
LOW FANTASY GAMING

Low Magic. High Adventure.



Stephen J. Grodzicki

CREDITS

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Website: <https://lowfantasygaming.com/>

The official LFG site has some bite size overviews, a bunch of practical gaming links, comments and questions page, and of course a link to download this free pdf. As at Sept 2016 it also has a link to my Patreon *\$1 Adventure Frameworks*, which are basically mini adventures for LFG campaigns. I'd love to hear your thoughts or comments. Stop by sometime and let me know what you think.



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WHAT IS LOW FANTASY GAMING?

Low Fantasy Gaming (“LFG”) is a tabletop role-playing game built for sword & sorcery adventures in low magic worlds.

Rules Light

LFG is rules light, with a heavy emphasis on Games Master (“GM”) rulings. It’s a hybrid of old school and modern game design, based on the 1d20 Open Game Licence.

Fast & Engaging Combat

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

Dangerous & Gritty

Battle is genuinely dangerous and every skirmish takes a toll. The threat of serious injury or death is never far away.

A “Realistic” World

LFG worlds tend to mimic our own classical or medieval periods. Humans are the default player race. Magic and fantastic monsters exist, but are very rare.

Dark & Dangerous Magic

Magic is not only rare, it is dark and inherently dangerous. Sorcery is a power not meant for mortals, and adventurers engage with it at their peril.

Riches & Glory

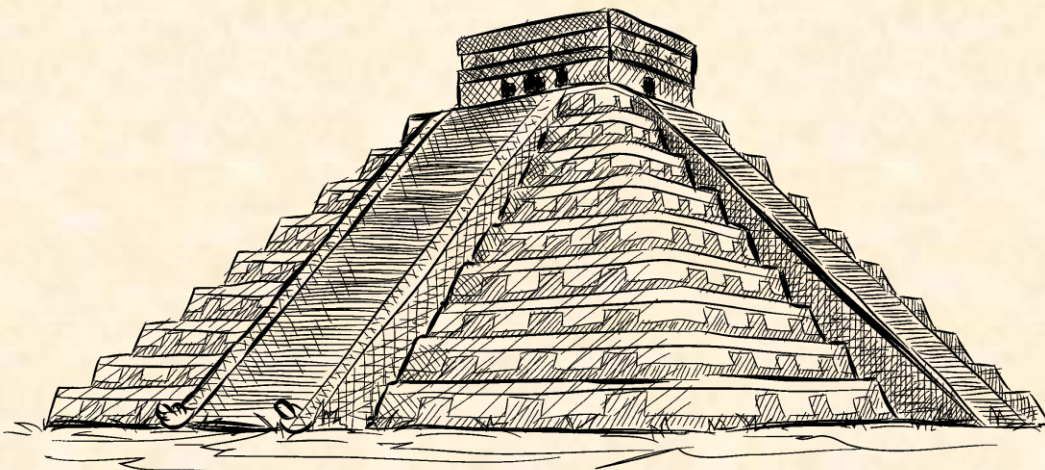
LFG is about exploring the unknown; delving into the lost places of the world to unearth new mysteries. Player characters are not epic heroes charged with saving the world; they are bold adventurers seeking riches and glory.

Open World

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

What LFG is Not

This book does not describe a new low magic fictional setting. It is a generic ruleset for use with published low magic worlds (some examples appear at page 177) or a world of your own creation. With some tweaking, LFG could handle most fantasy settings, but the system assumes low fantasy.



CORE FEATURES

For those familiar with 1d20 based fantasy role-playing games, LFG differs as follows:

- **5 classes only:** Barbarian, Bard, Fighter, Rogue & Magic User.
- **12th Level Maximum** eliminates the most powerful magic, and keeps the mightiest monsters scary.
- **Roll equal or under attribute** (with modifiers) to resolve uncertain actions, making every attribute point matter.
- **Willpower** and **Perception** attributes replace the Wisdom attribute.
- Skills provide access to a Level based **Reroll Pool**.
- Diminishing **Luck** attribute that replaces saving throws, and powers some martial exploits.
- **Minor, Major and Rescue Exploits** (on top of damage, not in lieu) provide creative combat options and moments of greatness.
- **Dangerous Combat:** dropping to zero hit points is serious –
 - Cure spells work more slowly (1d3 minutes) on subjects reduced to zero hit points.
 - Long term **Injuries & Setbacks** trigger at zero hit points (assuming the adventurer isn't dead).
 - Players test to see if a downed adventurer is dead only after combat has ended.
- **Party Retreat** and **Chase** rules allow the GM to throw whatever makes sense at the party, without worrying about “balanced” encounters.
- **5 minute Short Rests** allow all classes to recover hit points and class abilities quickly, encouraging the party to push on rather than camp.
- **Dark & Dangerous Magic** tests, making all spell casting inherently dangerous. No at-will or resurrection magic. Magic users are less reliant on spells, using one handed weapons and light armour.
- **Rare magical items**, with *obvious* and *discreet* properties, that unlock as their owners level up.
- **Online Play Support:** a customized character sheet is available for online play at <https://roll20.net/>
- **Rules as Guidelines.** The GM is the final authority on all LFG “rules”. Everything herein is a guide only, and should be tailored to fit the preferences of the GM and players.



HOW TO PLAY

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

The other players control a single adventurer each, also known as a Player Character or “PC”; a Fighter, Barbarian, Rogue, Bard or Magic User. The player characters are the central protagonists in the game, like the main characters in a novel, TV show or movie.

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

An example of play appears below.

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

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

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

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

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

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

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

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

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

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

Tom: LOL! Classic Kruncor!

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

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

Nick: Haha oh yeah!

Mia: We’re splitting that!

GM: *Tom - what does Kruncor do while Isla and Hammond are looting?*

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

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

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

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

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

GM: *What?*

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

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

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

Game Dice

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

If you need to roll "1d100", simply roll 1d10 twice using the first throw as the tens and the second throw as the ones (eg, if you rolled 3 and 9, the result would be a 39). Finally, there is the 1d2 (roll 1d4, divide by two and round up), 1d3 (roll 1d6, divide by two and round up) and the 1d5 (roll d10, divide by two and round up).

Round Down

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



CREATING A CHARACTER

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

- (1) Make up a character name.
- (2) Roll up Attributes (Strength, Dexterity, Constitution, Intelligence, Perception, Willpower and Charisma), and calculate your *Luck* score.
- (3) Choose a class (Bard, Barbarian, Fighter, Magic User or Rogue).
- (4) Choose skills.
- (5) Create a short background.
- (6) Roll for starting bonds with your party allies.
- (7) Roll starting gold and buy starting equipment.

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



ATTRIBUTES

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

A character’s attributes are determined as follows:

1. Each character starts with one automatic score of 15.
2. Roll 4d6 totalling the highest three dice (ie drop the lowest die). Make this roll six times and note the results.
3. The player assigns each of the seven numbers to a different attribute.

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

Alternative Methods

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

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

- II. Allowing any player to use the array rolled by any other player, but with a small penalty (1-3 points at the GM’s discretion), assigned as the player wishes.

Example

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

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

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



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

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

Strength (Str)

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

Dexterity (Dex)

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

Constitution (Con)

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

Intelligence (Int)

High Int means your adventurer is quick witted, knowledgeable and has excellent problem solving

skills. A high Int adventurer gains additional languages, has a broad depth of knowledge with good recall, and is adept at separating truth from untruth.

Perception (Perc)

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

Willpower (Will)

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

Charisma (Cha)

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



LUCK

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

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

Luck checks are primarily for major exploits and rescues (see *Combat*), which rely on the *Luck* resource to pull off.

Luck is a flexible and ephemeral quality however, and it has some additional uses (eg: party wide retreats from combat). Your table might devise other uses for it. In playtesting for example, one player made a *Luck* check to choose which kind of creature he summoned via a *Monster Summoning* spell (rather than rolling randomly).

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

A *Luck* roll may be modified by an attribute bonus or penalty, depending on the nature of the attack or hazard. For example, an adventurer's

Dex modifier applies to dodging out of the way of a *Lightning Bolt* spell. In such a case the notation would be a *Luck* (Dex) save.

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

Regaining Luck

Generally speaking, *Luck* returns at a rate of 1 point per long rest (see page 56).



Designer's Thoughts

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

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

For longer adventures, or for tables who like to engage in frequent side treks, you might consider allowing *Luck* to replenish more quickly.

CLASSES

After determining Attributes and *Luck*, the next step is to choose a class. There are five character classes in LFG: *Barbarian*, *Bard*, *Fighter*, *Magic User* and *Rogue*. Talk to your GM about designing another class if you have something else in mind.

Hit Points

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

All adventurers start at level 1 with maximum hit points for their class. When advancing a level, your hit points increase by your hit die roll, plus the bonus indicated on the class tables. For 1st to 9th level, you also add your Con modifier (if any).

Example

A 1st level Barbarian with Con 16 (+2 modifier) starts with 14 hit points (6+6+2). At 2nd level, the player rolls a d6, scoring a 3, gaining a total of 11 (3+6+2) hit points, for a grand total of 25 hit points at 2nd level.

Languages

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

Starting Gold

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



Barbarian

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

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

- Key Attribute:** Constitution.
- Hit Points:** (1d6+6) per level (gains 4 hp/level after 9th).
- Armor and Shields:** Light, Medium armour and shields.
- Weapons:** Any except crossbows.
- Skills:** Animal Lore, Wilderness Lore, plus 4 of the following:
Acrobatics, Athletics, Apothecary, Deception, Detection, Gather Information, Insight, Leadership, Persuasion, Stealth.



BARBARIAN ADVANCEMENT		
Level	Hit Points 1d6+6	Attack Bonus
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	+4 HP	10
11	+4 HP	11
12	+4 HP	12

Ferocious Rage (1st & 7th level)

As a barbarian you may harness a primal and ferocious rage. You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (see page 56).

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

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

Whilst raging, you gain a +2 bonus on Str and Con checks, as well as attack rolls, damage rolls and *Luck* saves. In addition you become immune to, or suspend, charm, fear and madness effects, and all damage you suffer is halved (including damage that triggers a rage).

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

Wilderness Ranger (1st level)

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

Sixth Sense (2nd Level)

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

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

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

The open nature of these unique features requires some table discussion to keep things balanced and consistent with the genre of your game. Consider these advancements under constant playtesting and subject to tweaking. Tables that prefer simplicity (or feel uncomfortable creating their own abilities) might ignore this advancement altogether, or increase a single attribute by 1 point (maximum 18) instead.

New Skill (4th & 8th level)

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

Killer Instinct (5th level)

At 5th level, you perfect your primal fighting instincts. Your weapon attacks cause critical hits on a natural 1d20 roll of 19-20, and any time your weapon attack reduces a target to single digit hit points (9 or less), the target is reduced to zero hit points instead.

Second Attack (7th level)

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

Chieftain (10th level)

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

Bard

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

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

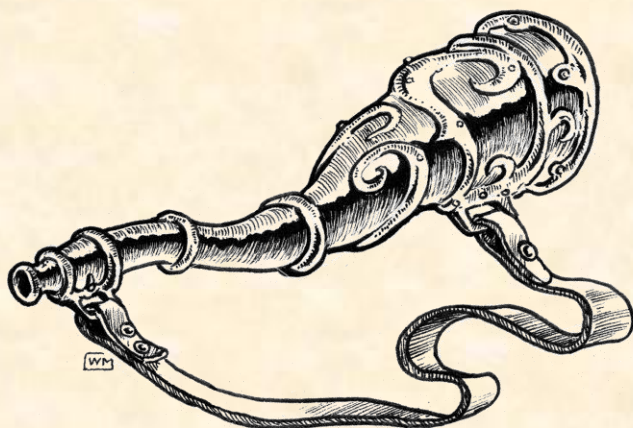
Key Attribute: Charisma.

Hit Points: (1d4+4) per level (gains 2 hp/level after 9th).

Armor and Shields: Light, Medium armour and shields.

Weapons: Any.

Skills: Choose any 7 skills.



BARD ADVANCEMENT		
Level	Hit Points 1d4+4	Attack Bonus
1	1	0
2	2	1
3	3	2
4	4	2
5	5	3
6	6	4
7	7	5
8	8	5
9	9	6
10	+2 HP	7
11	+2 HP	8
12	+2 HP	8

Inspire Greatness (1st level)

Your unifying presence inspires the party to moments of greatness. You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (see page 56).

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

Silver Tongued (1st level)

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

Bardic Knowledge (2nd level)

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

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

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

The open nature of these unique features requires some table discussion to keep things balanced and consistent with the genre of your game. Consider these advancements under constant playtesting and subject to tweaking. Tables that prefer simplicity (or feel uncomfortable creating their own abilities) might ignore this advancement altogether, or increase a single attribute by 1 point (maximum 18) instead.

New Skill (4th & 8th level)

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

Rare Fighting Techniques (5th level)

From 5th level, you employ a mix of rare and unconventional fighting techniques, acquired through study or travel. Your weapon attacks cause critical hits on a natural 1d20 roll of 19-20.

Additionally, provided an ally is within 120 ft and can see or hear you, they may reroll any fumbled attack rolls (no *Reroll* die cost). You may use this ability to reroll your own fumbled weapon attacks, provided you can see or hear an ally within 120 ft.

Rallying Shout (7th level)

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

Network of Informants (10th level)

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

Fighter

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

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

Key Attributes: Strength and/or
Dexterity.

Hit Points: (1d5+5) per level (gains
3 hp/level after 9th).

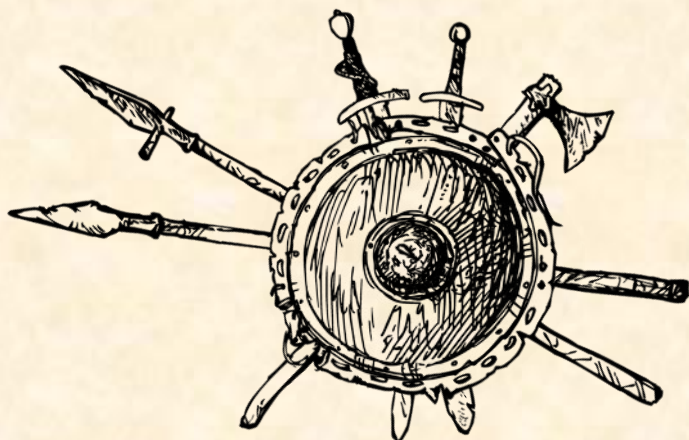
Armor and Shields: Any.

Weapons: Any.

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



FIGHTER ADVANCEMENT		
Level	Hit Points 1d5+5	Attack Bonus
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	+3 HP	10
11	+3 HP	11
12	+3 HP	12



Adaptable (1st level)

Your training and experience allows you to switch weapons and fighting styles at a moment's notice. At 1st level, choose one of the below styles as your default style. You may gain the benefits of your default style at any time. When you gain a level, you may substitute your default style for another if you wish.

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (see page 56). When you use this ability, substitute your default style for any other style until the end of the current combat, or until you switch to another style (you may use this ability multiple times during the same combat if you wish).

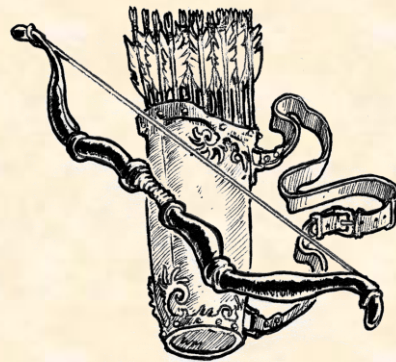
When you use this ability, you sheath, stow and ready armaments (including a shield) at no action cost. You must declare the use of this ability during your turn.

- *Charger:* When you take the charge action, enemies do not gain advantage on their attacks against you, and if you hit, the target must make a *Luck* (Str) save or be knocked prone.
- *Dual Weapons:* If you are armed with two single handed melee weapons, every time you miss with your extra attack, you gain +1 to hit (cumulative) on subsequent extra attack rolls until it hits.
- *Opportunist:* Once per turn, when you reduce a foe to zero hit points with a weapon attack, you may immediately make one free melee or thrown attack. You may declare the use of this ability after reducing a target to zero hit points (provided it is your turn).
- *Protector:* You automatically succeed on Dex checks to trigger rescue exploits, and shields grant you +2 AC instead of +1.

- *Ranged:* Targets lose up to 2 points of AC bonus gained from cover, and if you miss your target with a ranged or thrown attack, you never reroll the attack against an ally in the same melee.
- *Single Weapon:* If you are armed with a one handed weapon and your other hand empty, you gain a +2 bonus to initiative, interceptions, *Luck* (Dex) saves and reaction based Dex checks (including triggering rescue exploits).
- *Two Hander:* If you use a melee weapon two handed, you gain advantage when rolling damage.
- *Rearguard:* You adopt defensive manoeuvres, directing a tactical retreat as you guide your allies to safety. All party members gain advantage on any Party Retreat tests (see page 45).

Deadly Strikes (1st level)

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



Supplies (2nd level)

By 2nd level, you naturally anticipate and prepare for dangers and obstacles that lie ahead. At any time during an adventure, you may automatically add 1d4 mundane items to your equipment list

(the items must have a common theme). For example, you might gain additional coils of rope, a grappling hook and climbing boots, a cache of fire pots, and so on. Particularly expensive or bulky items may not be permitted at the GM's discretion. After using this ability, you may not use it again until you resupply at a village, town or city (the GM might impose additional limits).

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

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

The open nature of these unique features requires some table discussion to keep things balanced and consistent with the genre of your game. Consider these advancements under constant playtesting and subject to tweaking. Tables that prefer simplicity (or feel uncomfortable creating their own abilities) might ignore this advancement altogether, or increase a single attribute by 1 point (maximum 18) instead.

New Skill (4th and 8th level)

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

Master of Arms (5th level)

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

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

Second Attack (7th level)

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

Stronghold (10th level)

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



Magic User

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

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

Key Attribute:	Intelligence.
Hit Points:	(1d3+3) per level (gains 1 hp/level after 9th).
Armour and Shields:	Light armour.
Weapons:	One handed weapons, light crossbows, sling.
Skills:	Arcane Lore, Insight plus 4 of the following: Animal Lore, Athletics, Apothecary, Deception, Detection, Gather Information, General Lore, Persuasion, Stealth, Wilderness Lore.

Spell Casting (1st level)

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



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

When learning spells that unleash or affect specific elements, for example *Fireball*, the magic user may learn an elemental variant instead, for example, *Frostball*.

At the beginning of an adventure, you may cast a number of spells, of each spell level, as shown on the advancement table. You may regain expended spell uses by taking short or long rests (see page 56). You choose which of your known spells to cast at the time of casting. Casting a spell requires concentration; if the magic user suffers any damage before her turn, she may not cast a spell that round.

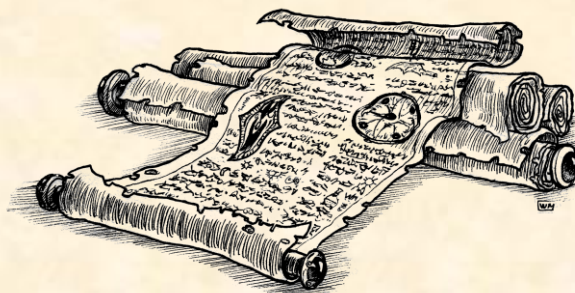
Example

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

On a particular day, the magic user might cast *Sleep* four times, *Levitate* twice and *Fireball*, or she might cast *Magic Missile*, *Shield* twice, *Sleep*, *Levitate*, *Hold Person* and *Fireball*. Remember that if the magic user suffers any damage before her turn, she may not cast a spell that round.



MAGIC USER ADVANCEMENT			SPELL CAST PER DAY					
Level	Hit Points 1d3+3	Attack Bonus	1st	2nd	3rd	4th	5th	6 th
1	1	0	2	-	-	-	-	-
2	2	1	3	-	-	-	-	-
3	3	2	3	2	-	-	-	-
4	4	2	4	2	-	-	-	-
5	5	3	4	2	1	-	-	-
6	6	4	4	3	2	-	-	-
7	7	5	4	3	2	1	-	-
8	8	5	4	3	3	2	-	-
9	9	6	4	3	3	2	1	-
10	+1 HP	7	4	4	3	2	2	-
11	+1 HP	8	4	4	3	3	2	1
12	+1 HP	8	4	4	4	3	2	2



Attuned Mind (2nd level)

Every magic user develops a strong sense of arcana and resistance to attacks on her mental state, including charm, fear, madness, and so on. Practitioners have advantage when resisting mind related attacks and when detecting magic.

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

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

The open nature of these unique features requires some table discussion to keep things balanced and consistent with the genre of your game. Consider these advancements under constant playtesting and subject to tweaking. Tables that prefer simplicity (or feel uncomfortable creating their own abilities) might ignore this advancement altogether, or increase a single attribute by 1 point (maximum 18) instead.

New Skill (4th and 8th level)

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

Battle Magic (7th level)

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

Tower (10th level)

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



Rogue

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

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

Key Attributes: Dexterity.

Hit Points: (1d4+4) per level (gains 2 hp/level after 9th).

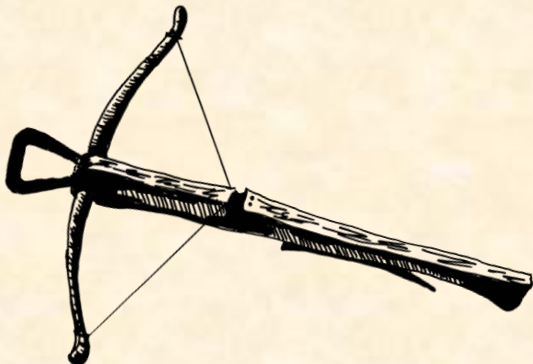
Armor and Shields: Light armour.

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

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



ROGUE ADVANCEMENT		
Level	Hit Points 1d4+4	Attack Bonus
1	1	0
2	2	1
3	3	2
4	4	2
5	5	3
6	6	4
7	7	5
8	8	5
9	9	6
10	+2 HP	7
11	+2 HP	8
12	+2 HP	8



Backstab (1st and 5th level)

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

Finisher (1st level)

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

Tricks & Techniques (1st level)

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

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (see page 56). Each time you use this ability, choose one of your known tricks to apply. You may use this ability as part of your normal action.

- *Cat's Grace*: Subject to GM discretion, the rogue may turn a failed save or check relating to climbing, acrobatics or falling, into a success.
- *Choking Dust*: On a failed *Luck* (Con) save, up to 1d4 targets within 5 ft are rendered mute for 1d4 rounds.
- *Blind Sense*: By applying the proper techniques, the rogue temporarily heightens her senses, halving the usual penalties for poor visibility. The effect lasts 1d6 x 10 minutes.
- *Flash Powder*: Up to 1d4 targets within 5 ft of the rogue must make a *Luck* (Dex) save or be blinded until the end of their next turn.
- *Glue Pot*: On a failed *Luck* (Str) save, one target within 30 ft cannot move from their current position until they use their action to break free with a successful Str check. Targets with Str 19+ are immune.
- *Hidden Blade*: The rogue may reroll a failed melee attack.
- *Quick Reflexes*: The rogue may reroll her initiative check and choose the best result.
- *Rapid Dose*: The rogue may apply a single dose of poison, or drink a potion (or similar).
- *Slippery Mind*: When the rogue is subject to magical forces that detect her thoughts or locate her, she may choose to make an Int check to fool, mislead or negate the effect. This ability lasts 1d6 x 10 minutes.
- *Smoke Bomb*: A smoke bomb may be thrown up to 40 ft. Thick smoke fills a 15 ft diameter, blinding those within and blocking line of sight. The smoke disperses in 1d4 rounds.
- *Unseen Whip*: On a failed *Luck* (Dex) save, one target within 10 ft is tripped, pulled up to 10 ft, or disarmed.

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

Skirmisher (2nd level and 7th level)

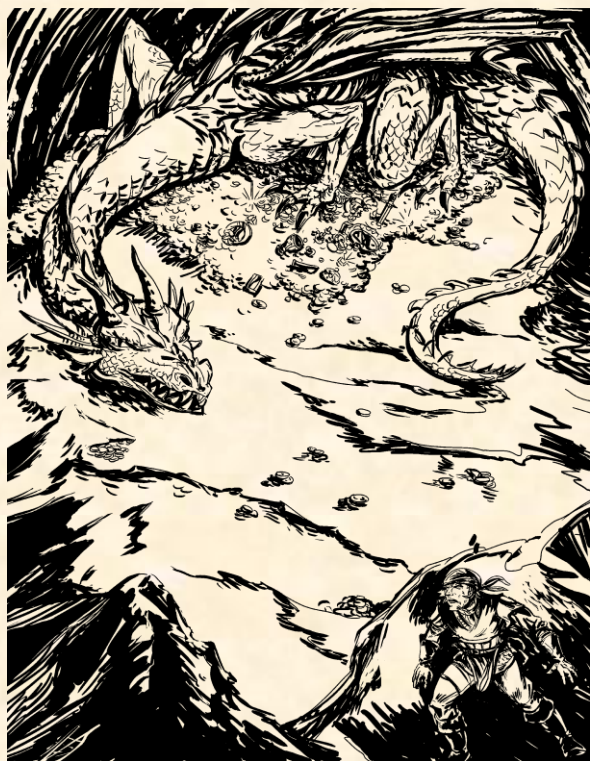
By 2nd level you are a natural skirmisher, attacking swiftly then disengaging before your target can

properly retaliate. When you are subject to a free attack due to your movement, the enemy suffers disadvantage on the attack roll. At 7th level, if you are hit by such an attack, you may spend a *Reroll* die to turn the hit into a miss.

