 34

Hair: Black **Eyes:** Black **Marks:**

Characteristics

Score		Modifiers	
9	Strength	+0	To melee attacks/damage and tear down doors
13	Dexterity	-1/+1	AC and ranged attacks
14	Constitution	+1	To hit points
12	Intelligence	+0	To read and write languages
13	Wisdom	+1	To ST against magical attacks
14	Charisma	-1/8	To reactions and morale of the followers

Saving Throws

D20 to beat — Modifiers

D20		Modifier
12	Poison or Death	+1
13	Rod, Staff or Wand	+1
13	Petrification or Paralysis	+1
15	Breath Weapon	+1
15	Spell and Magic Weapons	+1

Movement

Base	In combat	Running	Encumbered
40m	13m	80m	20m

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

Equipment

Item	Weight
Leather armor	8kg
Heavy crossbow	2kg
Dagger	0.5kg
Grimoire	1kg
Rope	5kg
Bolts (20)	1kg
Backpack	1kg
Blanket	1kg
Food ration (5)	2.5kg
Tinder and flint	0kg
Water skin	2kg

Abilities

Base	In 1d6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-2	Tear down doors
Sp	1-2	Detect secret doors
1	1	Detect traps and pits
Sp	-	Track in wilderness
Sp	-	Track in interiors
Sp	-	Hide

%	
0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

Special Abilities

Immune to paralysis

Infravision (20m)

Armor Class

Base / Armor	AC
Leather armor	7
Shield	AC
Surprised	AC
Without Dexterity or Shield	7

Others modifiers — AC

Shield: **6**

Hit Points and Wounds

Wounds

Hit Points: **5**

Die: **6**

Weapons and Combat

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

Weapon	Attack Total	STR/DEX	Magic	Damage Base	Strength Modifier	Magic	Special
Heavy crossbow	+1	+1		1D8	N/A		
Dagger	+0	+0		1D4	+0		
				D			
				D			
				D			

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total: **24kg**

Initiative

Total		Dex	Misc
+1	=	+1	+

Ammo or Munitions

☒☒☒☒☒ ☒☒☒☒☒ | ☐☐☐☐☐
☒☒☒☒☒ ☒☒☒☒☒ | ☐☐☐☐☐

Spells

1	2	3	4	5	6	7	8	9
1								

Written in her grimoire:
Read Magic, Detect Magic, Open

Treasure

Gems		
	Platinum:	0
	Gold:	5
	Electro:	0
	Silver:	25
	Copper:	0

XP 0 **NEC** 4000

Adventures in the East Mark

Level: 1

Character: Marvesh "no luck"
Player:
Class: Thief
Origin:
Alignment: Neutral
Height: 1.65 m
Weight: 45 kg
Sex: Male
Age: 20
Hair: Brown
Eyes: Brown
Marks:

Characteristics

Score		Modifiers	
12	Strength	+0	To melee attacks/damage and tear down doors
17	Dexterity	−2/+2	AC and ranged attacks
10	Constitution	+0	To hit points
10	Intelligence	+0	To read and write languages
7	Wisdom	−1	To ST against magical attacks
12	Charisma	+0/7	To reactions and morale of the followers

Saving Throws

D20 to beat — Modifiers

D20		Modifier
16	Poison or Death	+0
15	Rod, Staff or Wand	+2
13	Petrification or Paralysis	+0
16	Breath Weapon	+2
14	Spell and Magic Weapons	−1

Movement

Base	In combat	Running	Encumbered
30m	10m	60m	15 m

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

Equipment

Leather armor	8kg
Short sword	1kg
Dagger	0.5kg
Short bow	1.5kg
Picks (12)	4kg
Torch	0.5kg
Small sack	0.5kg
Thieves kit (tools)	1kg
Food ration (3)	1.5kg

Abilities

Base	In 1d6	
1-2	1-2	Surprise
1	1-2	Hear noises
1-2	1-2	Tear down doors
Sp	−	Detect secret doors
1	1	Detect traps and pits
Sp	−	Track in wilderness
Sp	−	Track in interiors
Sp	−	Hide

17%	Open locks
14%	Find and disarm traps
23%	Steal
23%	Move silently
87%	Climb walls
13%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

Special Abilities

Armor Class

Base / Armor	AC
Leather armor	7
Shield	AC
	5
Surprised	AC
Without Dexterity or Shield	7
Others modifiers	AC

Hit Points and Wounds

Wounds

Hit Points: 1
Die: 6

Weapons and Combat

AC	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6
	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

Weapon	Attack Total	STR/DEX	Magic	Damage Base	Strength Modifier	Magic	Special
Short sword	+0	+0		1D6	+0		
Dagger	+0	+0		1D4	+0		
Short bow	+2	+2		1D6	N/A		
				D			
				D			

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total: 18.5 kg

Initiative

Total	Dex	Misc
+2	+2	

Ammo or Munitions

Spells

1	2	3	4	5	6	7	8	9

Treasure

Gems		
	Platinum	0
	Gold	46
	Electro	0
	Silver	6
	Copper	0

XP: 0 **Nec:** 1200

Adventures in the East Mark

Level: 1

Character: Maya
Player:
Class: Warrior **Origin:** Robleda **Alignment:** Lawful
Height: 1.75 m **Weight:** 67 kg **Sex:** Female **Age:** 18
Hair: Black **Eyes:** Green **Marks:**

Characteristics

Score		Modifiers	
17	Strength	+2	To melee attacks/damage and tear down doors
15	Dexterity	-1/+1	AC and ranged attacks
15	Constitution	+1	To hit points
11	Intelligence	+0	To read and write languages
10	Wisdom	+0	To ST against magical attacks
12	Charisma	+0/7	To reactions and morale of the followers

Saving Throws

D20 to beat		Modifiers
12	Poison or Death	+1
13	Rod, Staff or Wand	+1
14	Petrification or Paralysis	+1
15	Breath Weapon	+1
16	Spell and Magic Weapons	+0

Movement

Base	In combat	Running	Encumbered
30m	10m	60m	15m

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

Abilities

Base	In 1d6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-4	Tear down doors
Sp	–	Detect secret doors
1	1	Detect traps and pits
Sp	–	Track in wilderness
Sp	–	Track in interiors
Sp	–	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

Equipment

Chainmail armor	15kg
Bastard sword	3kg
Dagger	0.5kg
Shield	5kg
Light crossbow	1kg
Bolts (20)	1kg
Backpack	1kg
Blanket	1kg
Food ration (3)	1.5kg
Tinder and flint	0kg
Torch (2)	1kg

Armor Class

Base / Armor	AC
Chainmail	5
Shield	AC
Tarja	-1
Surprised	AC
Without Dexterity or Shield	5

Shield: **3**

Others modifiers: AC

Hit Points and Wounds

Wounds

Hit Points: **8**

Die: 10

Special Abilities

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total: **30kg**

Weapons and Combat

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

Weapon	Attack	Total	STR/DEX	Magic	Damage	Base	Strength Modifier	Magic	Special
Bastard sword	Attack	+2	= +2	+	Damage	2D4	+2	+	
Dagger	Attack	+2	= +2	+	Damage	1D4	+2	+	
Light crossbow	Attack	+1	= +1	+	Damage	1D6	N/A	+	
	Attack		=	+	Damage	D		+	
	Attack		=	+	Damage	D		+	

Initiative

Total		Dex	Misc
+1	=	+1	+

Ammo or Munitions

Spells

1	2	3	4	5	6	7	8	9

Treasure

Gems		
	Platinum	0
	Gold	52
	Electro	0
	Silver	3
	Copper	2

XP 0 **NEC** 2000

Adventures in the EAST MARK

Level: 1

Character: Saddin Kónnin
Player:
Class: Paladin   **Origin:** Ôsman   **Alignment:** Lawful
Height: 1.95 m   **Weight:** 135 kg   **Sex:** Male   **Age:** 22
Hair: Black   **Eyes:** Black   **Marks:** two deep scars on his back

CHARACTERISTICS

Score		Modifiers	
16	Strength	+2	To melee attacks/damage and tear down doors
16	Dexterity	-2/+2	AC and ranged attacks
16	Constitution	+2	To hit points
13	Intelligence	+1	To read and write languages
12	Wisdom	+0	To ST against magical attacks
13	Charisma	-1/8	To reactions and morale of the followers

SAVING THROWS

D20 to beat		Modifiers
12	Poison or Death	+4
13	Rod, Staff or Wand	+4
14	Petrification or Paralysis	+4
15	Breath Weapon	+4
16	Spell and Magic Weapons	+2