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

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

The open nature of these unique features requires some table discussion to keep things balanced and consistent with the genre of your game. Consider these advancements under constant playtesting and subject to tweaking. Tables that prefer simplicity (or feel uncomfortable creating their own abilities) might ignore this advancement altogether, or increase a single attribute by 1 point (maximum 18) instead.



New Skill (4th and 8th level)

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



Lethal Precision (7th level)

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

Thieves Guild (10th level)

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

Designer's Thoughts

No LFG class has special mastery in disarming traps, including rogues. This is intentional and meant to promote a whole party approach to traps should the GM choose to use them. A player interested in trap mastery however could devise such a talent as one of their adventurer's unique features at 3rd, 6th, 9th or 12th level.

SKILLS

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

Skilled vs Unskilled

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

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

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

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

Reroll Pool

If an adventurer fails an attribute check, but has a relevant skill (or possibly background, see below), the player may choose to reroll. Each adventurer

begins an adventure with one *Reroll Pool* die per level. You may regain expended dice by taking short or long rests (see page 56). The *Reroll Pool* may only be accessed once per attempted action. If advantage or disadvantage applies to the check, the *Reroll Pool* allows only one die to be rerolled.

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

Backgrounds

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

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



SKILLS

SKILL	USUAL ATTR	WHEN RELEVANT
Acrobatics	Dex	Jumping, tumbling, parkour, escapology, tests of agility and reaction (including interceptions and triggering rescue exploits).
Animal Lore	Int	Animal handling, mounted combat, animal training, veterinary lore.
Apothecary	Int	First aid, injury recovery, poisons, biology, disease.
Arcane Lore	Int	Sensing nearby magic, recalling magical lore, fantastic monster lore, alchemy.
Athletics	Str or Con	Running, climbing, swimming, jumping, tests of physical power including grappling, breaking down a door, knocking an enemy prone, pushing a foe backwards, and so on.
Deception	Cha	Telling convincing lies, impersonations, making and using disguises and forgeries. Often opposed by Int (<i>Insight</i>).
Detection	Perc	General state of alertness as well as purposeful searching. Detecting traps, ambushes, clues, secret doors and so on.
Gather Information	Int or Cha	Rumour hunting, rumour mongering, extended researching.
General Lore	Int	The general catch all lore skill, recalling a broad range of historical, scientific and political information (but not <i>Arcane</i> , <i>Animal</i> or <i>Wilderness Lore</i>).
Insight	Int or Perc	Discerning cues and subtleties suggestive of lies, exaggeration, honesty, and so on, with a view to gauging a person's true intentions. Often opposed by Cha (<i>Deception</i>).
Leadership	Cha	Inspiration, morale, intimidation, teaching, having orders obeyed.
Persuasion	Cha	Debating, convincing, negotiation, diplomacy, etiquette.
Sleight of Hand	Dex	Picking pockets, palming, hiding small objects on your person or planting objects on others.
Stealth	Dex	Hiding and moving silently. Often opposed by Perc (<i>Detection</i>).
Traps & Locks	Dex	Picking non-magical locks, setting and disarming non-magical traps. Noticing traps is covered by Perc (<i>Detection</i>).
Wilderness Lore	Int	Wilderness survival, herbalism, foraging, hunting game, tracking.



PARTY BONDS

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

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



1d20	BOND WITH PARTY MEMBER
1	Pirates or sailors on the notorious galley <i>Green Devil</i> , under the command of <i>Captain Scasali</i> .
2	Lone survivors of the <i>Blackbrand Mercenary Company</i> , destroyed in a recent engagement with their bitter rivals, the <i>Shen-Zu Raiders</i> .
3	Students under the tutelage of the very famous (and highly respected, or feared) <i>Master Macau</i> .
4	Bounty Hunters that worked together to take down <i>Madame Iossa</i> and her sidekick, the infamous <i>Ufreg the Hammer</i> .
5	Guards or Militia patrolling the merchant quarter of <i>Neferai City</i> , when the violent <i>Silk Riots</i> erupted.
6	Devotees of a similar philosophy, religion or other teachings, under the direction of <i>Mistress Aria</i> .
7	Partners in <i>Ficklebender's Delicate Draperies</i> ; a failed (or otherwise disappointing) rare clothing and textiles business. Smuggling unrelated contraband may or may not have been part of the business model.
8	Bodyguards to <i>Lady Horruck</i> , <i>Duchess of the Vander Lowlands</i> , and day to day director of <i>Horruck's Arms & Armour</i> .
9	Inquisitors that investigated and expunged the dark <i>Witches of Whitefern</i> .
10	Indentured gladiators of the dreaded <i>Ogorien Fighting Pits</i> .
11	Conmen, muscle or other agents working closely with <i>Arbus Twolicks</i> , the best thief in all of <i>Sump Town</i> (even if he does say so himself).
12	Siblings or cousins (adopted or otherwise). Possibly with an evil, bankrupt, sick, missing or filthy rich parent or other close relative.
13	Drinking buddies from way back, frequenting the much maligned <i>Five Rats Tavern</i> , and well known by <i>Mr Boddic</i> , the proprietor and former soldier of fortune.



14	Chain gang prisoners who built the <i>Northern Highroad</i> between <i>Thussleton</i> and <i>Port Redbank</i> .
15	Caravan guards on the months long expedition out from <i>Westbrook</i> , through the <i>Suuvea Jungle</i> , finally arriving in remote <i>Innoqueb City</i> .
16	Explorers, herbalists or surveyors of the northern reaches of the sprawling <i>Sunhorn Mountains</i> .
17	Defenders (or captive residents) in the <i>Siege of Ironhall</i> .
18	Indebted to the same crime boss, <i>Guildmaster Marakett</i> .
19	Monster Hunters who dispatched the much maligned <i>Ogre Twins</i> , <i>Sorg & Grunkor</i> .
20	Soldiers at the infamous <i>Battle of Blackcrag</i> .



RACES

In a low fantasy world, humans are often the only race available as adventurers. If elves or dwarves exist at all, they tend to be relatively small populations located in isolated corners of the realm. The GM determines which non-human races, if any, are available to choose from. Elves and dwarves are provided below as examples.

Dwarves

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

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



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

Elves

Elves possess a natural grace and agility that puts humans to shame. An elf has advantage when making all Dex checks and *Luck* (Dex) saves.



Elves have fragile constitutions however, and suffer disadvantage on *Luck* (Con) saves and Con checks, excluding *All Dead or Mostly Dead* tests.

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

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

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

The equipment lists below provide the usual price range for each type of item, with variance for availability, quality and decoration. If an item is not automatically in stock, GMs are encouraged to use a percentile test to determine availability based on the vendor and item rarity.



Common equipment is available in most towns and some villages. Some examples are provided below.

Portable Light Sources

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



Examples of uncommon equipment that adventurers often find useful are included below. The GM determines if these objects are available for sale, and any benefits provided, in consultation with the player.

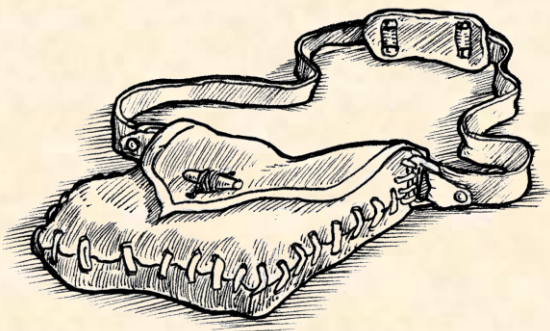
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Rare Equipment (5d10 + 50 gp, or more)

Examples of rare equipment are provided below. These items tend to require unusual components, long and difficult manufacturing processes, or rare specialized skills. The GM determines availability depending on the circumstances, but generally these items are found in cities as opposed to towns or villages.

Acid

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



Anti-toxin (1 dose)

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

Compass

Magnetic compasses may or may not be available depending on your GM. Historically speaking they appeared in China by about 200 BC, and made their way to Western Europe by the 13th Century. An explorer armed with a map and compass is unlikely to become lost and has advantage on navigation checks. Compasses can

be misled however by natural anomalies in the earth, iron armour and other gear.

Fire Pot

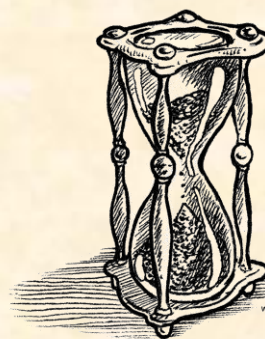
A favourite among alchemists everywhere, the fire pot is a thrown missile weapon (range 40 ft) which explodes in a 5 ft radius, causing 1d6 fire damage and creating a thick cloud of smoke (33% miss chance, disperses after 1 round). Unattended combustibles in the area tend to catch fire.

Forged Papers

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

Healer's Kit (10 uses)

If a party member has the Apothecary skill and a healer's kit, each character recovers a bonus 1d4 hit points after a long rest. Additionally, tending with the Apothecary skill allows a character to roll with advantage for injury recovery times. Finally, an apothecary might be able to delay the onset or reduce the severity of poison and disease, at the GM's discretion. Each use of the Apothecary skill in this manner consumes one use of the kit's supplies (bandages, healing herbs, poultices and salves, etc).



Hook Hand

For those adventurers, thieves, pirates or other unfortunates absent a hand or forearm, the practicalities of a hook hand or similar prosthesis cannot be understated. Hook hands cause 1d4 damage if used as a weapon and may be attached to customised shields. Advanced mechanical

hand replacements are not unknown, with life like shapes and colours, hidden compartments, swappable tools or weapon grafts, more complex movement range, etc.

Jewellery

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

Magnifying Glass

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

Peg Leg

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



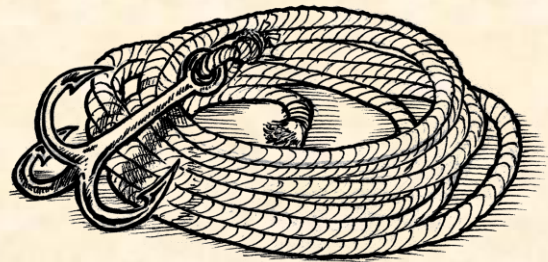
Poison (1 dose)

Poisons come in a wide variety of effects, but the most common types cause hit point loss and/or attribute loss (excluding Cha). More potent poisons may cause paralysis, sleep, and even death. Some poisons take hold immediately whilst others require a number of rounds or hours before applying their effect. Different poisons are administered in different ways, by skin contact, blood injury, inhalation and/or ingestion. Applying poison to a weapon takes an action, and remains on the weapon until a strike

is delivered or 1 minute passes (at which time the poison has either run off the blade or become inert after exposure to air).

The GM decides which poisons (if any) are available for sale on a case by case basis. Some example poisons are provided below.

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



Poisoner's Ring

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

Thieves Tools

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

Sextant and Nautical Almanac

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

Spyglass

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



Tripwires

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



Animals

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

Animal barding, if available, is generally more expensive than humanoid armour, sometimes up to ten times as much.

Vehicles & Ships

VEHICLES & SHIPS	
VEHICLE	PRICE
Carriage	5d20+50 gp
Cart	1d6+10 gp
Chariot	3d20+200 gp
Galley	30,000 gp+
Longboat	10,000 gp+
Rowboat	3d20 gp
Sailing Ship	10,000 gp+

Wagon	2d10+20 gp
Warship	25,000 gp+

Lifestyle Expenses

LIFESTYLE EXPENSES	
LIFESTYLE	PRICE/DAY
Street	Nil
Poor	½ gp
Average	2 gp
Rich	10 gp
Filthy Rich	30 gp+

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

Services & Hirelings

SERVICES & HIRELINGS	
SERVICE OR HIRELING	PRICE/DAY
Coach ride	1 gp
Messenger (1 week travel)	½ gp
Professional (mercenary, soldier, alchemist, architect, bricklayer, gardener, locksmith, etc)	5 gp
Rare Expert (sage, famous bard, gladiator champion, assassin, etc)	Varies
Sailing Ship	2 gp
Unskilled (porter, labourer, etc)	½ gp

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



Melee Weapons

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

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

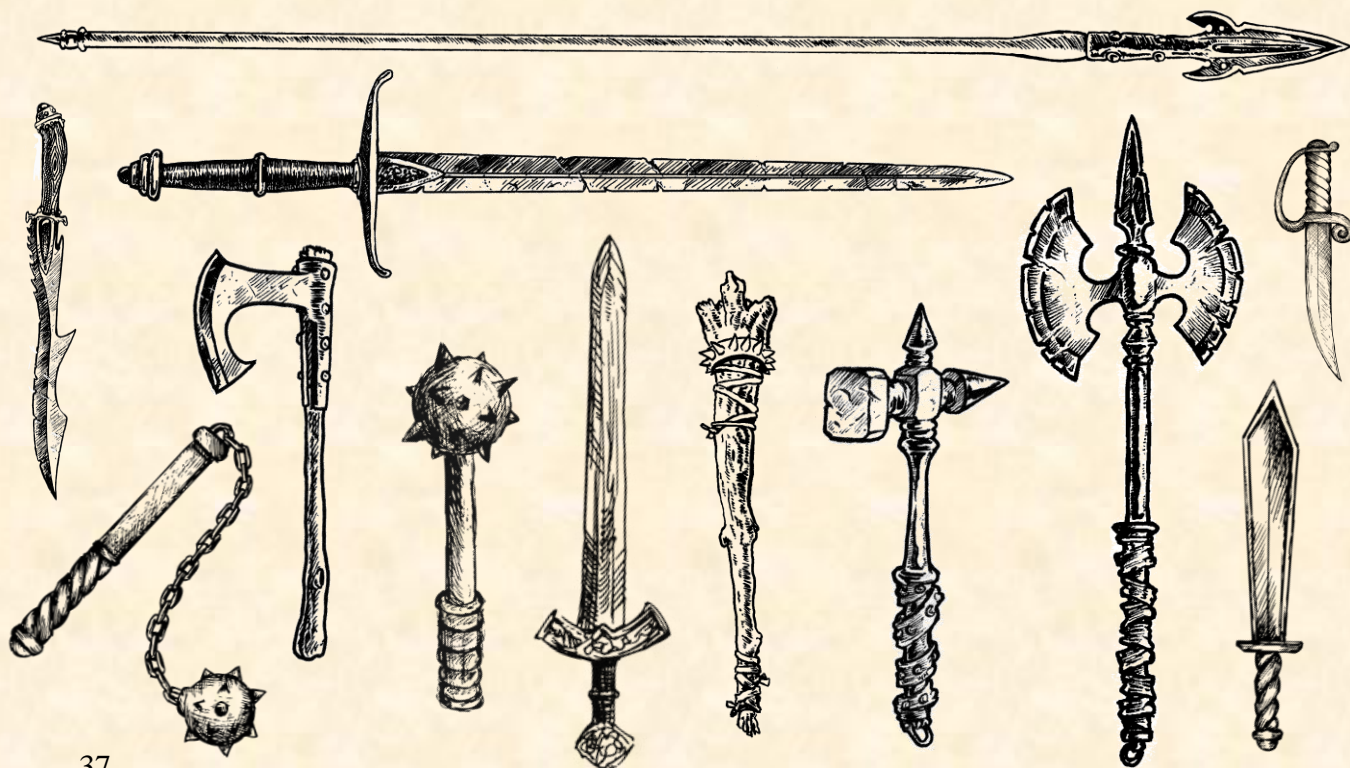
Special Metals

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

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

Weapon Properties

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



MELEE WEAPONS			
WEAPON	DAMAGE	COST	PROPERTIES
Battle Axe	1d8	5 gp	+1 damage if used two handed. On a natural 19 to hit roll, the target must roll on the <i>Injuries & Setbacks</i> table (players may choose to make a <i>Luck</i> save to negate). Also good for chopping through trees, doors, chains and chests.
Club	1d6	Free	Often masquerades as a tree branch, fire log or table leg.
Dagger or Knife	1d4	1 gp	May be thrown up to 40 ft. Easily concealed. +2 on initiative checks.
Great Sword, Axe, Hammer	1d12	30 gp	Two handed. Suffers disadvantage in cramped quarters. On a natural 19 to hit roll, you daze, rattle or unbalance your foe, imposing disadvantage on their next initiative check.
Light Hammer or Mace	1d6	3 gp	May be thrown up to 25 ft. On a natural 19 to hit roll, you knock your target prone, or backwards up to 10 ft.
Light Axe	1d6	2 gp	May be thrown up to 25 ft. On a natural 19 to hit roll, the target must roll on the <i>Injuries & Setbacks</i> table (players may choose to make a <i>Luck</i> save to negate). Also good for chopping through trees, doors, chains and chests.
Flail	1d6+1	8 gp	On a natural 19 to hit roll, you trip or disarm your foe.
Heavy Mace or Hammer	1d8	10 gp	+1 damage if used two handed. On a natural 19 to hit roll, you knock your target prone, or backwards up to 10 ft.
Lance	2d4+1	8 gp	Double damage via mounted charge.
Longsword, Bastard Sword or Rapier	1d8	15 gp	+1 damage if used two handed (excluding rapier). On a natural 19 to hit roll, you disarm your foe. Rapier gains +2 bonus on interception checks.
Polearm	1d10	20gp	Two handed. Suffers disadvantage in cramped quarters. May make melee attacks up to 10 ft distant.
Shortsword	1d6	6 gp	On a natural 19 to hit roll, you disarm your foe. +2 on initiative checks.
Spear	1d6+1	3 gp	+1 damage if used two handed. May be thrown up to 50 ft. May make melee attacks up to 10 ft distant.
Staff	1d6	1 gp	+1 damage if used two handed. May make melee attacks up to 10 ft distant. Great for hiking, monks and the elderly.
Whip	1d4	6 gp	On a natural 19 to hit roll, you trip or disarm your foe. May make melee attacks up to 10 ft distant.



Ranged Weapons

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

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



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

Armour & Armour Class

Most adventurers choose to wear some kind of protective armour to help ward off blows.

An unarmoured person has Armor Class (AC) 10, plus their Dex modifier. Armour adds to AC making it harder to be hit. A character's AC = 10 + their armour AC bonus + Dex modifier (if any).



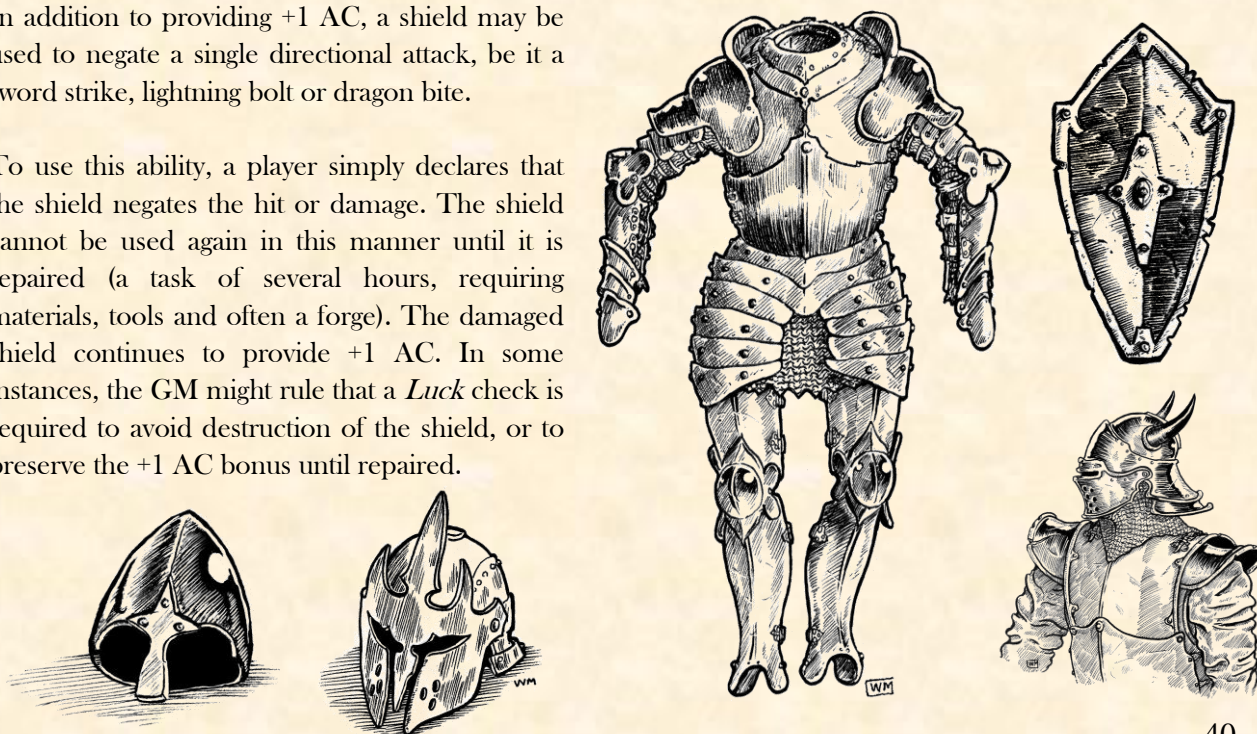
Heavier armours impose penalties on certain actions, as indicated in the table. Armour may be made of special metals, similar to weapons. Prices and availability are left to GM discretion.

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

Shields

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

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



DOING THINGS

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

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

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

Kinds of Checks

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

1. An Attribute check (a Strength, Dexterity, Constitution, Intelligence, Perception, Willpower or Charisma check, outlined below).
2. An Attack roll (see Combat).
3. A *Luck* save or *Luck* check (see *Luck*).
4. A Percentile check (outlined below).

Attribute Checks

All attribute checks (Str, Dex, Con, Int, Perc, Will, Cha) are made with a 1d20 roll. If the roll is equal to or under the attribute the action is successful. The GM might apply modifiers to this roll depending on the circumstances. Attribute checks are most commonly used when an adventurer proactively attempts to do something, like climb a wall, swim across a lake, or sneak up on an unwary foe.

Attribute checks are sometimes also used to represent struggling with another character to

achieve a contested purpose (see Contests below). Resisting minor external forces might also call for an attribute check (eg: avoiding a falling tree branch). More serious external threats (most magic, poison, disease, special monster attacks, and so on) require a *Luck* save to resist (see *Luck*).



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

Example

An adventurer with Str 10 attempts to break down a partially rotten door. The GM rules that a Str 16 character would automatically open the door, but requires a Str check from this character, with a +2 stat bonus due to the rotting frame.

The player makes a Str check and rolls 13, which is more than his modified Str of 12. Luckily, the adventurer is skilled in Athletics, granting him a further +1 bonus, making the check a success (and granting the option of using a reroll die, had the check been a failure). With a sturdy shove, the adventurer slams open the door, brandishing his torch as he peers inside.

Modifiers

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

Major beneficial circumstances allow the player to roll 2d20 instead of 1d20 and use the best result (this is called rolling with “*advantage*”). Similarly, for major adverse circumstances, the player rolls 2d20 and uses the worst result (“*disadvantage*”). A combination of minor and major circumstances might involve a mix of static modifiers and advantage or disadvantage. GMs are encouraged to use as many or as few modifiers as they like.

Contests

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

Representative & Group Checks

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

Retries

Sometimes a player fails an attribute check and wants to know if they can try again. The GM decides this on a case by case basis. Generally speaking, a retry is permitted only if the situation

changes in a favourable way. For example, if an adventurer fails to remember some obscure lore, she might need to access a library to earn a retry. On the other hand, a GM might allow retries to break down a door, reasoning that the door grows weaker with each attempt.

Designer's Thoughts

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

Degrees of Success or Failure

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

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

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

Example

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

represents a great failure, and the adventurer might inadvertently spring the trap!

Percentile Check

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

30% chance that a bard recognizes one of the adventurers from his home town.

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



COMBAT

INITIATIVE & TURN ORDER

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

1. **Surprise Round.** The GM determines if one side or the other is entitled to a free round as a result of surprise (eg: during an ambush).
2. **Roll Initiative.** Each player rolls 1d20 for their adventurer, and the GM rolls for the monsters. Some GMs prefer to make a single roll for all monsters, possibly with a separate roll for monster leaders.