MOVEMENT

Base	In combat	Running	Encumbered
30 m	10 m	60 m	15 m

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

EQUIPMENT

Chainmail	15 kg
Sword, Bastard	3 kg
Dagger	0.5 kg
Crossbow, Light	1 kg
Shield	5 kg
Torch	0.5 kg
Small sack	0.5 kg
Rope (30 m)	3 kg
Food ration (3)	1.5 kg
Tinder and flint	0 kg
Bolts (10)	0.5 kg

ABILITIES

Base	In 1d6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-4	Tear down doors
Sp	–	Detect secret doors
1	1	Detect traps and pits
Sp	–	Track in wilderness
Sp	–	Track in interiors
Sp	–	Hide

0 %	Open locks
0 %	Find and disarm traps
0 %	Steal
0 %	Move silently
0 %	Climb walls
0 %	Hiding in the shadows
0 %	Comprehend languages
0 %	Use scrolls

ARMOR CLASS

Base / Armor	AC
Chainmail	5
Shield	AC
Tarja	-1
Surprised	AC
Without Dexterity or Shield	5

Shield: **2**

Others modifiers AC

HIT POINTS AND WOUNDS

Wounds

Hit Points: **9**
Die: 8

SPECIAL ABILITIES

Laying on hands (2 hit / level)
Inmune to conventional and magical diseases
Protection against evil, aura (3m radius)

WEAPONS AND COMBAT

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

Weapon		Attack	Total	=	STR/DEX	+ Magic		Damage	Base	+	Strength Modifier	+ Magic	+	Special
Sword, Bastard		Attack	+2	=	+2	+		Damage	2D4	+	+2			
Dagger		Attack	+2	=	+2	+		Damage	1D4	+	+2			
Crossbow, light		Attack	+2	=	+2	+		Damage	1D6	+	N/A			
		Attack		=		+		Damage	D	+		+		
		Attack		=		+		Damage	D	+		+		

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total: **30.5 kg**

INITIATIVE

Total	=	Dex	+	Misc
+1	=	+1	+	

AMMO OR MUNITIONS

SPELLS

1 2 3 4 5 6 7 8 9

Treasure

Gems		
	Platinum:	0
	Gold:	0
	Electro:	0
	Silver:	42
	Copper:	0

XP 0   **NEC** 2500

Adventures in the EAST MARK

Level: 1

Character: Wein Everlast
Class: Halfling **Origin:**
Height: 0.85m **Weight:** 32kg
Hair: Honey **Eyes:** Amber

Player:
Alignment: Neutral
Sex: Female **Age:** 42
Marks:

CHARACTERISTICS

Score		Modifiers	
13	Strength	+1	To melee attacks/damage and tear down doors
17	Dexterity	−2/+2	AC and ranged attacks
13	Constitution	+1	To hit points
10	Intelligence	+0	To read and write languages
9	Wisdom	+0	To ST against magical attacks
8	Charisma	+1/6	To reactions and morale of the followers

SAVING THROWS

D20 to beat		Modifiers
8	Poison or Death	+1
9	Rod, Staff or Wand	+2
10	Petrification or Paralysis	+1
13	Breath Weapon	+2
12	Spell and Magic Weapons	+0

MOVEMENT

Base	In combat	Running	Encumbered
20m	7m	40m	10m

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

EQUIPMENT

Studded leather armor	10kg
Hatchet x2	4kg
Dagger	0.5kg
Sling	0kg
Tinder and flint	0kg
Torch	0.5kg
Small sack	0.5kg
Skin (water)	2kg
Food ration (3)	1.5kg

ABILITIES

Base	In 1d6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-2	Tear down doors
Sp	−	Detect secret doors
1	1	Detect traps and pits
Sp	−	Track in wilderness
Sp	−	Track in interiors
Sp	1-4	Hide

0 %	Open locks
0 %	Find and disarm traps
0 %	Steal
0 %	Move silently
0 %	Climb walls
0 %	Hiding in the shadows
0 %	Comprehend languages
0 %	Use scrolls

ARMOR CLASS

Base / Armor	AC
Studded leather	6
Shield	

4

Surprised	AC	Others modifiers	AC
Without Dexterity or Shield	6	Big size	2

HIT POINTS AND WOUNDS

Wounds

Hit Points

Die: 6

6

SPECIAL ABILITIES

+1 to ranged attack rolls

−2 to AC if attacked by creatures larger than humans

+1 to initiative

WEAPONS AND COMBAT

AC	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6
	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20

Weapon		Attack	Total	= STR/DEX	+ Magic	Damage	Base	Strength Modifier	Magic	Special
Weapon	Hatchet	Attack	+1	= +1	+	Damage	1D6	+ +1	+	
Weapon	Dagger	Attack	+1	= +1	+	Damage	1D4	+ +1	+	
Weapon	Sling	Attack	+3	= +2	+ +1	Damage	1D4	+ N/A	+	
Weapon		Attack		=	+	Damage	D	+	+	
Weapon		Attack		=	+	Damage	D	+	+	

Max load:	Total
Elves & Halflings: 30 kg	19kg
Humans: 40 kg	
Dwarves: 50 kg	

Treasure

Gems	Platinum:	0
	Gold:	37
	Electro:	0
	Silver:	6
	Copper:	0

INITIATIVE

Total		Dex	Misc
+3	=	+2	+ +1

AMMO OR MUNITIONS

SPELLS

1	2	3	4	5	6	7	8	9

XP 0 **NEC** 2000

Adventures in the East Mark

Level ◯

Character: _____
Player: _____
Class: _____ Origin: _____ Alignment: _____
Height: _____ Weight: _____ Sex: _____ Age: _____
Hair: _____ Eyes: _____ Marks: _____

Characteristics

Score		Modifiers	
___	Strength	___	To melee attacks/damage and tear down doors
___	Dexterity	___	AC and ranged attacks
___	Constitution	___	To hit points
___	Intelligence	___	To read and write languages
___	Wisdom	___	To ST against magical attacks
___	Charisma	___	To reactions and morale of the followers

Saving Throws

D20 to beat		Modifiers
◯	Poison or Death	___
◯	Rod, Staff or Wand	___
◯	Petrification or Paralysis	___
◯	Breath Weapon	___
◯	Spell and Magic Weapons	___

Movement

Base	In combat	Running	Encumbered
___	___	___	___

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

Equipment

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Abilities

Base	In 1d6	
1-2	___	Surprise
1	___	Hear noises
1-2	___	Tear down doors
Sp	___	Detect secret doors
1	___	Detect traps and pits
Sp	___	Track in wilderness
Sp	___	Track in interiors
Sp	___	Hide

___	%	Open locks
___	%	Find and disarm traps
___	%	Steal
___	%	Move silently
___	%	Climb walls
___	%	Hiding in the shadows
___	%	Comprehend languages
___	%	Use scrolls

Special Abilities

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Armor Class

Base / Armor		AC
___		___
Shield		AC ___
Surprised (Without Dexterity or Shield)		AC ___
Others modifiers ___		AC ___

Hit Points and Wounds

Wounds

Hit Points

Die ◯

Weapons and Combat

AC: 9 8 7 6 5 4 3 2 1 0 −1 −2 −3 −4 −5 −6

Weapon		Attack	Total	=	STR/DEX	+	Magic	Damage	Base		Strength Modifier	+	Magic	+	Special
___		Attack	___	=	___	+	___	Damage	D___		___	+	___	+	___
___		Attack	___	=	___	+	___	Damage	D___		___	+	___	+	___
___		Attack	___	=	___	+	___	Damage	D___		___	+	___	+	___
___		Attack	___	=	___	+	___	Damage	D___		___	+	___	+	___
___		Attack	___	=	___	+	___	Damage	D___		___	+	___	+	___

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total ___

Initiative

Total ___ = Dex ___ + Misc ___

Ammo or Munitions

☐☐☐☐☐ ☐☐☐☐☐ | ☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐☐ | ☐☐☐☐☐

Spells

1	2	3	4	5	6	7	8	9
☐	☐	☐	☐	☐	☐	☐	☐	☐

Treasure

Gems	Platinum:
	Gold:
	Electro:
	Silver:
	Copper:

XP ___ NEC ___

Designation of product identity

The names Adventures in the East Mark and the East Mark, when used in any context, are product identity. All artwork, logos, presentation and layout are product identity.

Designation of Open Game Content

All text and tables with the exception of material specifically excluded in the declaration of product identity, is open game content.

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