3. **Resolve Turns from Highest to Lowest.** Characters act from highest initiative to lowest. Each turn, a character may take one action and one move. Remember that if a magic user suffers any damage before her turn, she may not cast a spell that round.
4. **Combat Ends or New Round.** The round is complete. If the battle is not finished, a new round begins at step 2.

Delay Turn

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

Ready Action

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



MOVE

Each turn a character may take one move and one action.

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

A move generally cannot be broken up with an action; an attack, casting a spell, and so on ends the move. Note that flying creatures and enemies riding mounts may make attacks part way through their move, provided the movement continues in one direction.

Movement speed might be reduced due to poor visibility, when climbing, negotiating difficult or hazardous terrain, and so on, at the GM's discretion.

Intercepting

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

Charging

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

Double Move

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

Withdrawing & Free Attacks

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



Party Retreat

At the start of a round, if the whole party wishes to flee from a battle, they must first explain to the GM how escape might be possible. If the GM agrees, a group *Luck* save is required, possibly with Str or Con checks to carry away unconscious allies.

If successful, the whole party reduces their *Luck* by 1, and the adventurers manage to break away from the battle with incapacitated allies over their shoulders (or otherwise in tow, as explained by the players). Depending on the circumstances, fleeing may lead to a *Chase* scene (see page 83).

If unsuccessful, the GM might permit any individually successful adventurers to flee, but the remaining PCs remain behind. The party, or any

remaining PCs, may attempt to flee again next round if desired.

Blocking an Area

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

ACTION

Common Actions

An action includes anything that can be done in a few seconds, but some examples include:

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

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

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

Some abilities allow adventurers to take special actions or cause effects during other character's turns, for example rescue exploits and bardic inspiration.

Attacks

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

Melee Attacks

To attack in melee, a character must usually be within 5 ft of their opponent. Some weapons and monsters however allow melee attacks up to 10 or 15 ft distant.

To attack with a melee weapon, roll 1d20 + your class level attack bonus (see class table) + Str modifier. If the result is equal to or higher than the target's Armour Class (AC), you hit. Roll damage according the weapon table + Str modifier.

Ranged Attacks

To attack with a ranged or thrown weapon, roll 1d20 + your class level attack bonus + Dex modifier. If the result is equal to or higher than the target's AC, you hit. Roll damage according to the weapon table + Dex modifier. Ranged attacks suffer disadvantage if made within reach (usually 5 ft) of an opponent who is not stunned or otherwise incapacitated.

Damage

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

Example

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

Dodging

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



MARTIAL EXPLOITS

Adventurers may attempt minor, major and rescue exploits, as outlined below. Major and rescue exploits are exclusive to player characters.

Minor Exploits

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

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

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

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

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

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

Example

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

Major Exploits

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

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



During playtesting some successful major exploits included:

- Spearing a Tyrannosaurus Rex in one eye, causing it to suffer Perc penalties and a 33% miss chance.
- Scaring off a band of man eating monkeys with an impressive display of martial ferocity.
- Making wild swings with a cold iron flail to drive away three Shades clustered around a fallen ally.

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

- Major exploits do not increase hit point damage to a single target (but might increase total damage by affecting multiple targets).
- Major exploits cannot instantly kill or incapacitate a single target, unless the target's hit dice are less than the adventurer's level.
- Special exceptions apply to Boss monsters (see *Monsters*).
- The GM has the final say on whether a proposed exploit is possible.

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

Example

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

Rescues

In certain situations, an adventurer may attempt a rescue exploit, which can only be used to protect another person or thing. Rescue exploits are only available when it is not the adventurer's turn, in response to something happening within approximately 30 ft. A rescue allows one player

to negate or reverse an adverse event for another player or NPC. Rescues are exclusive to PCs.

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

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



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

Example

An enemy sorcerer unleashes a blast of lightning at the party's magic user, who fails her *Luck* save and is reduced to zero hit points. The party

rogue declares a rescue, attempting to push his comrade out of harm's way. The GM agrees and calls for a *Dex* check, which the rogue successfully makes. The rogue then makes a *Luck* check, rolling 1d20 and scoring a 4, well under his *Luck* attribute of 12. With a warning shout, the rogue barrels into the magic user, sending both sprawling out of the path of the sizzling blast!

Failed Exploits

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

At the GM's discretion, a natural 20 on an exploit *Luck* check may result in a special setback. In the rescue example above for instance, both the rogue and magic user might have been caught in the lightning blast.

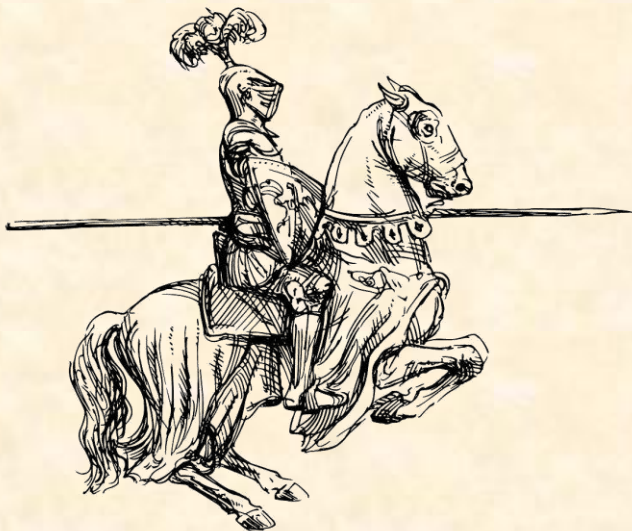


FIGHTING STYLES

Rules for common fighting styles are provided below for GMs and players that wish to use them. Tables are encouraged to add further styles to better suit their characters and playstyle concepts.

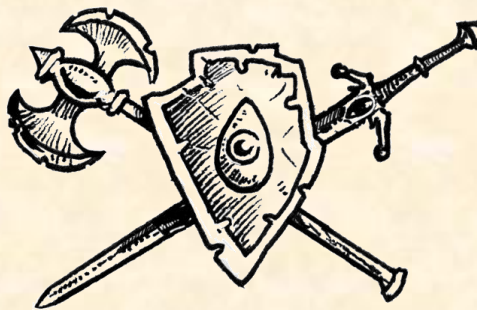
Single Weapon Fighting

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



Two Weapon Fighting

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



Archery and Throwing

Using a bow, crossbow, sling, or thrown weapon allows a character to attack from the safety of range. When using ranged weapons to attack into a swirling melee, if you miss your intended target, there is a 33% chance you must reroll the attack against a random ally (if any) in the same melee. A target in melee generally counts as being half covered, gaining a +2 bonus to AC.

Making a ranged attack while engaged in melee yourself suffers disadvantage. Ranged attacks may be made up to the distance nominated in the equipment lists at no penalty, or up to twice as far with disadvantage.

Unarmed Combat

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

Two Handed Style

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

Mounted

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

MISCELLANEOUS FACTORS

The following rules address common battle complications.

Cover

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



Visibility

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

An invisible attacker has advantage on attack rolls.

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



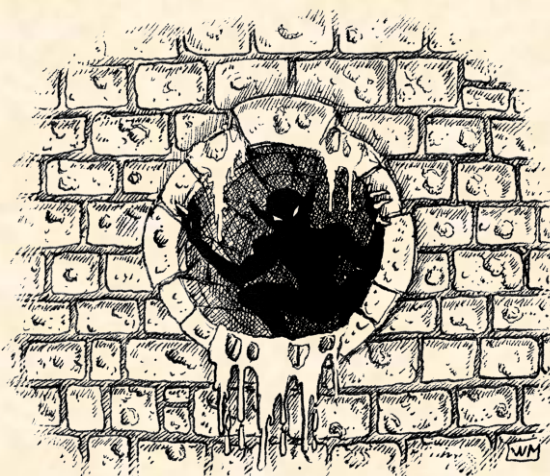
Example

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

Surprise

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

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



Positioning

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

Other Modifiers

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



Critical Hits and Fumbles

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

Example

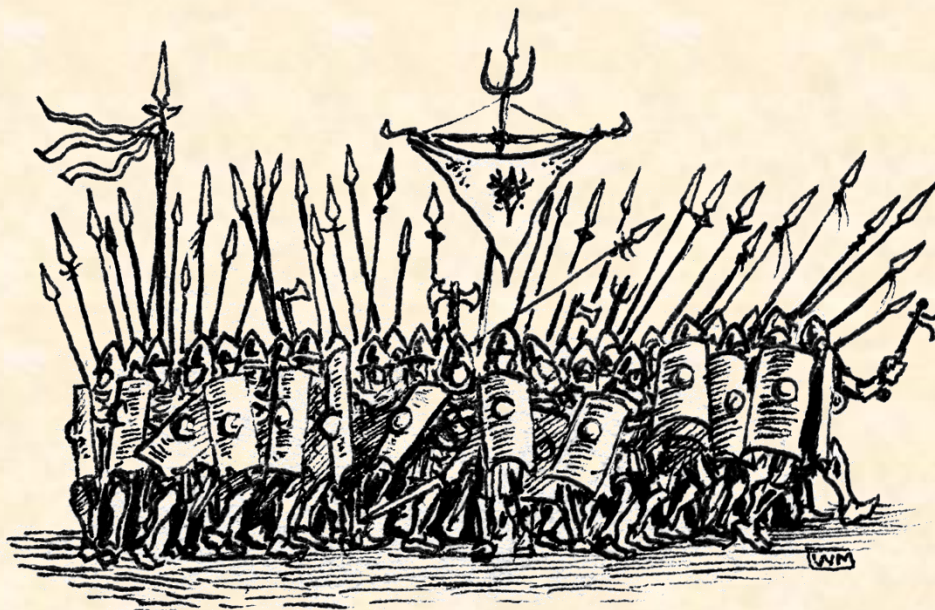
A 5th level Fighter with 17 Str (+3) who scores a critical hit with a great hammer in two hands (1d12) automatically causes 18 damage. A 3rd level Magic User who crits with Str 13 (+1) wielding a bastard sword in two hands (1d8+1) automatically causes 12 damage.

On a natural 1, the attacker has fumbled. If the target of the attack is within melee range, the target makes an immediate free attack against the fumbler.

If the attacker is not in melee with anyone, the fumbled ranged or thrown attack is automatically rerolled against an ally in melee with the intended target (assuming there is an ally). The GM might allow players the option to make a *Luck* save to avoid a fumbled attack or effect.

Knock Outs

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



INJURIES & HEALING

Staggered

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

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

All Dead

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

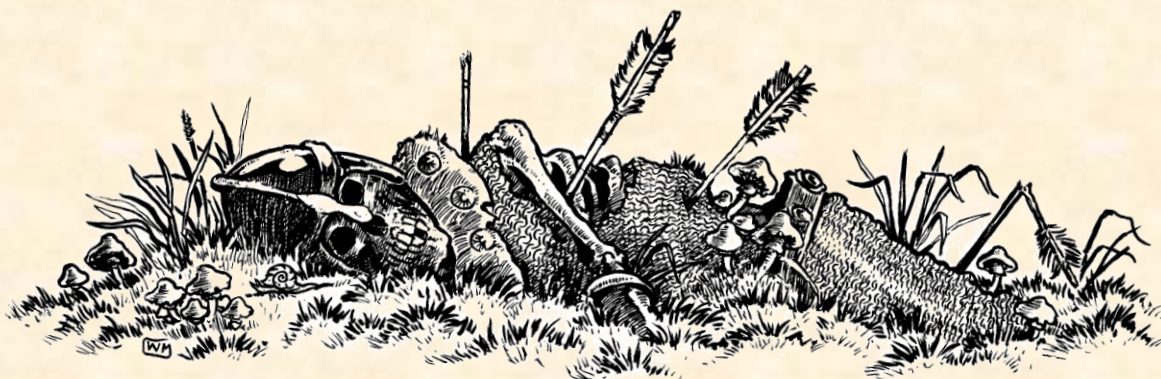


Mostly Dead

As everybody knows, *Mostly Dead* is also slightly alive; the character is unconscious and in the process of dying, but can be saved with the quick help of his allies. After the combat, an adjacent character may stabilize the dying PC by applying healing magic, staunching wounds, yelling "Stay away from the light!" and so on.

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

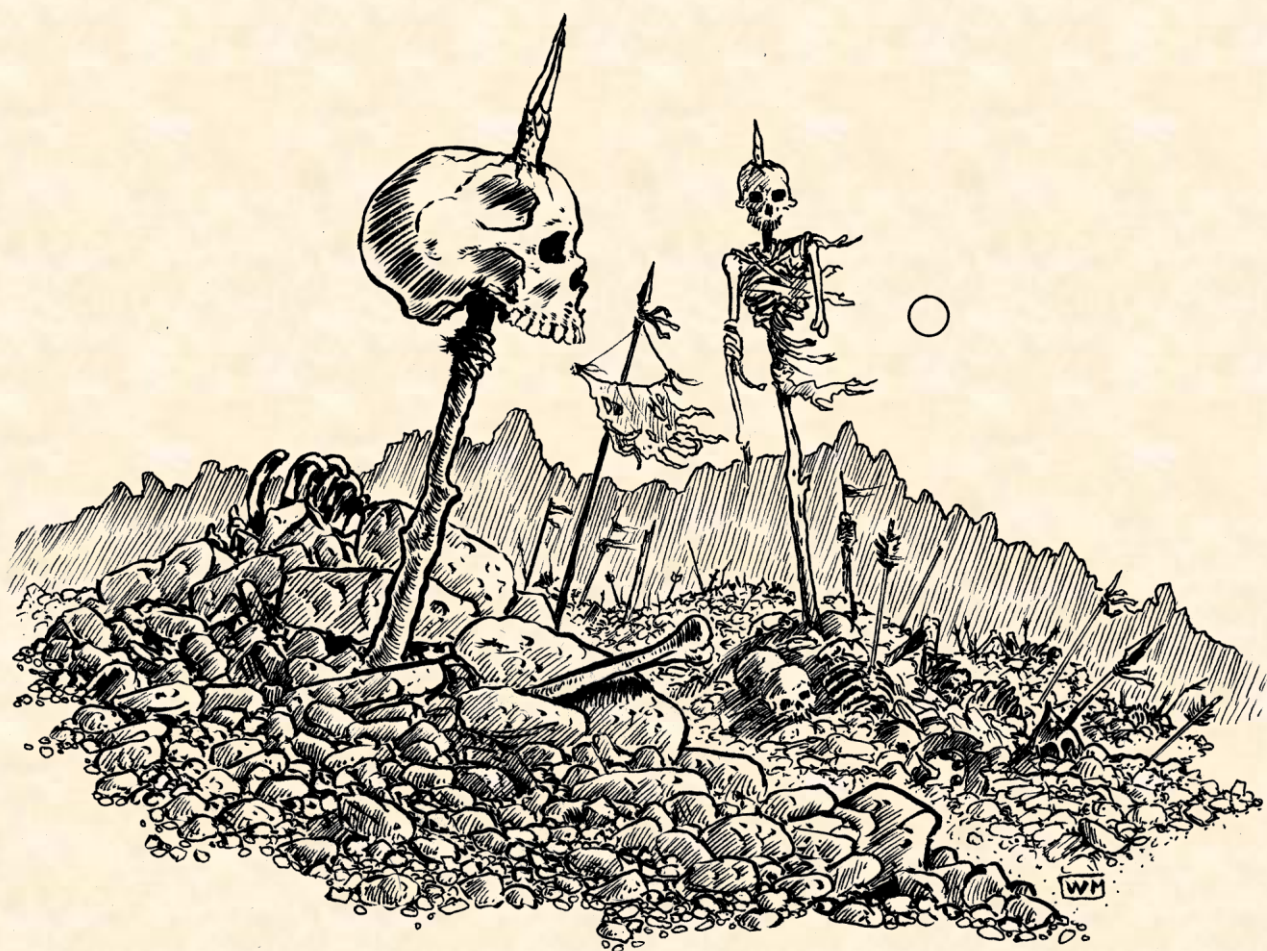
The near death experience however often leaves a mark, requiring a roll on the *Injuries & Setbacks Table* below.



1d20	INJURIES & SETBACKS
1	Eye Injury. You have disadvantage on Perc checks that rely on sight and a 33% miss chance on attack rolls. Make a <i>Luck</i> (Con) save; on a success the eye is damaged and can be mended with <i>Cure Minor Injury</i> or two months of rest. Otherwise the eye is lost. A <i>Regenerate</i> spell is required to restore a lost eye.
2	Arm or Hand Injury. You can no longer hold anything with two hands, and you can hold only a single object at a time. Make a <i>Luck</i> (Con) save; on a success the limb is damaged and can be mended with <i>Cure Minor Injury</i> or two months of rest. Otherwise the limb is lost (1d6: 1-3 hand, 4-5: below elbow, 6: arm). A <i>Regenerate</i> spell is required to restore a lost limb.
3	Leg or Foot Injury. Your move speed is halved and you require a crutch or peg leg to walk. You have disadvantage on movement based Dex checks. Make a <i>Luck</i> (Con) save; on a success the limb is damaged and can be mended with <i>Cure Minor Injury</i> or two months of rest. Otherwise the limb is lost (1d6: 1-3 foot, 4-6: below knee). A <i>Regenerate</i> spell is required to restore a lost limb.
4	Ear Injury. You have disadvantage on Perc checks that rely on hearing and on balance checks. Make a <i>Luck</i> (Con) save; on a success the ear is damaged and can be mended with <i>Cure Minor Injury</i> or two months of rest. Otherwise the ear is lost. A <i>Regenerate</i> spell is required to restore a lost ear.
5	Internal Bleeding. Whenever you attempt an action in combat, you must make a Con or Will check (your choice). If unsuccessful, you lose your action. <i>Cure Minor Injury</i> or 3d6 days of rest cures the injury.
6	Broken Ribs. Whenever you suffer physical damage, you must make a Con or Will check (your choice). On a failed check, you lose your next action. <i>Cure Minor Injury</i> or 3d6 days of rest mends the injury.
7	Nasty Scar. You gain a nasty looking scar on your head, neck, hands or other location not easily concealed. You have disadvantage on most Cha checks. A <i>Regenerate</i> spell is required to remove the scar.
8	Swelling on the Brain. You suffer a madness trait (1d6: 1-3 minor, 4-5 moderate; 6 serious). <i>Cure Malady</i> or <i>Cure Minor Injury</i> removes the injury. Otherwise the madness naturally subsides after 1d10 days.
9	Damaged Weapon. A weapon or item you are holding is damaged. Until repaired, the item cannot be used, imposes disadvantage or suffers some other penalty the DM determines. Magical items have a 50% chance to negate this effect.
10	Damaged Armour. Armour you are wearing is damaged. Until repaired, your armour provides only half the normal AC bonus (round down). Magical items have a 50% chance to negate this effect.
11	Damaged Magical Item. A randomly determined magical item (not a weapon or armour) is damaged. Until repaired, any attempt to use the item requires an Int check. On a failure the DM improvises a setback, rolls on the <i>Dark & Dangerous Magic</i> table, or consults the internet for an appropriate random effects table (eg: the OGL Rod of Wonder).
12	Muscle Tear. Lose 1d4 Str, Dex or Con. <i>Cure Minor Injury</i> or 1d8 days of rest mends the injury.
13	Head Injury. Lose 1d4 Int, Perc, Will or Cha. <i>Cure Minor Injury</i> or 1d8 days of rest mends the injury.
14	Festering Wound. Your hit point maximum is immediately reduced by 1d10, and again every 24 hours the wound persists. If your hit point maximum drops to 0, you die. <i>Cure Minor Injury</i> mends the wound. Alternatively tending with the Apothecary skill cures the



	wound after 1d3 days.
15	Sprained Ankle. You must make a Dex check if you try to charge, jump or move twice in one round. If you fail the check, you fall prone. <i>Cure Minor Injury</i> or 1d6 days rest mends the injury.
16	System Shock. You have disadvantage on initiative checks. <i>Cure Minor Injury</i> or 1d3 days rest mends the injury.
17+	Minor Scar. A minor scar has no significant adverse effect, in fact after a few ales some folks might even be impressed by it. Some scars fade over time, others might require the <i>Regenerate</i> spell to erase completely.



Short Rest

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

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

- (i) Recover half of any lost hit points, plus Con bonus.
- (ii) Recover one use of an expended class ability.
- (iii) Recover one *Reroll Pool* die.

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

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

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

Example

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

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

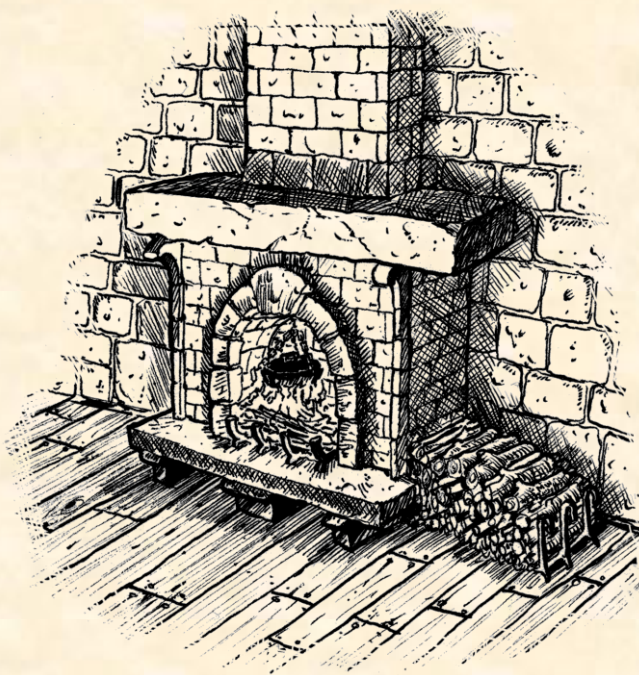
Con), raising his current HP to 24, and option (ii) regaining one use of the fighter *Adaptable* ability.

Long Rest

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

A long rest grants the following benefits:

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

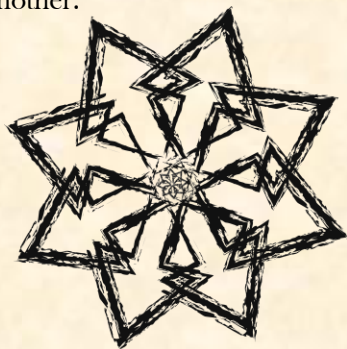


Adapting to Permanent Injuries

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

MAGIC

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



Sensing Magic

Any character may spend a few minutes attempting to sense magic in a 30 feet radius by making an Int or Perc check. If successful the character senses there is magic either present or absent, perhaps as a tingling through their spine, a barely perceivable hum in the air, or some other fleeting quality that vanishes after only a moment. The sign is different for everyone, and most commoners are unaware of their own cues. If the character does not have the *Arcane Lore* skill, the check is made at disadvantage. Illusion magic cannot be detected in this way, part of its power includes fooling rudimentary detection methods of this kind (illusions are explained further below).

Casting a Spell

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

Spell Interruption

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

Dark & Dangerous

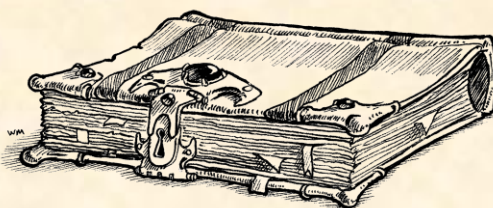
Magic is not only rare, it is dark and inherently dangerous. Sorcery was not meant for mortals, and this fundamental mismatch taints every casting with uncertainty. From beyond the veil, magic draws the attention of dark and inscrutable forces, some of whom find ways to impose their will upon the material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

Whatever facet of magic a spell caster invokes, the danger remains the same. Every time a spell is cast, the caster rolls 1d20 to test for a *Dark & Dangerous Magic* ("DDM") effect.

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

When a *Dark & Dangerous Magic* effect occurs:

- (i) The caster's *Luck* attribute is reduced by 1 point,
- (ii) Reset the *Dark & Dangerous Magic* chance back to 1 in 20, and
- (iii) Roll on the *Dark & Dangerous Magic* table below:



1d100	DARK & DANGEROUS MAGIC
01-02	Nothing happens (50%) or you are secretly possessed by a cunning alien entity for 1d10 hours (50%). The GM will tell you which covertly. Have fun.
03-04	<i>Foul Beard:</i> You grow a beard of short rubbery tentacles that you can't control. They shrivel up and drop off after 1d3 days.
05-06	Your fingers turn into tentacles, serpents, leeches or something similarly creepy for 1d6 minutes. You cannot cast spells during this time. You count as fighting with two weapons and cause 2d6 acid or poison based damage on a hit.
07-08	<i>Strange potency:</i> Your next single target spell affects two targets instead of one (within 24 hours).
09	<i>Tenuous Connection:</i> Your spell lasts half as long as usual (or your next spell with a duration other than instant within 24 hours).
10	<i>Heartless:</i> You have no discernible heartbeat, and do not bleed. The effect lasts 1d12 months.
11-12	An enraged random ¹ Cthulhu-like, Demonic or Undead monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
13-14	All plant life within 60 ft withers and dies.
15-16	You gain a random minor madness trait. If you are already suffering madness, it increases in severity instead.
17-18	<i>Spirit Rend:</i> You have advantage on your spell damage roll (if this spell does not cause damage, then your next damaging spell within 24 hours).
19	<i>Dazed:</i> You have disadvantage on your spell damage roll (if this spell does not cause damage, then your next damaging spell within 24 hours).
20	<i>Breathless:</i> You do not breathe and cannot mimic breathing. If subject to drowning or asphyxiation, you enter a dormant state rather than die. The effect lasts 1d12 months.
21-22	An enraged random ¹ Cthulhu-like, Demonic or Undead monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
23-24	<i>Mucus:</i> Your skin oozes a foul smelling mucus for 1d3 days.
25-26	You cast a random ² spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
27-28	<i>Time is Mutable:</i> You automatically go first in initiative next round.
29	<i>Time Slip:</i> Your spell takes 2 actions to cast instead of 1.
30	<i>Called from Below:</i> Whenever you linger on earthen soil, worms, beetles or other insects squirm to the surface. The effect lasts for 1d12 months.
31-32	An enraged random ¹ Cthulhu-like, Demonic or Undead monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

¹ **Roll 1d10;** 1 = Hell Hound; 2 = Spectre; 3 = Lemure; 4 = Doppelganger; 5 = Infernal Minotaur; 6 = Gibbering Terror; 7 = Chull; 8 = Grey Ooze, 9 = Invisible Stalker, 10 = Tentacle Spawn.

² **Roll 1d8;** 1 = Darkness 15 ft radius; 2 = Fear; 3 = Contact Other Plane; 4 = Confusion; 5 = Blindness; 6 = Hideous Laughter; 7 = Feeblemind; 8 = Flesh to Stone.



33-34	All liquids within 30 ft turn to salt, ash, dust or slime (GM discretion). A large body of liquid such as a pool or lake is only affected up to a depth of 2 feet.
35-36	A random creature within sight or hearing gains a random minor madness trait. If the target is already suffering madness, it increases in severity instead.
37-38	<i>Inscrutable Boon:</i> Your spell does not expend a spell use/slot.
39	<i>Eldritch Interference:</i> Your spell expends two spell uses/slots instead of one.
40	<i>Shadowless:</i> You cast no shadow. The effect lasts 1d12 months.
41-42	An enraged random ¹ Cthulhu-like, Demonic or Undead monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
43-44	<i>Third Eye:</i> You grow a fishlike eye in one palm, in the centre of your forehead or at the end of your tongue (GM discretion). If the eye is uncovered, it grants <i>Darkvision</i> up to 60 feet. The eye rots away after 1d10 days leaving behind a runic scar.
45-46	You cast a random ² spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
47-48	<i>Forbidden Lore:</i> You regain one expended spell use/slot.
49	<i>Forgotten:</i> You unlearn a random spell for 1d6 days.
50	<i>Devil Eyes:</i> Your eyes turn white, black or some other solid colour. The effect lasts 1d12 months.
51-52	An enraged random ¹ Cthulhu-like, Demonic or Undead monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
53-54	<i>The Claw:</i> One of your hands transforms into a chitinous claw. You may use an action to make a melee attack (1d10+2 damage). The claw flakes away and returns to normal after 2d12 hours.
55-56	You gain a random moderate madness trait. If you are already suffering madness, it increases in severity instead.
57-58	<i>Favour of the Ancients:</i> Your spells ignore magic resistance for 24 hours.
59	<i>Life Aegis:</i> Living targets are immune to your magic for 24 hours.
60	<i>Darkening:</i> Small open flames such as candles and torches are automatically extinguished within 30 feet of you. The effect lasts 1d12 months.
61-62	An enraged random ¹ Cthulhu-like, Demonic or Undead monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
63-64	<i>Speaker of the Void:</i> You speak only in a disturbing alien chittering that no living creature understands. You may still cast spells. Your voice returns to normal after 1d4 months.
65-66	You cast a random ² spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
67-68	<i>Bend Reality:</i> You may change the damage type of any spell you cast to any other damage type for 24 hours.



69	A wave of dissonance resonates outwards from you. All creatures in a 20 foot radius (inc you) must make a <i>Luck</i> (Con) save or be knocked prone.
70	<i>Bestial Fear</i> : Small and medium sized animals (eg cats and dogs) within 30 feet instinctively fear you, automatically entering fight or flight mode. The effect lasts 1d12 months.
71-72	An enraged random ¹ Cthulhu-like, Demonic or Undead monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
73-74	<i>Winged</i> : You sprout large membranous wings from your back, elbows, neck or ears (GM discretion). You can fly at your normal speed. The wings wither and slough off after 2d12 hours.
75-76	A random creature within sight or hearing gains a random moderate madness trait. If the target is already suffering madness, it increases in severity instead.
77-78	<i>Harness the Void</i> : Your spell causes 50% extra damage (if this spell does not cause damage, then your next damaging spell within 24 hours).
79	<i>Weakened</i> : Your spell causes 50% less damage (if this spell does not cause damage, then your next damaging spell within 24 hours).
80	<i>Hollow</i> : You are never hungry or thirsty, and cannot abide food or drink. Even the smell makes you nauseous. The effect lasts 1d12 months.
81-82	An enraged random ¹ Cthulhu-like, Demonic or Undead monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
83-84	<i>Jaws</i> : You grow to 8 feet tall, your jaws and limbs distending to grotesque proportions. You gain a powerful urge to devour your enemies. If possible you must use your move action to close with an enemy. If in melee you must use your action to make a bite attack causing 2d6+3 damage. On a natural 19-20 attack roll you sever a target's limb or head (GM discretion). After 1 minute, you return to normal.
85-86	You cast a random ² spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
87-88	<i>Insidious Call</i> : Your next spell with a <i>Luck</i> save (within 24 hours) causes the target to roll with disadvantage.
89	<i>Wyrd Fading</i> : For 24 hours, targets making <i>Luck</i> saves against your spells roll with advantage.
90	A random limb turns black, rots and drops off over the next 1d20 hours (roll 1d4: (i) foot, (ii) lower leg, (iii) hand, (iv) forearm). The rot cannot be stopped once it starts, but a <i>Regenerate</i> spell restores the lost appendage.
91-92	An enraged random ¹ Cthulhu-like, Demonic or Undead monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
93-94	You transform into a <i>Gibbering Terror</i> for 1d4 minutes. Your personality is suppressed and substituted with the sentience of a <i>Gibbering Terror</i> until the effect ends.
95-96	You and all creatures within 60 ft gain a random serious madness trait. If a target is already suffering madness, it increases in severity instead.
97-98	<i>The Stars Align</i> : Your next spell (within 24 hours) causes maximum damage and/or affects the maximum number of targets.
99	<i>Marked</i> : Gain the following table effect <i>permanently</i> ; Roll 1d8 - (i) Heartless, (ii) Breathless (iii) Called From Below (iv) Shadowless (v) Devil Eyes, (vi) Darkening (vii) Bestial Fear, (viii) Hollow. No magic known to mankind can remove this effect.

100	<i>Claimed:</i> Gain the following table effect <i>permanently</i> ; Roll 1d6 - (i) Foul Beard, (ii) Mucus (iii) Third Eye (iv) The Claw (v) Winged, (vi) Jaws. No magic known to mankind can remove this effect.
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The above are merely examples. GMs are encouraged to modify/expand the list.

Spell Duration

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

Unless a spell description states otherwise, if the caster dies or is rendered unconscious, the spell ends immediately.

Illusions

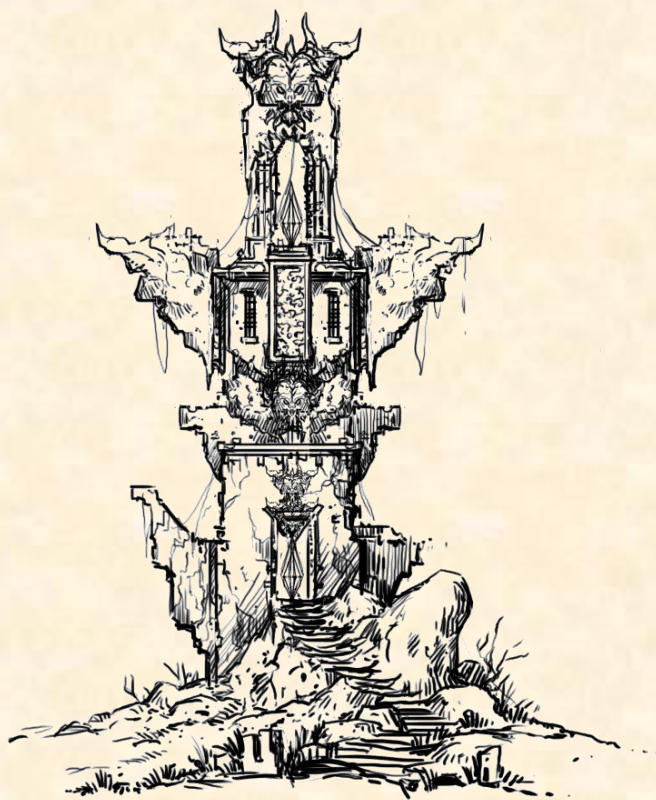
A number of spells and other magical effects create illusions or make one thing appear as another. Some illusions are more powerful than others, with stronger illusions fooling more senses over a wider area. No illusion can mimic the sense of tactile sensation however, and interacting with an illusion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

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



Illusions cannot directly cause damage or physically affect a target in any way, and some creatures may be immune to or automatically

pierce certain kinds of illusions. For example, a snake sensing vibrations in the ground will not be fooled by an illusion covering a pit, and some undead automatically detect living creatures. Mindless creatures are unaffected by illusions.



Designer's Thoughts: Missing Magic?

Certain kinds of magic are absent from the default LFG spell lists, namely: resurrection magic, teleportation magic, lie detection and alignment detection (LFG removes alignment altogether).

These kinds of spells tend to undermine some of the mystery of the story, or bypass investigation or exploration. "Death is permanent" is also an important low magic trope, consistent with a gritty, realistic world.

Spell Lists

Level 1

1. Charm Person
2. Circle of Protection
3. Comprehend Languages
4. Cure Light Wounds
5. Detect Magic
6. Disguise Self
7. Featherfall
8. Fog Cloud
9. Frighten
10. Hideous Laughter
11. Light
12. Magic Missile
13. Magic Mouth
14. Shield
15. Silent Image
16. Sleep
17. Telepathy
18. Thunderwave
19. Unseen Hand
20. Wizard Lock

Level 2

1. Blindness
2. Bolster Attribute
3. Continual Light
4. Cure Minor Injury
5. Darkness, 15 ft Radius
6. Detect Hidden
7. Detect Thoughts
8. Heat Metal
9. Hold Person
10. Invisibility
11. Knock
12. Levitate
13. Locate
14. Mirror Image
15. Phantasmal Force
16. Silence, 15 ft Radius
17. Speak with Animals
18. Stinking Cloud
19. Strength
20. Web



Level 3

1. Circle of Protection 10' Radius
2. Clairvoyance
3. Cure Malady
4. Darkvision
5. Dispel Magic
6. Fireball
7. Fly
8. Gaseous Form
9. Haste
10. Hypnotic Pattern
11. Invisibility, 10 ft Radius
12. Lightning Bolt
13. Monster Summoning I
14. Protection from Energy
15. Protection from Normal Missiles
16. Ritual Magic
17. Slow
18. Speak with Dead
19. Suggestion
20. Water Breathing

Level 4

1. Charm Monster
2. Confusion
3. Cure Serious Wounds
4. Dimension Door
5. Fear
6. Freedom of Movement
7. Greater Invisibility
8. Hallucinatory Terrain
9. Monster Summoning II
10. Neutralize Poison
11. Object Reading
12. Plant Growth
13. Polymorph
14. Regenerate
15. Rock Storm
16. Speak with Plants
17. Stone Shape
18. Stoneskin
19. Wall of Fire
20. Wall of Ice



Level 5

1. Animate Dead
2. Anti-Life Field
3. Cloudkill
4. Cone of Cold
5. Conjure Elemental
6. Contact Other Plane
7. Creeping Doom
8. Feeblemind
9. Finger of Death
10. Hold Monster
11. Magic Jar
12. Magic Resistance
13. Modify Memory
14. Monster Summoning III
15. Passwall
16. Restoration
17. Telekinesis
18. Transmute Rock to Mud
19. Wall of Iron
20. Wall of Thorns

Level 6

1. Animate Object
2. Banishment
3. Blade Barrier
4. Chain Lightning
5. Control Weather
6. Death Spell
7. Disintegrate
8. Earthquake
9. Etherealness
10. Flesh to Stone
11. Forbidden Wish
12. Geas
13. Invisible Stalker
14. Irresistible Dance
15. Legend Lore
16. Mass Suggestion
17. Monster Summoning IV
18. Move Earth
19. Reflection
20. True Seeing



SPELL DESCRIPTIONS

Animate Dead

5th Level

Range: 240 ft

Duration: Permanent

This ritual spell takes 1d4 hours to cast. The magic user animates up to 3d6 skeletons and/or zombies from dead bodies. The monsters follow the caster's orders and persist until slain. Casting *Animate Dead* automatically generates a *Dark & Dangerous Magic* effect.

Animate Object

6th Level

Range: 60 ft

Duration: 1d6 x 10 minutes

The caster animates a single object that fits within a 10 ft cube such as a carpet, door, suit of armour or table. The object gains a degree of flexibility enabling it to walk, slither or crawl with a movement rate of 30 ft. The object follows the caster's orders (no action), attacking his foes and performing other tasks as directed. Animated objects have one HD per level of the caster. The GM determines other attributes, but larger objects tend to cause more damage and smaller objects better AC.

Anti-Life Field

5th Level

Range: Self

Duration: 1d6 x 10 minutes

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

Banishment

6th Level

Range: 120 ft

Duration: Instant

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

Blade Barrier

6th Level

Range: Self

Duration: 2d6 rounds

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

movement rate is reduced to 10 ft while the spell persists.

Blindness

2nd Level

Range: 60 ft

Duration: 4d6 hours

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

Bolster Attribute

2nd Level

Range: Touch

Duration: 1d6 x 10 minutes

The target's Str, Dex, Con, Int, Perc, Will or Cha is increased by 1d4 (maximum 18) for the duration.

Chain Lightning

6th Level

Range: 120 ft

Duration: Instant

The caster fires a bolt of lightning at a single target causing 11d8 damage. The spell then arcs to a second target within 20 ft of the first target for 10d8 damage, then to a third target within 20 ft of the second target for 9d8 damage, and so on, up to a final arc causing 1d8 damage. Each target is momentarily stunned by the lightning, losing their next action. A *Luck* (Dex) save halves the damage and negates any

action loss. No target may be struck more than once.

Charm Monster

4th Level

Range: 60 ft

Duration: 1d6 x 10 minutes

As *Charm Person*, but this spell affects any living creature. A target with more HD than the caster is immune.

Charm Person

1st Level

Range: 120 ft

Duration: 4d6 hours

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

Circle of Protection

1st Level

Range: Self

Duration: 1d6 x 10 minutes

The caster radiates a field of protection out to 1 ft, which supernatural monsters cannot penetrate (eg elementals, demons, undead). In addition the caster gains +1 AC.

Circle of Protection, 10 ft Radius

3rd Level

Range: Self

Duration: 1d6 x 10 minutes

This spell functions like *Circle of Protection*, but at a

10 ft radius. The circle can be used to pin a supernatural creature against another surface but cannot crush or otherwise injure it (attempting to do so ends the spell).

Clairvoyance

3rd Level

Range: 120 ft

Duration: 1d6 x 10 minutes

You conjure an invisible, intangible sensor capable of seeing and hearing as if you were standing at another location within range. When you use the sensor, you cannot see or hear with your real eyes and ears. You may switch between senses by spending an action. You may also move the sensor up to 30 ft by spending an action. Both the spell and sensor are blocked by a thin sheet of lead, or stone or wood more than 1 ft thick.



Cloudkill

5th Level

Range: 20 ft

Duration: 2d6 x 10 minutes

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

Comprehend Languages

1st Level

Range: Self

Duration: 1d6 x 10 minutes

This spell allows the caster to speak, read and understand all languages.

Cone of Cold

5th Level

Range: 60 ft cone with a 20 ft base

Duration: instant

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

Confusion

4th Level

Range: 120 ft

Duration: 1d4 hours

This spell affects up to 2d6 creatures within a 30 ft radius, causing them to stand dazed or manically attack others nearby. A *Luck* (Will) save resists. If the spell takes hold, roll for the effect every 10 minutes until the duration has run its course.

1d12	EFFECT
1-3	Attack caster & his allies with berserker like fury (if aware of them, otherwise reroll).
4-6	Yell, scream, pull at their hair and clothes, gnash their teeth, etc.
7-9	Stand baffled and inactive, murmuring contently.
10-12	Silently attack each other with wide and vacant eyes.

Conjure Elemental

5th Level

Range: 240 ft

Duration: 1d6 x 10 minutes

The caster summons a 10 HD elemental (caster's choice) which follows her orders (no action). The elemental obeys as long as the caster concentrates on controlling it. If the caster's concentration ends, the

elemental becomes free and goes on a rampage until the spell ends, targeting the caster above all others. The caster's concentration ends if she casts another spell or suffers damage and fails a Con check. While the caster maintains control, she may spend an action to end the spell early, causing the elemental to vanish.

Contact Other Plane

5th Level

Range: None

Duration: 1d10 minutes

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

Continual Light

2nd Level

Range: Touch

Duration: 1d4 days

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

Control Weather

6th Level

Range: 1d10 mile diameter

Duration: 1d4 days

The caster summons light, moderate or heavy weather of

his choosing, ranging from pleasant sunshine, oppressive heat, torrential rain, thunder storms and/or dangerous winds. Catastrophic weather such as a cyclone or tsunami is only possible if similar foundational weather is already present. The unnatural weather lasts for 1d4 days and spreads over a 1d10 mile diameter region. In order to summon the weather, the user must complete a 1d4 hour ritual. Casting this spell automatically results in a *Dark & Dangerous Magic* effect. If catastrophic weather is summoned, the caster suffers 1 Con drain for each day the weather persists which cannot be restored until the spell subsides. Unlike most spells, *Control Weather* cannot be ended early once the ritual is finished.

Creeping Doom

5th Level

Range: 5 ft

Duration: 1d6 x 10 minutes

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

Cure Light Wounds

1st Level

Range: Touch

Duration: Immediate

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

Cure Malady

3rd Level

Range: Touch

Duration: Immediate

This spell instantly cures or removes one curse or disease (including magical diseases). Alternatively, the spell slowly (over 1d6 days) removes one minor madness, or reduces a more severe madness by one level.

Cure Minor Injury

2nd Level

Range: Touch

Duration: Immediate

Over the course of 1d6 hours, this spell mends one temporary injury, or restores 1d4 lost attribute points. This spell cannot restore *Luck*.

Cure Serious Wounds

4th Level

Range: Touch

Duration: Immediate

This spell is identical to *Cure Light Wounds* but restores hit points equal to $4d8 +$ four times the caster's Int modifier.

Darkness 15 ft Radius

2nd Level

Range: 120 ft

Duration: 1d6 x 10 minutes

Magical darkness fills a 15 ft radius, impenetrable to all vision except *Trueseeing*. Any light spell negates the darkness.

Darkvision

3rd Level

Range: Touch

Duration: 2d6 hours

The recipient of the spell can see perfectly in non-magical darkness.

Death Spell

6th Level

Range: 240 ft

Duration: Instant

This spell affects a 30 ft radius of creatures with 6 HD or less. The caster may choose to exclude eligible targets if he is aware of them. Targeted creatures die instantly (no *Luck* save is permitted). Casting this spell automatically invokes a *Dark & Dangerous Magic* effect.

Detect Hidden

2nd Level

Range: Self

Duration: 1d6 x 10 minutes

The caster detects hidden, invisible, ethereal, and intangible creatures up to a distance of 60 ft.

Detect Magic

1st Level

Range: Self

Duration: 2d6 hours

The caster may spend an action to pinpoint and identify magic within a 30 ft radius, including magical items, trapped runes and personal charms. The broad nature of any magic is revealed, for example, a lightning bolt trap might radiate as elemental magic, while an urn of healing water would radiate as healing. Illusions are not detected, part of their magic includes fooling basic detection spells of this kind. *Detect Magic* is blocked by a thin sheet of lead, or stone, earth or wood more than 1 ft thick.

Detect Thoughts

2nd Level

Range: 60 ft

Duration: 2d6 rounds

The caster may detect and skim the surface thoughts of a single intelligent entity up to a distance of 60 ft. A *Luck* (Will) save resists. If the spell is resisted, the target is fully

aware that some form of mind affecting magic was just attempted. *Detect Thoughts* is blocked by a thin sheet of lead, or stone, earth or wood more than 1 ft thick.

Dimension Door

4th Level

Range: Touch (transported up to 480 ft)

Duration: Instant

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

Disguise Self

1st Level

Range: Self

Duration: 1d6 x 10 minutes

You appear as another humanoid creature of similar size and shape, although you may be another sex, fatter, thinner, taller or shorter. Your clothing and gear appears as anything you wish. An object that touches the illusion passes through it unless the illusion mirrors your body or gear. Depending on the circumstances, the GM might allow a character an Int check to recognize the illusion for what it is.

Disintegrate

6th Level

Range: 60 ft

Duration: Instant

The caster fires a beam of green energy at a single target such as an object or creature, which is instantly turned to microscopic dust, leaving no trace. If an object such as a wall is targeted, a maximum of a 10 ft cube is affected. Creatures may make a *Luck* (Dex) save to resist. Magical items generally have a 50% chance of resisting.



Dispel Magic

3rd Level

Range: 120 ft

Duration: Instant or 1d10 minutes against a magical item

Dispel Magic is used to instantly end all spells and other magical effects in a 15 ft radius, including magical traps & locks and summoned creatures (which vanish). Alternatively, the spell can also be used to suspend the magical properties of a single magical item for 2d6 rounds. A successful *Luck* (Int) save is required for the spell to work.

Earthquake

6th Level

Range: 240 ft

Duration: Instant

An 80 ft radius area suffers a ferocious and unnatural earthquake. The quake topples structures, causes rock slides, and opens gaping fissures in the earth. Any humanoid caught in the area must make a *Luck* (Dex) save or become hopelessly buried in rubble (50% chance, taking 1d4 hours to dig out), or fatally crushed by falling material or grinding fissures (50% chance). The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Etherealness

6th Level

Range: Self

Duration: 1d6 x 10 minutes

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

Fear

4th Level

Range: 120 ft cone with a 30 ft base

Duration: 1d4 hours

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

drop whatever they are holding.

Featherfall

1st Level

Range: 10 ft radius

Duration: 2d6 hours

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

Feeblemind

5th Level

Range: 120 ft

Duration: 2d6 days

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

Finger of Death

5th Level

Range: 60 ft

Duration: Immediate

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

Fireball

3rd Level

Range: 240 ft

Duration: Instantaneous

The caster hurls a ball of fire which explodes at the target location with a furnace like blast. If the *Fireball* strikes something before reaching the intended destination, it detonates early. The blast radius is 20 ft, and causes 1d6 damage per level (*Luck* (Dex) save for half). The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas. Flammable objects in the area catch fire.

Flesh to Stone

6th Level

Range: 120 ft

Duration: Permanent until dispelled

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

Fly

3rd Level

Range: 60 ft

Duration: 1d6 x 10 mins

This spell imbues the target with the power of flight, with a move rate of 120 ft per round.

Fog Cloud

1st Level

Range: 120 ft

Duration: 1d4 hours

You conjure a thick fog that completely obscures vision and fills a 20 ft radius, spreading around corners if required. The fog remains until the duration ends or a strong wind disperses it.

Forbidden Wish

6th Level

Range: 240 ft

Duration: Instant

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

Freedom of Movement

4th Level

Range: Touch

Duration: 1d6 x 10 mins

The target is immune to paralysis and cannot be restrained in any way, including grappling, webs, ropes, vines, hunting traps or manacles. The target also ignores any speed penalties due to hazardous terrain or when swimming.

Frighten

1st Level

Range: Self

Duration: 2d6 rounds

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

Gaseous Form

3rd Level

Range: Self

Duration: 2d6 rounds

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

Geas

6th Level

Range: Touch

Duration: Until task complete

If the spell succeeds (a *Luck* (Will) save resists), the caster may set a task for the spell's

target. If the target does not diligently work at performing the task, he loses 1d4 Str, Dex and Con each day until one attribute reaches zero, at which point the target dies. If this spell is cast in combat, the caster must succeed in a melee attack roll with advantage to touch the target.

Greater Invisibility

4th Level

Range: Touch

Duration: 2d6 rounds

This spell operates like *Invisibility*, but is not broken by making an attack or casting a spell.

Hallucinatory Terrain

4th Level

Range: 180 ft

Duration: 4d6 hours

This spell creates a 100 ft diameter of illusory terrain. An empty plain might appear as a forest, for example. Structures, equipment and immobile creatures may also be concealed as a kind of terrain. The illusion affects sight, hearing, smell, taste and temperature. The illusion can be programmed to perform a series of acts or to react and change as the caster desires by spending an action round to round. Anything that touches the illusion passes through it to the underlying terrain. Depending on the circumstances, the GM might allow a creature an Int check

to recognize the illusion for what it is.

Haste

3rd Level

Range: 120 ft

Duration: 2d6 rounds

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

Heat Metal

2nd Level

Range: 60 ft

Duration: 2d6 rounds

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

Hideous Laughter

1st Level

Range: 60 ft

Duration: 2d6 rounds

A single target is consumed by an awful, manic laughter which leaves the target helpless for the duration. A *Luck* (Will) save resists. Creatures with 7+ HD are immune.

Hold Monster

5th Level

Range: 120 ft

Duration: 2d6 rounds

As *Hold Person*, but may target any 1d4 creatures. Targets with 15 or more HD are immune.

Hold Person

2nd Level

Range: 180 ft

Duration: 2d6 rounds

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

Hypnotic Pattern

3rd Level

Range: 120 ft

Duration: 2d6 minutes

The caster conjures an array of hypnotic lights in a 20 ft radius. All creatures in the area (or that enter the area later) must make a *Luck* (Will) save or fall into a dazed state, unable to take any actions or move, as long as the target remains in the area and can see the hypnotic lights.

Invisibility

2th Level

Range: 60 ft

Duration: 1d6 x 10 minutes

This illusion spell turns a person or a thing invisible. If the invisible creature makes

an attack or casts a spell, the invisibility ends.

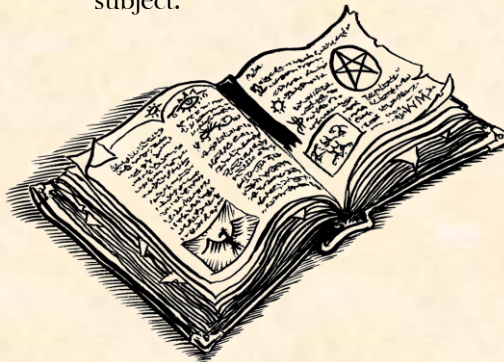
Invisibility 10 ft Radius

3rd Level

Range: 120 ft

Duration: 1d6 x 10 minutes

As *Invisibility*, but affects all creatures in a 10 ft radius. Subjects can see each other and must remain in the radius or the spell ends for that subject. If a subject makes an attack or casts a spell, the invisibility ends for that subject.



Invisible Stalker

6th Level

Range: 10 ft

Duration: Until mission is completed

This spell summons an Invisible Stalker, an unseen assassin from another dimension. The Stalker attempts to perform one task as ordered by the caster, regardless of how long it may take or how far the Stalker must travel. The magic binding a Stalker is especially strong and imposes disadvantage on any *Dispel Magic* test. The Stalker

relentlessly pursues its objective until completed, the mission becomes impossible, or the Stalker is destroyed. If the mission is completed there is a 50% chance the Stalker becomes uncontrolled and attempts to kill the caster. Otherwise it vanishes forever.

Irresistible Dance

6th Level

Range: 120 ft

Duration: 2d6 rounds

This spell causes a single target of up to 15 HD to compulsively and energetically dance on the spot (no *Luck* save is permitted). The target is helpless while dancing and unable to move normally or take other actions. When the spell ends the target collapses, utterly exhausted, and is befuddled with no memory of the prior 1d6 x 10 minutes. Creatures immune to charm effects are immune to this spell. A *Cure Malady* spell ends the effect and restores any lost memory.

Knock

2nd Level

Range: 60 ft

Duration: Immediate

This spell unlocks and unbars all locks, doors, gates, portals manacles, bear traps and similar objects within range, including those held or locked by magic.

Legend Lore

6th Level

Range: Self

Duration: See below

Over the course of a long ritual (5d20 days), the caster gains detailed knowledge of a person, place, or thing. There is a 50% chance of gaining access to particularly important secrets such as hidden lairs, concealed crimes, true identities, true names or prophecies. At the GM's discretion, some information may be cryptic in nature. This spell cannot be repeated against the same target. Over the course of casting this spell, the magic user gains a serious madness trait.

Levitate

2nd Level

Range: 60 ft

Duration: 1d6 x 10 minutes

This spell allows the Magic User to levitate himself or another creature (up to 10 ft tall), or object (up to 10 kgs per level). The caster may spend their action to direct the target's movement in any direction at a rate of 10 ft per round, to a maximum height of 10 ft per level. An unwilling target or an attended object may make a *Luck* (Str) save to resist. Unattended magical objects have a 50% chance of resisting.

Light

1st Level

Range: 60 ft

Duration: 3d6 hours

One target object produces light up to as bright as a torch. The caster may spend an action to change the brightness, or turn it on or off.

Lightning Bolt

3rd Level

Range: 120 ft

Duration: Instantaneous

A 10 ft wide bolt of lightning extends outward 120 ft from the caster. Anyone in the path suffers 1d6 damage per level (*Luck* (Dex) save for half). Flammable objects in the area may catch fire.

Locate

2nd Level

Range: 300 ft per level

Duration: 1d6 x 10 minutes

This spell gives the caster the correct direction (as the crow flies) toward an object or person the caster specifies with a description or mental image. If the caster has not seen the person or object, the spell might still detect the subject with a sufficiently detailed description and identifying markers (eg: female teenager with blonde hair and cheekbone scar). The spell may also be used to detect a general type of object such as stairs, gold coins, keys, etc. The spell is blocked by a thin sheet of lead, or stone,

earth or wood more than 1 ft thick.

Magic Jar

5th Level

Range: Special

Duration: Special

This spell binds the caster's life force into an object (the *Jar*) within 30 ft and automatically triggers a *Dark & Dangerous Magic* effect. Once within the *Magic Jar*, the caster may spend an action to project his life force and possess the bodies of other creatures, provided they remain within 60 ft of the *Jar* and fail a *Luck* (Will) save.

The caster may return his life force to the *Jar* at any time, and if a body he controls is slain, his life force returns to the *Jar*. If the *Jar* is broken while the caster's life force inhabits it, the spell ends and the caster dies. If the caster's body is destroyed while his life force inhabits the *Jar*, the caster is trapped until he can possess another body. If the life force returns to its own body the spell ends. The magic binding a *Jar* is especially strong and imposes disadvantage on any *Dispel Magic* test.

Magic Missile

1st Level

Range: 180 ft

Duration: Immediate

This spell conjures one missile of life leeching energy for every odd level. The projectile(s) flash from the

caster's hands and automatically strike one or more visible creatures (not objects). Each missile causes 1d4+1 damage. *Magic Missile* is negated by a target protected by the *Shield* spell.

Magic Mouth

1st Level

Range: Touch

Duration: Special

This spell enchants one object with a set message. When the spell is cast, the caster decides the content of the message, the tone of delivery, and the conditions which trigger the communication. When triggered, the object forms a magical mouth and conveys the message once. The message may be up to thirty words long. The *Magic Mouth* will trigger once per level before the enchantment dissipates.

Magic Resistance

5th Level

Range: Touch

Duration: 2d6 rounds

The subject gains 50% Magic Resistance.

Mass Suggestion

6th Level

Range: 180 ft

Duration: 4d6 hours

As *Suggestion*, but affects up to 2d4 targets within a 30 ft radius.

Mirror Image

2nd Level

Range: Self

Duration: 1d6 x 10 minutes

This spell creates two images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

Modify Memory

5th Level

Range: 30 ft

Duration: Permanent until dispelled

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

Monster Summoning I

3rd Level

Range: 60 ft

Duration: 1d6 x 10 minutes

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

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

Monster Summoning II

4th Level

Range: 120 ft

Duration: 1d6 x 10 minutes

As *Monster Summoning I*, but more powerful creatures.

1d6	MONSTER SUMMONED
1	3d4 Wolves
2	2d4 Serpentmen (<i>Hraask</i>)
3	2d4 Giant Centipedes
4	2d4 Will o' Wisps
5	2d4 Giant Ants (Worker)
6	2d4 Giant Spiders

Monster Summoning III

5th Level

Range: 240 ft

Duration: 1d6 x 10 minutes

As *Monster Summoning I*, but more powerful creatures.

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

Monster Summoning IV

6th Level

Range: 480 ft

Duration: 1d6 x 10 minutes

As *Monster Summoning I*, but more powerful creatures.

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

Move Earth

6th Level

Range: 240 ft

Duration: 2d6 minutes

This spell allows the caster to spend an action to shift, move and shape earth and/or stone in a 10 ft diameter. The caster must be able to see the material affected. If the caster attempts to bury a humanoid opponent, the target must make a *Luck* (Dex) save or be trapped and suffocating. A suffocating target may spend their action to gain a 33% chance to break free.

Neutralize Poison

4th Level

Range: Touch

Duration: Special

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

Object Reading

4th Level

Range: Touch

Duration: 2d6 rounds

The caster may perceive past events connected with an object as if she had been present. The caster gains only a quick glimpse of the event (up to 2d6 rounds worth), but may go back in time up to one day per level. The caster may indicate the nature of the event, or particular day and time, she wishes to observe (eg: the last person to hold the object, or a meeting known to have occurred in the location, or four days ago at high noon, etc). If no particular information is sought, the GM chooses the event. This spell

cannot be cast on the same object twice.

Passwall

5th Level

Range: 30 ft

Duration: 1d6 x 10 minutes

This spell creates a magic tunnel through wood, earth, stone or ice, up to 10 ft high, 10 ft wide, and 20 ft deep. The tunnel closes when the spell ends.

Phantasmal Force

2nd Level

Range: 240 ft

Duration: 1d6 x 10 minutes

This spell creates an illusion that fits within a 20 ft cube that fools most of the senses: sight, hearing, smell, taste and temperature. The illusion can be programmed to perform a series of acts or to react and change as the caster desires by spending an action round to round. Anything that touches the illusion passes through it. Depending on the circumstances, the GM might allow a creature an Int check to recognize the illusion for what it is.

Plant Growth

4th Level

Range: 240 ft

Duration: Permanent

Over 1d6 minutes an area up to 100 ft long, 100 ft wide and 10 ft tall grows into an impassable forest of brush, thorns and vines. The plants

spring from any surface, including earth, stone, ice or snow and do not require sunlight or water to persist. An experienced woodsman armed with an axe takes approximately 1 minute to clear 5 ft of forest.

Polymorph

4th Level

Range: 240 ft

Duration: 1d6 x 10 minutes

This spell allows the caster to turn herself or another creature into a different type of creature. The new form cannot have more hit dice than half the caster's level (round up). The polymorphed creature gains the physical qualities (including AC, attacks including hit chance and damage rolls, movement modes and senses), but not magical qualities or hit points, of the new form. The target's original personality and memories remain. If the form is not humanoid, the target cannot cast spells. Unusable gear melds into the form. If the target is unwilling, a *Luck* (Con) save resists.

Protection from Energy

3rd Level

Range: Touch

Duration: 1d6 x 10 minutes

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

shade's Str drain or spectre's level drain).

Protection from Normal Missiles

3rd Level

Range: Touch

Duration: 1d6 x 10 minutes

The target is immune to non-magical missiles which simply bounce off him. Very large projectiles such as boulders are not protected against.



Reflection

6th Level

Range: Self

Duration: 2d6 hours

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

Once a magical effect is reflected, the spell ends.

Regenerate

4th Level

Range: Touch

Duration: Immediate

This spell regrows one lost eye, ear, limb or similar appendage over 1d6 days.

Restoration

5th Level

Range: Touch

Duration: Immediate

This spell slowly restores lost levels, years or *Luck* drain suffered due to undead and other supernatural attacks. One level, one *Luck* point and 1d10 years return immediately, and the same again each day thereafter, until all drained levels, years and *Luck* are reinstated. This spell does not restore *Luck* lost due to ordinary adventuring, only supernatural *Luck* drain.

Ritual Magic

3rd Level

Range: Varies

Duration: Varies

This spell allows the caster to impose a long term magical effect on an object or area. The duration is typically up to a month per level, but might be years or even permanent at the GM's discretion. Area effects are generally limited to a 10 ft radius per level. The

casting time is 1d4 days. The caster suffers 1 point of Con loss as long as the spell persists. Special material components may be required at the GM's discretion. Example effects might include warding an area against living creatures (a *Luck* (Will) save resists), a *Lightning Bolt* rune trap, a persistent illusion, and so on. Effects, duration and other conditions are subject to GM approval.

Rock Storm

4th Level

Range: 120 ft

Duration: Special

A swirling vortex of rocks hammers a 15 ft radius, inflicting 1d6 damage per level (*Luck* (Con) save for half). The area becomes slippery with scree for 1d4 rounds. Anyone moving more than half their normal movement rate must make a Dex check or fall prone.

Shield

1st Level

Range: Self

Duration: 2d6 hours or until expended

The caster is protected by a hovering disc of force that phases in and out of existence as needed. The disc protects the caster like a normal shield but does not require any hands. If the caster uses the shield ability to negate a physical attack, the spell ends.

If the caster is subject to a *Magic Missile* spell, the *Shield* spell automatically negates it, then ends.

Silence, 15 ft Radius

2nd Level

Range: 180 ft

Duration: 1d6 x 10 minutes

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

Silent Image

1st Level

Range: 180 ft

Duration: 1d6 x 10 minutes

This spell conjures a visual illusion that fits within a 10 ft cube. The illusion can be programmed to perform a series of acts or to react and change as the caster desires by spending an action round to round. This spell does not generate sound, smell, touch or temperature. Anything that touches the illusion passes through it. Depending on the circumstances, the GM might allow a creature an Int check to recognize the illusion for what it is.

Sleep

1st Level

Range: 240 ft

Duration: 1d4 hours

This spell affects a 15 ft radius and puts 4d4 HD worth of creatures (friend or foe) into a magical slumber (no *Luck* save is permitted). Targets with the lowest amount of hit dice are affected first. Targets with 5 or more HD are immune.

Slow

3rd Level

Range: 240 ft

Duration: 2d6 rounds

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

Speak with Animals

2nd Level

Range: Self

Duration: 1d6 x 10 minutes

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

advantage on any Cha checks with animals and insects.

Speak with Dead

3rd Level

Range: Touch

Duration: 3 questions within 1d4 minutes.

This spell empowers a humanoid corpse or bones to answer three questions from the caster, answering with knowledge the corpse had while alive. The caster magically understands the language the target uses. Magic users of 6th level or less may speak with targets up to 100 years old. Magic Users of 7th level and higher may speak with a target of any age. The target must have its skull to converse (it need not have more than this). Some answers might be cryptic in nature at the GM's discretion.

Speak with Plants

4th Level

Range: Self

Duration: 1d6 x 10 minutes

The caster may engage in two way telepathic communication with plants (including plant monsters) within 60 ft. The spell imbues the caster's communications with persuasive influence, granting advantage on any Cha checks with plants. The caster may temporarily imbue any non-intelligent plant within 60 ft with a degree of magical flexibility. For example, a tree

might move its branches to form a bridge, or vines untangle and wriggle aside.

Stinking Cloud

2nd Level

Range: 120 ft

Duration: 1d4 hours

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

Stone Shape

4th Level

Range: Touch

Duration: Shaping up to 2d4 minutes, but the effects are permanent

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

Stoneskin

4th Level

Range: Self

Duration: 2d6 rounds

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

Strength

2nd Level

Range: Touch

Duration: 2d6 rounds

The target gains 2d4 points of Str (maximum 19).

Suggestion

3rd Level

Range: 120 ft

Duration: 2d6 hours

The caster speaks a hypnotic suggestion to his intended victim. On a failed *Luck* (Will) save, the victim carries out the suggestion as long as it does not involve direct harm to the victim and can be performed within the duration. The suggestion need not call for the action to be carried out immediately.

Telekinesis

5th Level

Range: 120 ft

Duration: 1d6 x 10 minutes

The caster may spend an action to levitate one creature (up to giant size) or object (up to wagon size) in any direction with a movement rate of 60 ft per round. If the caster does not spend any further actions, the target remains hovering at that location. An unwilling target makes a *Luck* (Con) save to resist. The caster may choose a new target by spending an action, but this ends the spell for the previous target. The caster may attack with a weapon, object or creature by making attack rolls as normal (damage is determined by the GM). *Telekinesis* is not precise enough to mimic the skill necessary to pick locks or similar tasks, but it can throw switches, turn door knobs, untie simple knots, and so on.

Telepathy

1st Level

Range: 120 ft

Duration: 2d6 hours

The caster may communicate telepathically with any creature she is aware of within range, assuming they have a common language. Creatures communicated with may respond telepathically if they wish. The spell is blocked by a thin sheet of lead, or stone or wood more than 1 ft thick.

Thunderwave

1st Level

Range: 30 ft

Duration: Instant

You project a deafening blast of thunderous force before you in wave 10 ft high and 15 ft wide. The wave moves away from the caster to a range of 30 ft. Creatures and unattended objects suffer 2d8 damage and are thrown backwards 1d6 x 5 ft. A *Luck* (Con) save halves the damage and negates the movement.

Alternatively, the caster may channel the *Thunderwave* into an inanimate, non-magical object the size of a door or smaller by touching it. The caster may make a *Luck* (Int) check to shatter the item. Particularly large and strong objects (eg: an iron door) may impose disadvantage or be immune, at the GM's discretion. Channelling *Thunderwave* in this way still produces a deafening noise.



Transmute Rock to Mud

5th Level

Range: 120 ft

Duration: 2d6 days

This spell transmutes rock (and any other form of earth, including sand) into mud. An area up to 300 x 300 ft becomes a deep mire, reducing movement to one third normal. The spell may be reversed, turning mud to rock. Any creatures caught in the area must succeed on a *Luck* (Dex) save or be rooted in place until broken free (a process taking a few rounds to a few hours, depending on the tools at hand).

True Seeing

6th Level

Range: Touch

Duration: 1d6 x 10 minutes

The target gains supernatural clarity of vision. The target sees through all darkness and obscurment (such as fog, but not through walls), detects all forms of magic, invisibility, and illusions. If the subject is being magically observed, she becomes aware of such. Finally, the subject senses the true nature of any monster she observes, for example lycanthropes, doppelgangers, a dragon in human form, etc.

Unseen Hand

1st Level

Range: 60 ft

Duration: 1d6 x 10 minutes

You coalesce an invisible force that can do most things a normal hand is capable of. Using the hand requires an action. The unseen hand can

phase into and out of existence at will (it cannot materialize part way through another object). The hand cannot lift more than 20 pounds or perform precise actions such as picking locks, but it can turn door knobs, untie simple knots, etc. The caster may cause the hand to attack with a weapon as normal. The hand may only materialise within line of sight, and cannot stray more than 60 ft from the caster.

Wall of Fire

4th Level

Range: 120 ft

Duration: 1d6 x 10 minutes

A wall of opaque fire flares into being, either a wall up to 60 ft long and 20 ft high, or a 15 ft radius half dome. The flames are two feet thick. Entering the wall causes 1d8 damage for every two caster levels (*Luck* (Con) save for half). If the wall is conjured so that it touches a creature, it may make a *Luck* (Dex) save to avoid any damage and choose which side of the wall it ends up on.

Wall of Ice

4th Level

Range: 120 ft

Duration: 1d6 x 10 minutes

The caster conjures a wall of ice, three feet thick and opaque, up to 60 ft long and 20 ft high, or a half dome of up to 15 ft radius. If the wall is

conjured so that it touches a creature, it must make a *Luck* (Dex) save or be trapped in the wall until it spends an action to make an opposed Str check (vs Str 18) to break free. A creature may spend an action to break through the wall by making a Str check. Each successful check makes a crawl way sized hole, up to 1 ft deep (or 2 ft deep with a great success).

Wall of Iron

5th Level

Range: 240 ft

Duration: 2d6 hours

The caster raises an iron wall up to 3 ft thick, 30 ft tall, and 90 ft long. One side of wall must be attached the ground. The wall may be vertical, horizontal, or in between.

Wall of Thorns

5th Level

Range: 240 ft

Duration: 1d6 x 10 minutes

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

(at disadvantage). If the wall is conjured so that it covers a creature, it may make a *Luck* (Dex) save to avoid any damage and choose which side of the wall it ends up on.

Water Breathing

3rd Level

Range: 30 ft

Duration: 2d6 hours

Up to 6 creatures may breathe underwater (as well as air).

Web

2nd Level

Range: 120 ft

Duration: 1d6 x 10 minutes

Fibrous, sticky webs fill a 15 ft radius as long as there are at least two points for the webs to anchor onto (including the ground, trees, walls, ceiling). Any creature entering the area, or in the area when the spell is cast, must make an opposed Str check (vs Str 16) to avoid becoming stuck in the webs. A stuck creature cannot move out until it uses an action to make a successful opposed Str check to break free. An unstuck creature may cut through 10 ft of webs each round, or burn all of the webs with a single action (anyone caught in the webs suffers 1d6 fire damage). 10 feet of webs blocks vision and absorbs most normal missiles.

Wizard Lock

1st Level

Range: 120 ft

Duration: Permanent until dispelled

You enchant a doorway, window, box, compartment or similar object, magically sealing it closed. You and any

creature you designate may open the object. Other creatures of lower level than the caster cannot open the object. Creatures of equal or higher level may make a Str

check (vs Str 20) to force the object open.



GM INFORMATION

Running a session of LFG is fairly easy, firstly because there aren't many rules, and secondly because the GM is encouraged to change the rules however the GM pleases. Everything in this document is just a guide, and GMs and players are expected to consult and discuss rules changes, tweaking the mechanics to better suit their table. Ultimately the GM is the final authority for his or her game.

As far as GM advice goes, there are plenty of excellent free GM blogs, guides and tips on the internet for those who are interested. In LFG, most situations can be handled by the GM improvising rulings based on the situation at hand, and/or whether a check of some kind is required, using the existing rules as a guide. The seven core attribute checks, along with *Luck* and an eyeballed modifier, should be able to handle most situations.

If the party attempts to sneak up on a group of sleeping goblins, is a Dex check required, or do the players automatically succeed? There is no right or wrong answer to this question, and perfectly reasonable GMs will differ on their approaches. Some GMs might allow the PCs to automatically sneak up on their foes. Others will call for a Dex check, perhaps with advantage. Still others might improvise a simple 10% chance one of the goblins randomly wakes. All three approaches are reasonable, and as long as the GM tends to make consistent rulings for similar situations, the players will know what to expect and all will be well.

There is one piece of advice I will offer: don't be afraid to improvise. The most fun and exciting adventures sometimes arise out of side treks the players themselves initiate. Indeed, the LFG rules are well suited to a "sandbox" style approach to GMing, where the game world is independent of the adventurers and does not "scale" to provide

"level appropriate" or "balanced" encounters. The retreat mechanic allows GMs to throw whatever makes sense at the PCs, safe in the knowledge that a TPK is relatively unlikely, as the party will probably be able to escape if they must.

Whether out of the blue, or a spin off from a GM plot, if the players latch onto something and push the game in a specific direction - go with it! Don't immediately resist and try to "steer" them back to the original adventure idea straight away. Put on your improvisation cap, fire up that imagination, and enjoy the ride! The freedom to explore and try anything is a major advantage of tabletop RPGs. The GM and players are more interactive and flexible than any computer game, TV series or written story. Use that imagination and make gaming history.



AERIAL COMBAT & FALLING

A common adventurer past time is falling from great heights onto hard surfaces. Every 10 ft an adventurer falls causes 1d6 damage (cumulative). A *Luck* (Dex) save reduces the damage by half.

An aerial combatant gains the following:

- +1 bonus to attack rolls against ground based targets,
- May make attacks part way through their movement (in a single direction),
- Gains the Rogue Skirmish ability, and

- May make a special charge attack causing double damage if the target is surprised.

ADVANCEMENT

LFG provides two options to advance PCs as they gain experience in the game world: *Downtime Level Up* and *Session Advance*. The two methods can be used together or separately.

Downtime Level Up

Using this method, adventurers who meaningfully participated in the last adventure advance one level during downtime. Some GMs might require gold and/or time to be spent on training before the level up occurs. For a slower advancement rate, consider levelling up after two (or three) adventures.

Session Advance

Using this method, at the end of a gaming session, each adventurer who meaningfully participated in the session gains a partial level advance. The player chooses one improvement from the adventurer's next level and applies it immediately.

Each class has at least three advances each level; increased hit points, an additional reroll die or extra use of a class ability. In addition, other advances are often also available: increased to hit bonus, a new skill, a new unique customized ability, a new or improved class ability, a *Luck* increase, and so on.

If an adventurer has gained all of her increases for a single level, the character is officially "levelled up" and no further session advances are possible until the next adventure commences. Alternatively, a fully levelled up PC who earns a further Session Advance might be permitted to recover 1 point of *Luck*, at the GM's discretion.

Example

A 5th level magic user with 16 Int gains a session advance. Looking at the advancements available

for 6th level, the player could choose to gain one of the following benefits: (1) a to hit bonus increase, (2) more hit points, (3) an extra reroll die, (4) gain one extra 2nd or 3rd level spell use/slot, (5) learn 3 new spells, (6) substitute one known spell for a new one, or (7) gain a unique feature.

Maximum Level

The default maximum level in LFG is 12th Level, after which PCs are assumed to shortly retire. Like all LFG rules, GM's are free ignore this and extrapolate higher levels if they wish.

Designer's Thoughts

12th Level was chosen as the end point for a number of reasons: (i) to keep certain powerful monsters especially scary and dangerous to even the most powerful PCs, (ii) to keep lower level monsters relevant for longer, and (iii) to remove the highest levels of magic from the game.

CHASES

Characters sometimes get themselves into chase situations that aren't much fun using the (predictable) standard movement rules.

Presented below is an abstract chase system that attempts to recreate the frenetic pace of an exciting pursuit. As always, what follows is just a guide, and GMs are encouraged to tweak chases as they see fit.

Setup

- The chase has two sides: the chasers and the quarry.
- The GM determines the starting gap between the two sides (alternatively 6d10+60 ft).
- The chase is broken down into 3d6 legs (rolled secretly). The timescale for each leg is flexible, from thirty seconds to a few hours.

- If the chasers reduce the gap to zero before the end of the last leg, the quarry are caught and the chase ends. Otherwise the quarry escape. The GM might also rule that the quarry escape if they open a wide enough gap (eg: 200 ft).

Resolving the Chase

- (1) At the start of each leg, both sides choose one character to lead them. No character may lead a second leg until all allies have lead a first leg, and so on.
- (2) The two leaders make opposed Con (Athletics) checks. The winning side widens or closes the gap by 1d10 ft per 10 ft movement rate of the leader (rounding up). Eg: a 25 ft movement rate = 3d10 ft.

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

- (4) Repeat until the chase ends.



1d20	CHASE EVENT
1	Large Crowd A large group of creatures impedes the progress of the characters in a non-violent manner (eg: <i>a funeral procession, wilder beast herd, dwarven mining crew, cloud of curious young air elementals</i>). One or more characters may (amongst other things) attempt to persuade or intimidate the group to assist them (GM discretion). If the crowd is not managed or bypassed, the opposing side rolls to widen or close the gap.
2	Dangerous Hazard The GM improvises a physical threat of some kind (eg: <i>a street riot, poisonous vines, carnivorous plant, underground slime, swarm of giant insects</i>). 1d4 characters must make a <i>Luck</i> (Dex) save or suffer 2d6+level damage.
3	Obstruction The GM improvises a physical obstruction of some kind (eg: <i>a horse & cart, thick scrub, crumbling passage, powerful winds</i>). If the characters cannot bypass or resolve the obstruction, the opposing side rolls to widen or close the gap.
4	Snap Opportunity Randomly nominate 1d4 characters from both sides. Those participants may take an action to assist themselves or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.
5	Random Setback Roll 1d6: <ul style="list-style-type: none"> • 1 - <i>Drop something</i>: The character accidentally drops something valuable. Depending on the item, the GM might require a check to notice the loss. • 2 - <i>Fatigue</i>: The character is overcome by unexpected fatigue and suffers 1 Con

	<p>loss. If an NPC, the character drops out of the chase.</p> <ul style="list-style-type: none"> • <i>3 - Head Strike:</i> The character is struck on the head by an object. The character must make a Con check or be stunned and drop out of the chase. • <i>4 - Fall:</i> The character trips and falls, suffering a setback improvised by the GM (eg: falls down stairs, injured knee, damaged object, etc). • <i>5 - Hostile Third Party:</i> The character is beset upon by a hostile random encounter. The character must make a Dex check or drop out of the chase and deal with the random encounter. • <i>6 - Lost:</i> The character is somehow separated from any others. The character must make an Int check or become lost (momentarily or otherwise) and drop out of the chase.
6	<p>Third Party A single or small number of creatures impede the characters' progress in a non-violent manner (eg: <i>1d4 beggars, a drunk woodsman, 1d6 underground xornlings, 1d4 lost sprites</i>). One or more characters may (amongst other things) attempt to persuade or intimidate the creatures to assist them (GM discretion). If the creature(s) is not managed or bypassed, the opposing side rolls to widen or close the gap.</p>
7	<p>Dangerous Hazard The GM improvises a physical threat of some kind (eg: <i>falling debris from an upper storey window, hunting trap, dungeon deadfall, hostile giant bird</i>). 1d4 characters must make a <i>Luck</i> (Dex) save or suffer 1d6 + level damage. There is a 50% chance that a random piece of equipment is lost, damaged or destroyed (not including permanent magical items).</p>
8	<p>Obstruction The GM improvises a physical obstruction of some kind (eg: <i>barrels and crates, fast running stream, jammed dungeon door, smoke</i>). If the characters cannot bypass or resolve the obstruction, the opposing side rolls to widen or close the gap.</p>
9	<p>Snap Opportunity Randomly nominate 1d4 characters. Those participants may take an action to assist their side or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.</p>
10	<p>Cross Paths A random chaser gets lucky with a shortcut and catches up to a random quarry lagging behind. Each character may make a single melee attack against the other, or take some other action, before being separated again.</p>
11	<p>Hidey Hole The quarry locate a viable hiding place and may make a group Dex (Stealth) check opposed by the chasers' group Perc (Detection) check. The GM might impose modifiers on the checks depending on distances and other circumstances. If the quarry succeed they escape. If they fail they are caught. Either way the chase ends.</p>
12	<p>Snap Opportunity Randomly nominate 1d4 characters. Those participants may take an action to assist their side or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.</p>
13	<p>Major Obstruction The GM improvises a major physical obstruction of some kind (eg: <i>busy marketplace,</i></p>

	<i>slippery mud, spider webs, hail storm</i>). If the characters cannot bypass or resolve the major obstruction, the opposing side rolls to widen or close the gap.
14	Dangerous Hazard The GM improvises a physical threat of some kind (eg: <i>startled horse kick, snake nest, archway blade trap, hunter's arrow</i>). 1d4 characters must make a <i>Luck</i> (Dex) save or suffer 3d4+level damage.
15	Burst of Speed The characters are inspired to dig deep and put on a final burst of speed. The characters roll to widen or close the gap.
16	Random Setback <i>Roll 1d6:</i> <ul style="list-style-type: none"> • <i>1 - Drop something:</i> The character accidentally drops something valuable. Depending on the item, the GM might require a check to notice the loss. • <i>2 - Fatigue:</i> The character is overcome by unexpected fatigue and suffers 1 Con loss. If an NPC, the character drops out of the chase. • <i>3 - Head Strike:</i> The character is struck on the head by an object. The character must make a Con check or be stunned and drop out of the chase. • <i>4 - Fall:</i> The character trips and falls, suffering a setback improvised by the GM (eg: falls down stairs, injured knee, damaged object, etc). • <i>5 - Hostile Third Party:</i> The character is beset upon by a hostile random encounter. The character must make a Dex check or drop out of the chase and deal with the random encounter. • <i>6 - Lost:</i> The character is somehow separated from any others. The character must make an Int check or become lost (momentarily or otherwise) and drop out of the chase.
17	Snap Opportunity Randomly nominate 1d4 characters from both sides. Those participants may take an action to assist themselves or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.
18	Major Obstruction The GM improvises a physical obstruction of some kind (eg: <i>fenced off side alley, tree string noose trap, water logged dungeon passage, out of control airship</i>). If the characters cannot bypass or resolve the obstruction, the opposing side rolls to widen or close the gap.
19	Major Dangerous Hazard The GM improvises a physical threat of some kind (eg: <i>alchemist explosion, carnivorous plant, hallway dart trap, toxic airborne spores</i>). All characters must make a <i>Luck</i> save or suffer 2d6+level damage and 1d2 Dex or Str loss.
20	All in! The whole party and up to the same number of characters from the opposing side, may take an action to assist themselves or act against their opponents, provided each player declares their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.

DOWNTIME

Characters get up to things in between their adventures. During periods of downtime, an adventurer might choose to engage in one or more extracurricular activities. The specifics of what may be achieved during a period of downtime is left to GM discretion. Some example activities are outlined below.

Crafting items

An adventurer with the right skills and tools might be able to craft one or more objects, or hire an NPC to fashion them.

In addition to stock items, characters might obtain unique or customized gear such as specially modified weapons, rare pets or unique alchemical concoctions.

Construct Buildings and/or Upkeep

Some adventurers may choose to build keeps, towers, guild halls, underground lairs and so on. Nearby land might need to be patrolled, monsters expunged, peasants taxed, neighbours appeased, and so on.

Research or Rumour Hunting

With access to a library (for research) or taverns (for rumour hunting), your adventurer might unearth new secrets or valuable information worth exploring. Magic users might discover (or create) a new spell.

Injury Recovery or Adaption

Sometimes recovering from a serious injury takes up all of an adventurer's downtime. The injury and healer's kit rules provide some guidance to the GM.

GM's might permit adventurers with permanent injuries, such as lost eyes, ears or limbs, to modify or negate some or all related penalties after a sufficient period of retraining and adaptation. For example, a fighter with a missing eye might negate the 33% miss chance after acclimatizing to one eye, or a rogue with a peg leg reduce her movement penalties.

Madness Progression

Characters with a madness trait might find their condition improving, deteriorating or staying the same. Refer to the madness rules for guidance.

Training

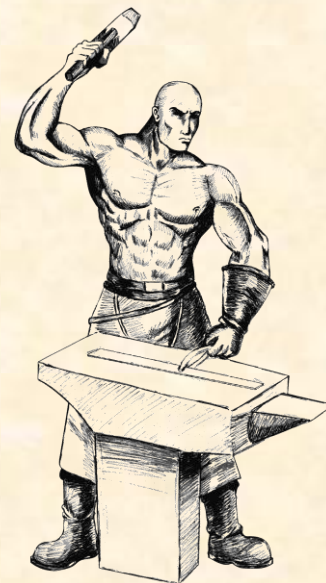
An adventurer might spend time training with an expert teacher to learn new skills or abilities, at the GM's discretion. Training is often associated with 3rd, 4th, 6th, 8th, 9th and 12th level advancements. This activity might also encompass training animal companions.

Sufficiently experienced adventurers might take on apprentices, train militia, or push the boundaries of their chosen profession, earning coin, fame and/or respect.

Family or Business Involvement

Some adventurers have family, business or guild responsibilities or obligations to attend to. Examples might include turning a quick profit in a curio shop, dealing with a wayward sibling, attending to guild obligations, or investing in a field of personal interest.

Of course some businesses and guilds are less legal than others, risking the attention of authorities, rivals or other stake holders.



DUNGEON ROOM GENERATOR

For those times when the party wanders into a side trek dungeon, it can be handy for the GM to have a random table of dungeon descriptions.

The table below is for just such an occasion. Roll twice and improvise the best result.

1d30 (roll twice)	DUNGEON ROOM
1	This chamber is lit by a sconced torch beside the door. From here, you can see three unoccupied wooden bunks laid with straw and dirty blankets. Small chests sit at the foot of each bunk. The far wall is not visible beyond the torchlight.
2	As the door swings open, you are immediately hit with the awful stench of rotting flesh. Inside, human corpses in yellow robes are littered about the room, sprawled in positions suggesting the horrors of self-sacrifice. Ornate knives with hooked blades are still lodged in chests, throats and other vital areas, or clutched in the pallid grip of rigor mortis. In the centre of the chamber stands an obsidian altar decorated with golden runes.
3	A natural cavern unfolds before you, the stone shaped by underground currents long since passed. The floor is littered with human sized stalagmites encrusted with glittering salts and minerals. Stalactites of similar size and appearance hang from the ceiling 30 ft above.
4	This chamber appears to be empty. The walls are made of natural stone chiselled flat and straight. Curiously, both the floor and ceiling are set with alternating black, red and white tiles.
5	The door opens to reveal a rusty, six ft iron portcullis. Beyond the portcullis you can see part of a large chamber, walled with large blocks of uneven masonry. Scattered about are broken pieces of furniture - tables, chairs and bookshelves. From your location, you cannot see anyone, but you detect the faint sound of slow breathing.
6	The entry way to this chamber radiates waves of heat. Inside you see a glowing brick furnace with a chimney set into the ceiling. Ingots of iron, steel and other metals line a side table to the east. Weapons of various makes are set into a rack lining the west wall. A burly humanoid figure is stoking the crackling coals, muttering to itself.
7	This dark stone chamber is cluttered with wooden tables, chairs and hammocks. The air here is unpleasant and reeks of stale sweat. As you take in the room, something rustles in one of the far hammocks.
8	The door opens to reveal a chamber with a tiled floor and walls. In the centre of the room is a square, box like contraption, covered in dials and turning cranks. A number of pipes protrude from the machine, running across the floor, ceiling and out through the walls. Hissing steam issues from one of the pipes.
9	Within this stone chamber are four alabaster pedestals, one near each of the walls. The northern pedestal is decorated with a candle motif, the east with waves, the south with clouds and the west with cobblestones. Affixed to the top of each pedestal is a translucent orb.
10	Beyond the door is a large cavern covered in cave moss, damp and cool. The is cavern divided by a slow moving underground river. An arched stone bridge spans the river's banks.
11	This man made chamber has no floor. Instead there is a 20 ft drop with a greenish liquid at the bottom that smells strongly of vinegar. Small tubes can be seen protruding from the ceiling and some of the walls. Adjacent to the doorway are

	three metal levers.
12	The floor here is set with uneven flagstones, one of which catches the door as it grates open. Inside 1d4+1 half woman, half serpent creatures coil around a central raised dais, intent on an unfurled scroll. At the sight of you they rise up, hissing and bearing their fangs.
13	This chamber opens into a large underground arena, with stone benches carved into the sloping walls. The arena floor is stained with dried blood and littered with humanoid corpses. Weapons are still clenched in their dead hands.
14	This tiled chamber is laid out with three large hot baths decorated with squid like motifs. The air is cloudy and thick with warm steam. From the doorway, the water in the baths appears reasonably clear. In the far bath, you think you spy something stir beneath the water.
15	The walls of this room are covered with six foot mirrors, repeatedly reflecting your image over and over. The effect is somewhat disorientating. In the centre of the chamber is an iron cage that casts no reflection.
16	Low growls greet you as the door opens, revealing two large wooden kennels and [2d6] dark brown war dogs. The dogs are dressed in leather barding studded with bronze.
17	The walls of this room are lined with bookshelves. In the centre is a large desk covered in bubbling glassware and foul smelling flasks. A diminutive imp with red skin and bat like wings crouches on the edge of the desk, eyeing you curiously; “ <i>Hilos ni fin drog</i> ” (you are not the master) it says in a sibilant voice.
18	Salted meats hang from the ceiling of this room and the walls are lined with shelves of pungent spices. A large, heavy set humanoid with a wicked cleaver stands behind a stone table, a half butchered carcass before him. At the sight of you, he licks his lips with an audible slurp.
19	This large chamber has murals of exquisite beauty covering the walls, depicting landscapes, animals and half human gods. A number of life like statutes stand about the room, in poses of surprise, terror or grim determination. A heavy blue curtain with yellow stars hangs upon the far wall.
20	Natural sunlight filters into this room from an overhead shaft about 5 ft in diameter. Ceremonial cloaks of various sizes hang on wooden pegs about the walls. The centre of the room is dominated by a stepped platform of rust coloured stone.
21	This small chamber is filled with rotting waste. The smell is ghastly and potent enough to give you a gagging sensation. Amongst the rubbish you spot old bones and decomposing humanoid corpses.
22	This large room contains two long tables littered with half empty bowls and broken drinking mugs. A number of benches are askew and one is snapped completely in half, marred with dried blood. As you take in the scene, something snores quietly beneath a distant bench.
23	This wooden panelled chamber is dominated by an 8 ft iron drinking fountain, decorated with gargoyle like creatures with wicked spines. The liquid in the fountain appears to be water. On the bottom of the pool you can see a scattering of tarnished coins.
24	Chained manacles hang from the walls of this dismal chamber, and implements of torture are laid out on a blood caked slab of stone. In one corner is a 7 ft iron maiden, heavily tarnished and decorated with a leering devil face. A low moan issues from the half open doors of the sarcophagus like device.

25	The walls of this chamber are roughly hewn. In the centre of the room is a wide pool with creeper vines growing around the edges. The water in the pool is still and dark.
26	This area opens up into a natural cavern wider than your torchlight allows for. The floor here is slick with some kind of translucent slime, and the walls bear a number of tube like tunnels about a foot in diameter. As you take in the details, a peculiar chittering noise issues from the darkness.
27	Beyond the door is a narrow corridor only 2 ft wide, extending beyond the range of your torchlight. The ceiling here is adorned with bronze studs. In the walls you see small rectangular holes about 4 inches tall and 1 inch wide.
28	This door opens to loud and ferocious barking. 2d6 pony sized wolves bear their fangs at you, growling menacingly. Around the walls of this chamber are a series of open cages lined with straw. One additional cage is locked and holds a slumped humanoid figure dressed in rags.
29	Beyond the doorway, the ceiling of this natural cavern quickly drops to approximately three feet in height, and stretches out further than your torchlight reveals. The ground here is slick with coarse rubble, crunching underfoot. In the darkness you think you hear a distant skittering.
30	The contents of this room are obscured by a dark grey mist that clings to your skin with a cold embrace. Visibility is limited to approximately five feet. A faint but regular dripping noise emanates from the room.



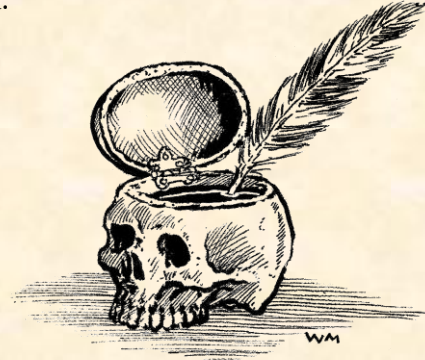
MADNESS

Some things are so shocking, such an affront to the natural order, that they threaten the minds of those who experience them. Depraved demons, grotesque monstrosities, impossible aberrations, and forbidden lore are just a few of the unhinging horrors adventurers might suffer.

The following rules are meant to add fun to the game. They are intended as an opportunity for players to temporarily mix things up, tainting their character's usual outlook with strange and possibly dangerous eccentricities. If your table is not interested in such things, feel free to ignore this section.

Madness Traits

When a character's sanity is threatened, a *Luck* (Will) save is usually permitted to resist. On a failure the adventurer develops a madness trait. The table below provides some examples, but GMs and players are encouraged to devise their own, tailored to the character and scenario at hand.



1d20	MADNESS TRAIT
1	"Do not be alarmed. The tremors and flashbacks come upon me every nightfall. They will subside by the morning."
2	"Something sinister is following us. Sometimes I catch a glimpse of it from the corner of my eye."
3	"Have no fear, my friend. I am the greatest warrior that ever lived. There is no foe we cannot overcome."
4	"I must close every door I walk through. It keeps the Old One at bay."
5	"This is no ordinary spider web. It is an ill omen. Five trapped insects struggling to be free, just as we five are trapped here in this forsaken ruin! We must turn back before it is too late."
6	"My apologies, please forgive my laughter. In recent times my sense of levity has become skewed. I understand this is a very serious situation. Do continue."
7	"I cannot abide the smell of beastmen any longer! The stink makes me wretch. I must leave this place or cut off my nose."
8	"I can't put my finger on it, but ever since [insert event] there has been something very wrong with [insert ally name]. Keep a close eye, sister."
9	"I grow weary of being exploited and taken advantage of all the time. From now on, I give the orders round here."

10	"Who is this burly dwarf with the broad axe? I think I would remember her if she were our ally as you claim. What sorcery is this? Who are you, wench!?"
11	"On occasion I lose the power of speech. Sometimes for days. They say I am cursed, or mad. Perhaps I am. But there is a secret in the silence, and I will be the one to uncover it."
12	"If I draw my sword, one of us must die. Such is the price that the Blood God demands. I dare not disobey."
13	"It is a curious thing, but the more I lie and exaggerate, the more others respect me."
14	"The more people I meet, the more I care only for myself."
15	"I keep my dear friend's ear with me always. As long as I have it, I know he can still hear me."
16	"I don't feel anything anymore. Not since [insert event]."
17	"Can you not see her? The cloaked woman in the shadow of the trees? Is she saying something, I can't make it out?"
18	"Bloodshed unleashes the demon within me. Keep well clear and loose the nets if I cannot shake the bloodlust once the last of our foes is dead."
19	"Sometimes I black out and wake up elsewhere, with no memory of how I got there."
20	"I am whispering because even here they are likely listening. You would be wise to do the same."

Madness Severity and Penalties

A madness usually begins at the minor severity level, presenting infrequently and at low intensity. Additional exposure to horror however, and failed *Luck* (Will) saves, may increase the severity of an existing madness or manifest as a new madness trait, at the GM's discretion.

From time to time, the GM may determine that a madness imposes a penalty on a current action. For example, an adventurer distracted by flashbacks or hallucinations at the wrong moment may have a penalty to spot enemies waiting in ambush. The table below is meant as a ballpark guide, and GMs are encouraged to apply penalties in a restrained and organic manner. In

many instances, particularly social encounters, players might instigate their own penalties.



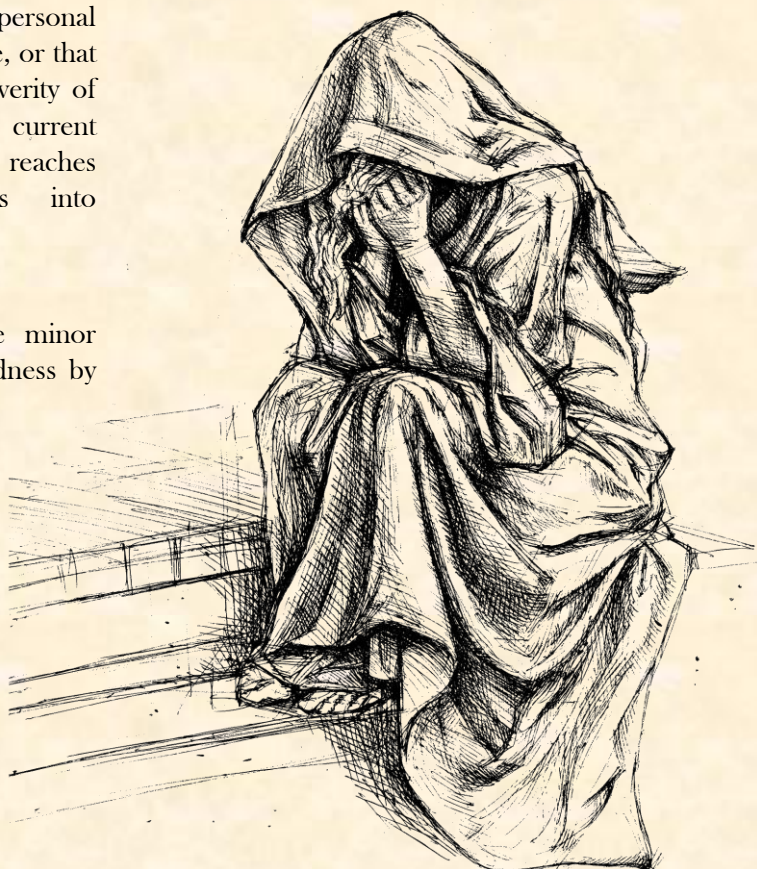
SEVERITY	FREQUENCY & INTENSITY	PENALTY
Minor	Rarely presents and/or weak compulsion.	Once/adventure
Moderate	Occasional presentation and/or moderate compulsion.	Once/long rest
Serious	Commonly presents and/or strong compulsion.	Once/day
Pervasive	Near continuous presentation and/or extreme compulsion.	Multiple times/day
Incapacitating	Effective mental shutdown. The PC's adventuring career is either on hold or at an end.	Special

Progression or Remission

Between adventures, an adventurer makes a Will check for each current madness. A success reduces the madness by one severity level or removes a minor madness entirely. An unsuccessful check increases the severity by one level. GM's might rule that extended personal care from an apothecary grants advantage, or that a failed check does not increase the severity of the madness, instead stabilising it at the current level. An adventurer whose madness reaches incapacitating level generally goes into compulsory retirement.

Magical Healing

The *Cure Malady* spell removes one minor madness or reduces a more severe madness by one level.



MONSTERS

The following explains how to read the monster descriptions.

Armor Class

Represents the monster's natural AC (tough hide, scales, agile, etc). Humanoid monsters wearing armour and using shields apply the equipment rules.

Hit Dice

The number of 1d8 rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total. For example, a monster with HD 3+3 would roll 3d8+3 for hit points. Most monsters die when they are reduced to zero hit points. The GM might treat a particularly important monster like a PC when it comes to death and dying. A monster's "level" is generally equal to its hit dice.

Attacks

The number of attacks the monster makes each turn, and the damage each attack causes. A monster's attack bonus is equal to their hit dice (eg, a 3 HD monster rolls 1d20+3 to attack vs AC), to a maximum of +15. Monsters make a separate attack roll for each attack. Monster attacks and damage are simplified and do not use the normal attribute modifiers.

Some monsters have special *Off Turn Attacks* allowing them to make a single physical attack in between adventurer turns. If such a monster has no adjacent enemies in between adventurer turns, the monster may make a move action in addition to a single attack. Depending on their hit points and other abilities, such monsters can be especially fearsome opponents, able to handle the party on their own.

Nat 19

On a natural 19 attack roll, most monsters cause a special effect of some kind.

Attributes

Average attributes are provided for attribute checks. Monster to hit bonuses, damage bonuses and ACs are simplified, and do not apply attribute modifiers the way PCs do.

Luck

Luck means the target number (on 1d20) the monster needs to roll equal or under to make a successful *Luck* save.

Move

Move is the monster's movement rate. Most humanoids move approximately 30 ft per turn. Note that (like PCs), monsters can charge, or spend their action to move twice in a single turn.

Recharge

Recharge abilities may be used once and not again until the recharge conditions in the monster entry are met.

Special Traits

Certain monster traits are grouped together here for convenience.

Demons

Demons are darkness and corruption incarnate, utterly depraved and malicious. Like *Undead*, demons do not sleep, eat or breathe, and are immune to all mind affecting abilities, including sleep, charm, fear, illusion and stun, but excluding madness. Demons see perfectly well in darkness as in light. A vial of holy water causes 1d8 damage to demons (whether thrown, applied to a weapon, etc). All Demons are immune to non-magical weapons, except those of cold iron, which affect them normally.

Incorporeal

Monsters of this kind are visible but intangible and insubstantial, able to fly and pass through objects and creatures like a human moves through water. They are immune to non-magical

weapons, except those of cold iron, which affect them normally.

Lycanthropes

Lycanthropes are half human, half beast monsters, the classic example being the werewolf. In LFG, were creatures are inherently evil, savage and cruel, preying on human populations while hiding in plain sight among them. Lycanthropes may spend an action to shift between three forms: human, beast, and hybrid. The human form tends to have some resemblance to the beast form, for example, werewolves posing as human are often very hairy, with an acute sense of smell, and prefer to loiter in packs.

Lycanthropes regenerate all damage caused by non-magical weapons at the start of their next turn, or in 1d6 minutes if reduced to zero hit points. Damage from silvered weapons or fire is not regenerated. A lycanthrope reduced to zero hit points and completely dismembered, burnt, buried or similar does not regenerate.

Any character bitten or scratched by a lycanthrope must make a *Luck* (Con) save or be cursed with lycanthropy themselves. Such a character has until the next full moon to have the curse removed (a *Cure Malady* spell will do so), or the change is permanent, and the adventurer becomes a monster under the GM's control.

Magic Resistance

Some monsters are inherently resistant to magic and indicate a "magic resistance" percentage. Whenever adverse magic is used against the creature, make a percentile test. If the result is less than or equal to the magic resistance score, the magic is negated for that creature only. For example, a magic resistant creature caught in a *Fireball* spell might be unaffected, but other creatures caught in the explosion still burn.

Undead

Some monsters are sustained by a cursed half-life, trapped in an unliving but animate state. Undead creatures do not sleep, eat, or breathe, and are immune to all mind affecting abilities, including sleep, charm, fear, illusion and stun, but excluding madness. Undead see as well in darkness as in light. A vial of holy water causes 1d8 damage to undead (whether thrown, applied to a weapon, etc). Some undead are immune to non-magical weapons, except those of cold iron, which affect them normally.

Cause Injuries

Some large, physically powerful monsters cause the target to roll on the *Injuries & Setbacks* table if the attack roll is in an especially high range (usually 19-20).

Boss Monsters

A Boss Monster is a particularly powerful example of a monster, strong enough to fight the party alone or with little back up. Classic Bosses include high level monsters such as dragons, vampires, greater demons and liches; foes that threaten the greatest adventurers. For less deadly foes, monsters such as owlbeats, ogres, beastmen chiefs, dire wolves, and so on make excellent lower level Bosses.

Bosses generally exhibit any or all of the following characteristics:

- ***More Hit Points and/or Hit Dice***
A Boss usually doubles its hit points, and/or may have a higher number of Hit Dice.
- ***Major Exploit Protection***
A Boss is not susceptible to major exploits until *staggered*, and cannot be instantly killed or incapacitated via a major exploit.
- ***Off Turn Attacks***
A Boss makes *Off Turn Attacks*.

- *Stronger Luck*

A Boss gains a *Luck* save to resist adverse effects that don't normally allow *Luck* saves, for example a *Sleep* spell. *Stronger Luck* ceases to operate once the Boss Monster is *staggered*.

- *Reroll Pool*

A Boss gains a *Reroll Pool* with 1d4+1 dice available at the time combat commences. The *Reroll Pool* is available for any attribute check or *Luck* save.

- *Cause Injuries*

Any time a Boss hits a PC with a natural 1d20 roll of 19-20, the target must roll on the *Injuries & Setbacks* table.

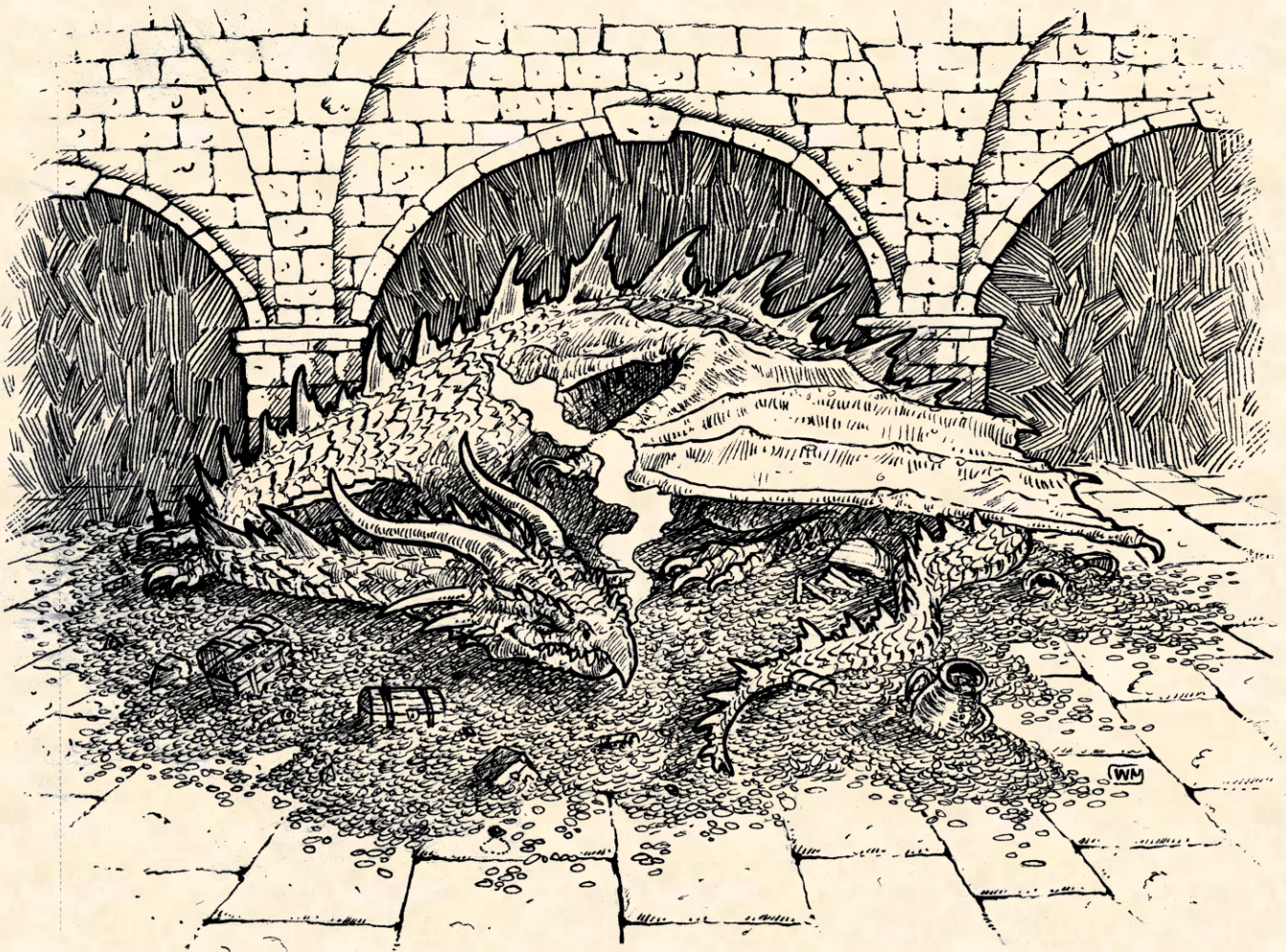
- *Custom abilities*

Many GMs like to give their Bosses custom abilities.

Designer's Thoughts

The Boss Monster template is meant to challenge the party with a single, very scary monster that breaks the normal rules, capable of challenging the party without help.

Off Turn Attacks allow a Boss to deal sufficient damage to seriously threaten the party, while more hit points, stronger *Luck* and a small *Reroll Pool* make it difficult to end the fight early, or at least before the Boss is *staggered*. Note that if you choose to increase Hit Dice, that also impacts on attack rolls and some spells.





MONSTER LIST BY HIT DICE & PAGE NUMBER

< 1 HD	1 HD	2 HD	3 HD
Giant Rat - 121 Goblin - 111 Kobold - 115 Man Eating Monkey - 117 Sprite - 125 Stirge - 126 Xornlings - 130	Beastmen - 100 Dwarf - 106 Elf - 107 Humans (various) - 114 Projectile Leech - 116 Skeleton - 124 Urgot - 128 Vampire Bat - 100 Wolf - 129	Centaur - 102 Dire Bat - 100 Dire Rat - 121 Giant Ant, Worker - 98 Giant Centipede - 102 Giant Spider - 125 Green Slime - 112 Horse - 114 Serpentman, Hraask - 122 Will o' Wisp - 129	Dire Wolf - 130 Gargoyle - 108 Ghoul - 109 Giant Ant, Soldier - 99 Giant Eagle - 106 Harpy - 113 Lemure - 105 Wererat - 116 Wild Boar - 101 Yellow Mould - 131
4 HD	5 HD	6 HD	7 HD
Cockatrice - 103 Doppelganger - 105 Fire Beetle - 101 Gelatinous Cube - 108 Griffon - 113 Ogre - 120 Ogre Skeleton - 124 Shade - 123 Tiger - 127	Barrow Wight - 129 Chull - 102 Giant Serpent - 122 Giant Shark - 124 Hell Hound - 104 Human Sorcerer - 115 Merrow - 118 Minor Elemental - 106 Minotaur - 118	Giant Ant, Queen - 98 Giant Crocodile - 103 Giant Scorpion - 122 Grey Ooze - 112 Hag - 113 Imp - 104 Owlbear - 120 Serpentman, Ssurlock - 123 Werewolf - 117 Wraith - 130	Banshee - 99 Cyclops - 103 Flesh Golem - 111 Manticore - 117 Mummy - 119 Ogre Mage - 120 Sabretooth Tiger - 127 Spectre - 124 Troll - 127
8 HD	9 HD	10 HD	11 - 12 HD
Gibbering Terror - 98 Ghost - 109 Hill Giant - 110 Invisible Stalker - 115 Medusa - 118 Ochre Jelly - 119 Phase Spider - 125	Black Pudding - 101 Bulette - 102 Serpentman, Razkarrt - 123 Vampire - 128	Basilisk - 99 Elemental - 106 Ettin - 108 Genie - 108 Tentacle Spawn - 126	Bloodroot Treant - 127 Eye Terror - 98 Frost Giant - 110 Mammoth - 117 Stone Golem - 112
13 - 14 HD	15 HD	16 - 17 HD	18+ HD
Hydra - 115 Roc - 121 Wyvern - 130	Iron Golem - 111 Lich - 116 Major Elemental - 106	Giant Octopus - 119 Storm Giant - 110	Balor - 104 Dragon - 105 Purple Worm - 120 T-Rex - 126



Aberrant Terrors

Aberrant Terrors are unholy horrors spawned from other dimensions or magic gone catastrophically wrong. Terrors appear in all manner of forms but most commonly appear as Eye Terrors (floating, bulbous sacks of rubbery flesh with a large central eye, toothed maw, and eye stalks that shoot magic beams) and Gibbering Terrors (undulating, amorphous oozes of teeth, and eyes, shrieking or whispering forbidden lore).

Whatever form the Terror takes, their movement rate remains fairly constant at 30 ft, but the means of locomotion might be slithering, crawling, swimming, flying, floating, etc. Eye Terrors for instance magically float in any direction, while Gibbering Terrors employ a kind of burbling motion, able to move up walls and across ceilings as the ground.

All Terrors have a limited regeneration ability, healing 1d12 hit points every round. Damage from silvered weapons or fire is not regenerated. A Terror reduced to zero hit points does not regenerate.

Each Terror is an individual monstrosity and their attacks and special traits are determined by the GM. Some examples are provided below for inspiration.

Eye Terror

No. Appearing: 1

Armor Class: 17

Hit Dice: 12

Attacks: Bite (3d6) plus 1d6 eye stalks.

Nat 19: The aberration makes a free Bite attack against a single melee target. If it hits, the target loses a limb (*Luck* (Dex) save resists).

S:14 D:12 C:14 I:18 W:16 Ch:1

Luck: 12

Move: 30 ft

Each turn an eye terror makes one Bite attack and uses 1d6 eye stalks to project magical beams of energy that mimic spell effects as follows (roll

1d8: (1) *Disintegrate*, (2) *Magic Missile*, (3) *Flesh to Stone*, (4) *Frighten*, (5) *Sleep*, (6) *Charm Person*, (7) *Hold Monster*, (8) *Blindness*). Additionally, at no action cost, an eye terror's central eye may *Dispel Magic* in a 60 ft cone with a 30 ft base once per round.

Gibbering Terror

No. Appearing: 1

Armor Class: 14

Hit Dice: 8

Attacks: Bite (2d8)

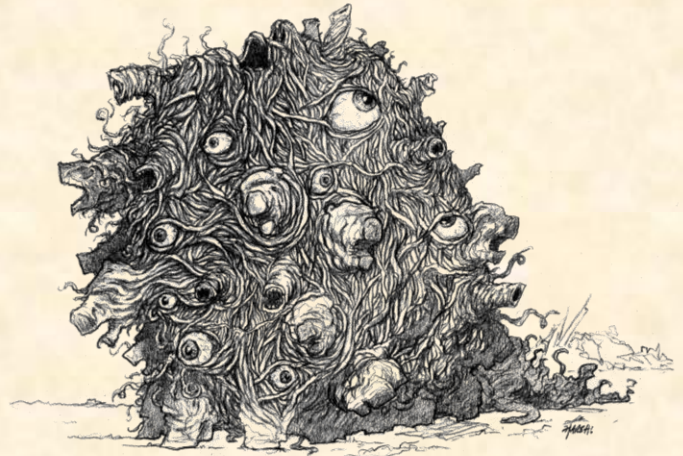
Nat 19: the aberration unleashes a disturbing howl, causing all targets within 20 ft to make a *Luck* (Will) save or suffer a moderate madness.

S:16 D:7 C:16 I:3(10) W:14 Ch:1

Luck: 9

Move: 30 ft

Any intelligent being within 60 ft of a gibbering terror must make a *Luck* (Will) save. On a fail, the target either gains a random moderate madness trait (60%) or increases a current madness by one severity level (40%).



Ant, Giant (Queen)

No. Appearing: 1

Armor Class: 16

Hit Dice: 6

Attacks: Bite (3d4 + special) and Stinger (poison)

Nat 19: special.

S:19 D:8 C:19 I:1 P:15 W:15 Ch:16

Luck: 8

Move: 30 ft and may climb walls, ceilings, etc

The Queen is approximately 8 ft long and directs the hive colony. On an 18+ attack roll, the victim is crushed in her mandibles and suffers 3d6 damage each turn until freed (the victim may spend their action to make an opposed Str check to escape). The Queen's stinger carries a potent poison causing 1d4 Con loss (*Luck* (Con) save for half).

Ant, Giant (Soldier)

No. Appearing: 2d3

Armor Class: 15

Hit Dice: 3+3

Attacks: Bite (2d4 + poison)

Nat 19: the soldier spits acid on the target, causing 2d4 damage.

S:19 D:12 C:16 I:1 P:12 W:12 Ch:8

Luck: 6

Move: 40 ft and may climb walls, ceilings, etc

Soldier ants are approximately 4 ft long with a venomous bite that requires a *Luck* (Con) save or the target loses 1d4 Con. Soldiers may swarm a target, gaining +1 to hit for each additional ant beyond the first (maximum +4).

Ant, Giant (Worker)

No. Appearing: 2d6

Armor Class: 13

Hit Dice: 2

Attacks: Bite (1d6)

Nat 19: The worker knocks the target prone.

S:16 D:10 C:16 I:1 P: 10 W:10 Ch:4

Luck: 5

Move 40 ft and may climb walls, ceilings etc

These 3 ft worker ants live in hives and venture to the surface for food. Workers may swarm a target, gaining +1 to hit for each additional ant beyond the first (maximum +4).

Banshee

No. Appearing: 1

Armor Class: 15

Hit Dice: 7

Attacks: Touch (2d8)

Nat 19: the target ages 2d8 years (*Luck* (Will) save resists).

S:- D:- C:- I:14 P: 13 W:16 Ch:6

Luck: 9

Move: 30 ft and 60 ft flying

Banshees are beautiful fey who can transform into hideous, gaunt looking humanoids. They are often corrupted by dark forces, consumed by loss, sorrow and hate. They are quite mad and seek only to impart their pain on all intelligent creatures they encounter. Some but not all banshees are able to shift between physical and *Incorporeal* form.



A banshee's wail is terrifying and utterly unforgettable; a supernatural scream of pure emotional pain. All listeners within 60 ft must make a *Luck* (Will) save or be reduced to zero hit points instantly. Those who succeed on the check must make a Will check at disadvantage or suffer a moderate madness trait. The wail has a 30% chance of recharging at the start the banshee's turn.

Basilisk

No. Appearing: 1

Armor Class: 16

Hit Dice: 10

Attacks: Bite (2d8) and Gaze

Nat 19: the target's weapon or armour (50% chance) is petrified (*Luck* save resists).

S:20 D:10 C:16 I:2 P:10 W:14 Ch:3

Luck: 10

Move: 50 ft

Basilisks are great 14 ft lizards with eight legs, able to turn material to stone by channelling a supernatural gaze attack. Once per turn, the gaze attack requires one organic target within 120 ft to make a *Luck* (Con) save or be turned to stone (as the *Flesh to Stone* spell). Basilisk lairs are often surrounded by pieces of incredibly life like statues, which the monster consumes.



Bat, Dire

No. Appearing: 1d4

Armor Class: 13

Hit Dice: 3

Attacks: Bite (2d4) and 2 Claws (1d6).

Nat 19: special

S:15 D:14 C:14 I:2 P:15 W:14 Ch:4

Luck: 6

Move: 60 ft flying

These enormous, corrupted bats have 18 ft wing spans and attack with claws as well as a bite. On a 19+ attack roll, the Dire Bat may grab the target

and fly away with it at a rate of 40 ft per round. The target may use their action to break free with an opposed Str check. Once per day, some Dire Bats may spend an action to issue a supernatural screech, causing all humanoids within 30 ft to lose their next action (a *Luck* (Will) save resists).

Bat, Vampire

No. Appearing: 3d6

Armor Class: 11

Hit Dice: 1

Attacks: Bite (1d4)

Nat 19: the target suffers a wasting disease causing 1d4 Str loss each day (*Luck* (Con) save resists).

S:1 D:15 C:8 I:2 P:15 W:10 Ch:4

Luck: 4

Move: 50 ft flying

These corrupted bats have 4 ft wing spans and drain blood to survive. After landing a hit, the bat clings on, causing 1 Con loss each round unless the victim makes a *Luck* (Str) save to pry the bat off. Some bats also carry debilitating diseases which the host might contract, at the GM's discretion.

Beastmen

No. Appearing: 4d6 (raiding party) or 5d100 (tribe)

Armor Class: 11

Hit Dice: 1

Attacks: Club (1d6+1)

Nat 19: the target is clubbed in the head, losing its next action (*Luck* (Will) save resists).

S:15 D:10 C:13 I:7 P: 12 W:8 Ch:8

Luck: 4

Move: 30 ft

Beastmen are 7 ft, heavy set proto-humans with oversized hands, skulls and teeth. They are dull witted cannibals, more beast than man, raiding human outposts and caravans from nearby wildlands. They live to breed and fight, inevitably bringing them into conflict with neighbours. Beastmen multiply quickly and in great numbers. They are devoid of empathy and prefer to eat

humans before their own elderly or young. Beastmen will hunt animals but are reluctant to eat them, believing them sacred, and revere lycanthropes. Some tribes cultivate lycanthropy, using infection as a special reward or mark of nobility for favoured warriors. Beastmen loathe magic and do not suffer spell casters to live. Beastmen have an excellent sense of smell and instincts for danger, gaining advantage on related Perc checks. Beastmen chiefs are the strongest and most brutal warriors, with 4 HD, and possibly fighter or barbarian abilities or levels. In tribes with lycanthropy, the chief is always infected.

Orcs are easily substituted for Beastmen if that suits the setting better. In that case, Orog are half-orc half-ogres, with 2+2 HD, and Orc War Chiefs have 4+2 HD.

Beetle, Fire

No. Appearing: 2d4

Armor Class: 16

Hit Dice: 4

Attacks: Acid Spray (2d4+2)

Nat 19: the target is caught in the Beetle's mandibles, automatically suffering 2d4 acid damage each turn. A Str contest is required to break free.

S:16 D:10 C:14 I:2 P:10 W:12 Ch:8

Luck: 7

Move: 30 ft or 15 ft burrowing

Fire Beetles are 3 ft carnivores with thick, luminescent shells. They burrow through soft earth at half their usual movement rate and often ambush their prey from below. Fire Beetles automatically sense the movement of ground based creatures within 60 ft. They attack with a jet of acid that targets one creature up to 50 ft.

Black Pudding

No. Appearing: 1

Armor Class: 13

Hit Dice: 9

Attacks: Pseudopod (2d8) or Fling Corrosive Glob (2d8, up to 60 ft).

Nat 19: the target's weapon is corroded, imposing a -2 penalty to hit until repaired.

S:19 D:8 C:16 I:2 P:14 W:16 Ch:1

Luck: 10

Move: 30 ft and may climb walls, ceilings, etc

Black puddings are amorphous blobs composed of a very sticky and corrosive sludge. They are subterranean predators and scavengers. Non-magical weapons or armour making contact with a Black Pudding must make a *Luck* save or be destroyed, eaten away by the fast acting acid. Black Puddings are immune to cold damage and split in half if struck by lightning (halve hit points). Black Puddings make *Off Turn Attacks*.



Boar, Wild

No. Appearing: 1d12

Armor Class: 12

Hit Dice: 3

Attacks: Gore (1d8+2)

Nat 19: the target is severely gored, roll on the *Injuries & Setbacks* table.

S:15 D:10 C:17 I:2 P:10 W:14 Ch:4

Luck: 7

Move: 40 ft

Wild Boars go into a bestial fury when *staggered*, gaining advantage on attack rolls.

Bulette

No. Appearing: 1

Armor Class: 18

Hit Dice: 9+4

Attacks: Bite (3d6).

Nat 19: the target is dragged underground and begins asphyxiating. A Str check at disadvantage is required to dig free.

S:22 D:13 C:19 I:2 P:13 W:14 Ch:3

Luck: 10

Move: 30 ft including when burrowing

Bulettes are 12 ft burrowing quadrupeds covered in slick chitin. Their armoured head is beak shaped to assist in tunnelling, and their jaws filled with a ridiculous number of teeth. They burst up from the earth, taking their prey by surprise before dragging them underground to devour. Bulettes are sometimes referred to as land sharks. When attacking with surprise, bulettes gain +4 to hit and cause double damage. Bulettes detect tremors in the earth and automatically sense land moving creatures within 120 ft. Bulettes *Cause Injuries* on critical hits.

Centaur

No. Appearing: 2d4

Armor Class: 12

Hit Dice: 2

Attacks: Kick (1d6) and Spear/Bow (1d6+1)

Nat 19: the target suffers an extra 1d6 damage and is knocked prone by a ferocious kick.

S:18 D:14 C:15 I:8 P: 13 W:13 Ch:10

Luck: 5

Move: 60 ft

These half man, half horse hybrids are xenophobic and highly hostile to strangers encroaching on their territory (typically deep forests, low hills or expansive plains). Corrupted centaur tribes are a terror to behold, fast and deadly raiders that descend on remote homesteads and outposts to snatch away victims

for eating or worse. A charging centaur causes double damage.

Centipede, Giant

No. Appearing: 2d12

Armor Class: 13

Hit Dice: 2

Attacks: Bite (1d3) and Stinger (poison)

Nat 19: the target suffers an extra strong dose of poison requiring two *Luck* saves instead of one.

S:14 D:14 C:10 I:1 P:10 W:10 Ch:2

Luck: 5

Move: 30 ft

This 4 foot centipede hunts in swarms and has a stinger with a debilitating poison. Failing a *Luck* (Con) save causes 1 Dex loss. A dose of anti-toxin neutralizes the poison and restores half of any lost Dex. An adventurer has a 25% chance of harvesting one dose of poison from a dead centipede.



Chull

No. Appearing: 1d4

Armor Class: 16

Hit Dice: 5+2

Attacks: Claw (2d6) and Tentacle (poison, see below)

Nat 19: the target is caught in the chull's pincer, automatically suffering one Claw hit on the

monster's turn. A Str contest is required to break free.

S:19 D:12 C:15 I:10 P: 12 W:14 Ch:5

Luck: 8

Move: 30 ft

The chull is an 8 ft tall, unnatural merging of arthropods spawned from another planet or dimension. They appear as crab like humanoids with tentacles where their mouths should be. Their carapace is incredibly tough, making chulls immune to critical hits. The slime from a chull's tentacle infects the target with a minor madness trait (a *Luck* (Will) save resists).

Cockatrice

No. Appearing: 1d6

Armor Class: 13

Hit Dice: 4

Attacks: Bite (1d3 + turn to stone)

Nat 19: the target's weapon or armour (50%) is petrified (*Luck* save resists).

S:6 D:17 C:11 I:2 P:13 W:10 Ch:5

Luck: 7

Move: 30 ft

The cockatrice is a 6 ft, black feathered wyvern shaped beast with bird legs and a spine crested rooster head. Its bite turns enemies to stone after 1d4 rounds unless the victim succeeds on a *Luck* (Con) save. The petrification can be reversed in the same way as the *Flesh to Stone* spell.

Crocodile, Giant

No. Appearing: 2d4

Armor Class: 14

Hit Dice: 6

Attacks: Bite (2d6+2)

Nat 19: the target loses a limb (*Luck* (Dex) save resists).

S:20 D:10 C:19 I:3 P:10 W:12 Ch:5

Luck: 8

Move: 30 ft or 50 ft swimming

These 20 ft crocodiles have muscular frames and powerful bites. On a natural hit roll of 19-20, a

giant crocodile goes into a death roll, dragging the target into the water and rolling over repeatedly to disorient and drown the prey. Each turn, the target must make a *Luck* (Dex) save or lose its action. A successful check means the character has broken free and may act normally. Giant crocodiles often wait beside the edges of waterways, fully submerged but for their nostrils, before ambushing their prey.

A *Kronosaurus* is essentially a colossal 40 ft dinosaur crocodile with fins instead of legs. They have 16 HD, Bite (3d12) and *Off Turn Attacks*.



Cyclops

No. Appearing: 3d6 (raiding party)

Armor Class: 12

Hit Dice: 7+2

Attacks: Oversized Club (2d8+1)

Nat 19: special

S:19 D:12 C:16 I:6 P: 8 W:10 Ch:9

Luck: 9

Move: 40 ft

Primordial Cyclops were known by another name, beautiful giants that ruled their kingdom with prophecy and wisdom. Civil war led to dark pacts with eldritch forces however, and the race fell into ruin, slowly degenerating into the monsters of today. Cyclops are one-eyed, 10 ft giant kin with bald heads. They have flat faces allowing their central eye good peripheral vision, but lack depth perception and have disadvantage on ranged attacks. Cyclops are not unintelligent, but are primitive, nomadic tribesmen, more

preoccupied with finding their next meal than any learning. They are callous, fearsome beings with a taste for flesh, be it human or herd.

Cyclops' *Cause Injuries* on a natural 19-20 attack roll and have a 10 ft reach. They retain vestiges of augural ability and gain a free attack on a natural 19 or 20 attack roll. Some records refer to larger 17 ft Cyclops, shaggy and more bestial, with a single horn protruding from their forehead. These monstrosities have 14 HD and cause injuries on 18+ attack rolls.

Demons and Devils

Demons and Devils come in many shapes and sizes, four examples are provided below.

Balor

No. Appearing: 1

Armor Class: 21

Hit Dice: 20+4

Attacks: Sword (3d12+1) and Whip (see below).

Nat 19: special

S:22 D:14 C:20 I:16 P: 20 W:18 Ch:16

Luck: 16

Move: 50 ft and can fly

Balors resemble 20 ft, infernal minotaurs with vast dragon wings, wreathed in smoke and flame, armed with a wicked blade and white hot lash. Balors are among the most powerful and cunning of all demon kind, second only to the Demon Princes themselves. Balors are often *Boss Monsters*. They have 75% magic resistance.

In combat, a balor's whip reaches up to 30 ft. On a successful lash the victim is pulled beside the demon, burned for 3d6 damage each turn, and unable to move away without spending an action to make a Str or Dex check to escape. A Balor may make a sword or whip attack as an *Off Turn Attack*. Balors *Cause Injuries* on any 18+ attack roll and have a 10 ft reach. Once per week, after a 1d4 hour ritual, a balor may summon and command 2d10 lesser demons (usually a mix of

imps and lemures). Ancient records suggest some balors are capable of spell casting.

Hell Hound

No. Appearing: 2d4

Armor Class: 13

Hit Dice: 5

Attacks: Bite (2d4)

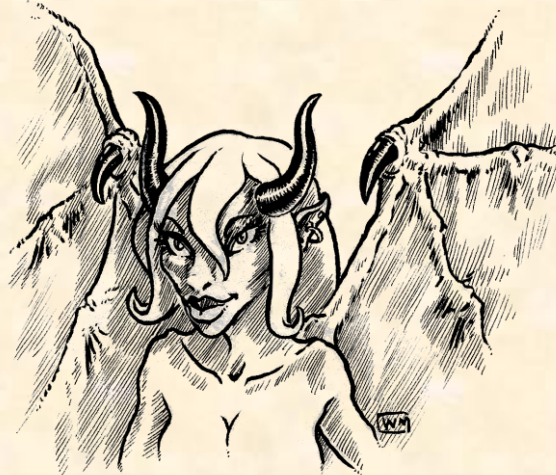
Nat 19: the target's clothes catch on fire, causing 1d4 damage each round until extinguished.

S:13 D:13 C:13 I:2 P:15 W:14 Ch:5

Luck: 8

Move: 50 ft

Hell Hounds are infernal, fire breathing dogs spawned from evil dimensions. They may breathe fire in a 40 ft cone with a 15 ft base for 5d6 damage (*Luck* (Dex) save for half). A hellhound's fire breath has a 40% chance of recharging at the start of its turn. They have 25% magic resistance.



Imp

No. Appearing: 1

Armor Class: 15

Hit Dice: 6

Attacks: Claw (1d6+1) and Bite (1d4 + poison)

Nat 19: the demon's touch imparts dark sorcery; the target rolls on the *Dark & Dangerous Magic* table.

S:14 D:16 C:10 I:14 P: 15 W:14 Ch:14

Luck: 8

Move: 20 ft or 40 ft when flying

Imps are 1 ft to 4 ft tall, horned, smooth skinned humanoids with bat like wings and cloudy white eyes. Like all demons, imps are evil manifest and seek only to beguile and corrupt any intelligent beings they encounter. An imp's bite causes 1 *Luck* drain and amnesia re the prior 1d4 hours (a *Luck* (Will) save resists). Imps are often spell casters, able to cast 3 of the following spells per day: *Magic Missile*, *Charm Person*, *Hideous Laughter*, *Invisibility*, *Heat Metal*, *Phantasmal Force*. Imps are protected by 50% *Magic Resistance*.

Lemure

No. Appearing: 4d10

Armor Class: 12

Hit Dice: 3

Attacks: Claw (1d4+1 and special)

Nat 19: the demon's touch imparts dark sorcery; the target rolls on the *Dark & Dangerous Magic* table.

S:10 D:10 C:16 I:7 P: 8 W:12 Ch:7

Luck: 6

Move: 20 ft

Lemures are vaguely humanoid, but their flesh is clay like, shifting and malleable upon their grotesque bodies. They are lower forms of demons and feed on lost souls. A lemure's touch drains 1 Cha (a *Luck* (Will) save resists). An adventurer reduced to zero Cha dies and is transformed into a Lemure in 1d4 hours. Lemures have 25% *Magic Resistance*.

Doppelganger

No. Appearing: 1

Armor Class: 13

Hit Dice: 4

Attacks: 2 Claws (1d6)

Nat 19: the doppelganger steals a deep secret from the target.

S:16 D:16 C:12 I:16 P: 15 W:16 Ch:16

Luck: 7

Move: 30 ft

A Doppelganger may spend an action to magically mimic the physical appearance (including clothing and gear) of any person. They are immune to *Detect Magic*, *Sleep* and charm effects, and have 50% *Magic Resistance*. Doppelgangers have limited mind reading capabilities, able to subtly skim the surface thoughts of any intelligent being they are aware of within 60 ft. This ability allows them to correctly answer questions the asker already knows the answer to, assisting in impersonations.

Dragon

No. Appearing: 1

Armor Class: 22

Hit Dice: 20+8

Attacks: 2 Claws (2d10) and Bite (3d10+2)

Nat 19: special

S:23 D:14 C:23 I:14 P: 22 W:20 Ch:16

Luck: 16

Special: See below

Move: 60 ft or 120 ft when flying

A dragon is the terrifying, fire-breathing reptile of legend, an airborne behemoth with claws like steel and scales like iron. An adult dragon is approximately 80 ft long. Dragons have advantage on all Detection tests and automatically smell the presence of living creatures within 60 ft (although they cannot necessarily pin point location). Creatures of 7 HD or less must make a Will check or flee in terror for 2d6 rounds or until out of sight.

Dragons breathe fire, lightning or poisonous gas in a cone up to 240 ft long and 60 ft wide at the base, causing 20d8 damage (*Luck* (Dex) save for half). The breath weapon has a 30% chance of recharging at the start of the dragon's turn, up to a maximum of three uses per hour. Dragons are often *Boss Monsters*. They may use their Claw or Bite as *Off Turn Attacks*. Dragons *Cause Injuries* and critical his on 19-20 attack rolls. They have 15 ft reach.

Every dragon in LFG is a unique creature and may have other special abilities at the GM's discretion. For example, a dragon might be able to cast spells, assume human shape, or foretell the future.



Dwarf

No. Appearing: 4d6 (mining party) or 2d100 + 300 (merchant clan)

Armor Class: 15 (plate)

Hit Dice: 1

Attacks: Warhammer (1d4+2)

Nat 19: by weapon.

S:11 D:10 C:14 I:10 P: 10 W:10 Ch:8

Luck: 4

Move: 30 ft

Dwarves have the special qualities noted under the Races description. Culturally speaking, dwarves place a high value on honour, loyalty, and expert craftsmanship, and are renowned builders and miners. A dwarf puts his clan name before his own. Dwarves have a racial lust for gold and gems that most cannot resist.

Eagle, Giant

No. Appearing: 1d4

Armor Class: 13

Hit Dice: 3+3

Attacks: Bite (2d4) and 2 x Claws (1d6)

Nat 19: the target is grabbed and may be carried away.

S:16 D:14 C:14 I:2 P:15 W:14 Ch:7

Luck: 6

Move: 90 ft flying

Giant eagles have 20 ft wingspans and hunt in mountains, forests and plains, generally preferring animal prey. In times of scarcity, or when feeding chicks, they are not above hunting humans, making opportunistic dives against lone explorers or small groups. If the target is surprised, giant eagles attack with advantage and may carry away their victim.

Elementals

Elementals are 6 ft to 20 ft animate manifestations of earth, fire, air and water. Earth and fire elementals tend to adopt a humanoid form, air elementals appear as miniature cyclones, and water elementals as churning waves. They are usually encountered as a result of being summoned by magic users, but also independently coalesce. Elementals have an animalistic intelligence but will follow the orders of their summoner to the best of their understanding. All elementals are immune to mundane weapons, except those of cold iron, which affect them normally. Elementals with 15 HD have a 10 ft reach.

Elemental, Air

No. Appearing: 1

Armor Class: 16

Hit Dice: 5, 10, or 15

Attacks: Batter (2d4, 2d8, 3d8)

Nat 19: the target is knocked backwards 1d6 x 5 ft.

S:17/18/19 D:23 C:10 I:3 P:14 W:16 Ch:3

Luck: 8, 10, or 15

Move: 240 ft flying

Air Elementals batter their opponents with powerful winds or small objects or hurl them into

nearby terrain. Even the smallest air elemental can lift a humanoid and carry them at half flying speed. 15 HD elementals may spend an action to suck the air from a 30 ft diameter room, forcing breathing creatures to make a *Luck* (Con) save or fall unconscious for 1d4 rounds (or suffocate, if the power is maintained)

Elemental, Earth

No. Appearing: 1
Armor Class: 19
Hit Dice: 5, 10, or 15
Attacks: Fist (2d6, 2d10, 3d10)
Nat 19: the target is knocked prone and momentarily stunned, losing its next action (*Luck* (Con) save resists).
S:19/21/23 D:10 C:22 I:3 P:10 W:16 Ch:3
Luck: 8, 10 or 15
Move: 40 ft including when burrowing

Earth elementals hammer or crush opponents with their mighty fists. They may merge with the earth, passing through it like water or burrowing through to leave a tunnel. 15 HD elementals *Cause Injuries* on a natural 19-20 attack roll.

Elemental, Fire

No. Appearing: 1
Armor Class: 16
Hit Dice: 5, 10, or 15
Attacks: Claw (2d6, 2d8 or 3d8)
Nat 19: the target's clothes catch fire, causing 1d6 hp damage each round until extinguished.
S:17/18/19 D:20 C:13 I:3 P:10 W:16 Ch:3
Luck: 8, 10, or 15
Move: 120 ft flying

Fire Elementals rake their opponents with searing claws or blast them with 60 ft cones of flame 20 ft wide at the base causing 5d6, 10d6 or 15d6 damage (*Luck* (Dex) save for half). The Fire Blast attack has a 30% chance of recharging at the start of the elementals turn. Creatures within 5 ft of a fire elemental have a 50% chance of suffering 1d6 fire damage on the elemental's turn. Fire

elementals shed light according to their size, and cause flammable materials to ignite.

Elemental, Water

No. Appearing: 1
Armor Class: 17
Hit Dice: 5, 10, or 15
Attacks: Batter (2d6, 2d10, 3d6 + special)
Nat 19: All creatures in a 5 ft radius are knocked prone.
S:18/19/20 D:14 C:20 I:3 P:13 W:16 Ch:3
Luck: 8, 10, or 15
Move: 240 ft swimming or 30 ft on land.

Water Elementals batter and drown their opponents with their wave like form, trapping enemies inside them. On a hit, the target must make a *Luck* (Str) save or be engulfed, automatically suffering Batter damage each round on the elemental's turn, and begins drowning. A trapped creature cannot make effective attacks but may spend their action to make an opposed Str check to break free. A 5, 10 and 15 HD elemental may simultaneously trap up to two, four and eight creatures respectively.

Elf

No. Appearing: 3d4 (scouting party)
Armor Class: 13 (leather)
Hit Dice: 1
Attacks: Sword (1d8) or Bow (1d6+1)
Nat 19: as weapon
S:10 D:15 C:8 I:10 P: 13 W:10 Ch:13
Luck: 4
Move: 30 ft

Elves have the special qualities noted under the Race description. Culturally speaking, elves value freedom, beauty and the natural world, which sometimes brings them into conflict with expansionist humans and gold hungry dwarves. Elves can live for many human generations, giving them an aloofness and arrogance that promotes an isolationist view.

Ettin

No. Appearing: 1d6

Armor Class: 13

Hit Dice: 10+3

Attacks: 2 Big Clubs (2d10)

Nat 19: the target is knocked prone and mocked mercilessly by both heads.

S:19 D:10 C:15 I:7 P: 9 W:12 Ch:8

Luck: 10

Move: 40 ft

Ettins are 12 ft neanderthal like humanoids with two heads. They are relatively dull witted and the heads often argue with each other. With two brains ettins have advantage on any mind affecting *Luck* save. Ettins *Cause Injuries* on critical hits and have a 10 ft reach. On a fumbled attack the ettin heads break into a violent argument and lose their next turn.



Gargoyle

No. Appearing: Often 1, a matching pair, or otherwise 2d8

Armor Class: 15

Hit Dice: 3+3

Attacks: 2 Claws (1d3+1), Bite (1d4+1) and Gore (1d4+1)

Nat 19: the target's weapon shatters against the Gargoyle's hide (*Luck* save resists).

S:16 D:14 C:20 I:10 P: 14 W:13 Ch:3

Luck: 6

Move: 30 ft or 60 ft when flying

Gargoyles are supernatural, winged beings, stony skinned with vacant eyes, resembling the rooftop statues of medieval cathedrals. A gargoyle can masquerade as a statue for years, patiently waiting for a passing victim, sustained by forbidden magic. They are inherently evil and malevolent creatures, existing primarily as conjured guardians and are immune to age and poison. A natural 1-2 attack roll against a Gargoyle requires the attacker to make a *Luck* save or their weapon shatters against the monster's rock hard hide.

Gelatinous Cube

No. Appearing: 1

Armor Class: 11

Hit Dice: 4+4

Attacks: Pseudopod (2d4)

Nat 19: the target is sucked into the Cube (*Luck* (Dex) save resists).

S:18 D:10 C:16 I:2 P:14 W:16 Ch:1

Luck: 7

Move: 30 ft and may climb walls, ceilings, etc

Gelatinous cubes are highly translucent, jelly like monsters that expand to fill a 10 ft cube, which happens to fit most dungeon corridors. They automatically sense movement within 120 ft and are voracious predators, absorbing and dissolving all forms of organic matter. They are sometimes employed by lazy dungeon lords as inexpensive cleaners. A creature that touches the cube must make a *Luck* (Con) save or be paralysed for 1d6 hours, during which time the victim is completely dissolved. A creature caught inside a cube automatically suffers 2d4 damage every round, but may spend an action to make an opposed Str check to escape (if not paralysed).

Genie

No. Appearing: 1

Armor Class: 18

Hit Dice: 10+4

Attacks: Weapon (2d10)

Nat 19: the target is subject to a *Dispel Magic* spell, at the Genie's discretion.

S:19 D:14 C:16 I:17 P: 18 W:17 Ch:14

Luck: 10

Move: 60 ft flying, swimming or burrowing

Genies are 10 ft daemons with a defining connection to air (Djinn), fire (Efreet), water (Marid) or earth (Dao). They often appear bare chested in flowing pants or robes, eyes reflecting their elemental power. While not inherently evil like their demon and devil cousins, genies are astoundingly arrogant, smug, callous and domineering towards mortals. No genie enters the human realm by choice, but is instead tricked or forced into service, a fact that inflames them at the slightest provocation. Each genie's terms of bondage are unique and determined by the GM.

Most commonly they serve as guardians, assassins or advisors. When a genie's service is complete, it becomes uncontrolled, and inexorably seeks horrible and excessive vengeance before vanishing forever. Genies have 50% magic resistance and are immune to damage from their respective element. They may cast the standard version of *Forbidden Wish* three times per day. Genies arm themselves with conjured fire swords, ice hammers and so on, with a 10 ft reach, and may make *Off Turn Attacks*.

Ghost

No. Appearing: 1

Armor Class: 12

Hit Dice: 8

Attacks: Touch (1d4 + special)

Nat 19: the target ages twice as much as usual.

S:- D:15 C:- I:10 P: 13 W:17 Ch:3

Luck: 9

Move: 30 ft

Ghosts are the tortured souls of those unable to cross over from one life to the next, trapped or stranded between worlds. They are committed to a single unrelenting objective or emotion such as

revenge, justice, hopelessness or rage. Most ghosts are quite insane as a result. They are *Incorporeal*, able to pass through objects, and are harmed only by magic or cold iron weapons. A ghost's awful caress instantly ages the target 3d10 years (no *Luck* save permitted) and requires a *Luck* (Will) save to resist gaining a serious madness trait. If a target is aged more than its expected lifespan, it dies a desiccated husk.



Ghoul

No. Appearing: 2d12

Armor Class: 13

Hit Dice: 3

Attacks: Claw (1d6+1) and Bite (1d4)

Nat 19: the target is subject to the equivalent of a *Slow* spell for 1d6 rounds (*Luck* (Con) save resists).

S:16 D:13 C:12 I:10 P:13 W:14 Ch:8

Luck: 6

Move: 40 ft

Ghouls are intelligent, fast paced pack-hunters that sustain their unnatural existence on a diet of corpses. They are *Undead* with all the usual benefits. A ghoul's touch carries powerful necromantic energy, requiring a *Luck* (Con) save or the victim is paralysed for 1d6 x 10 minutes. Ghouls will sometimes make an opportunistic retreat with a paralysed adventurer in tow,

scampering back to their hidden lair before engaging in a feeding frenzy.

Giants

Giants are at least 12 ft tall, massive and frightening humanoids filled with arrogance, avarice and ire. Giants are strict carnivores and consider humans a preferred delicacy compared to cows or sheep. Creatures of less than 2 HD must make a *Luck* (Will) save or flee for 2d6 rounds upon sighting a giant. All giants *Cause Injuries* on a natural 19-20 attack roll and have a 10 ft reach.

Giant, Frost

No. Appearing: 1d10
Armor Class: 15 (armoured)
Hit Dice: 12+4 hit points
Attacks: Giant Axe (3d8+2)
Nat 19: special
S:21 D:10 C:16 I:11 P: 11 W:14 Ch:11
Luck: 12
Move: 50 ft

Frost giants are approximately 15 ft tall and live in keeps or caverns of snow and ice in frozen regions. They are of low intelligence, most have never been taught to read or write, and keep sophisticated oral histories. They hurl boulders, carts, barrels or humanoid creatures up to 120 ft for 4d6 damage. Some elder frost giants, of ancient bloodlines, may breathe a cone of freezing cold once per day; 60 ft long and 20 ft wide at the base causing 6d8 damage (*Luck* (Dex) save for half).

Giant, Hill

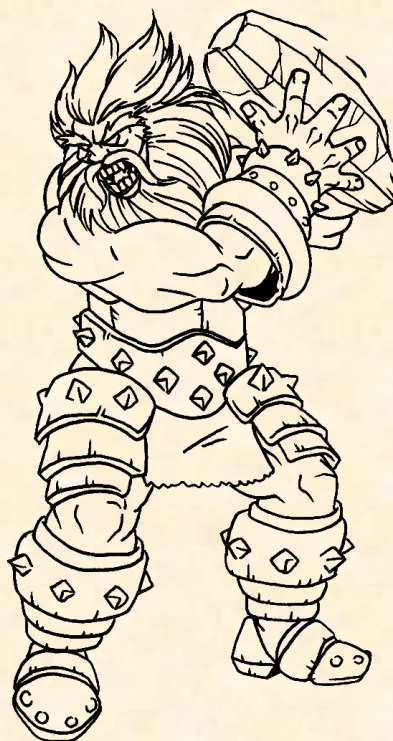
No. Appearing: 1d12
Armor Class: 12
Hit Dice: 8+2
Attacks: Oversized Club (2d8+2)
Nat 19: special
S:20 D:8 C:15 I:6 P: 9 W:12 Ch:8
Luck: 9
Move: 40 ft

Hill giants are approximately 12 ft tall, the lowest caste of the true giants. Most are primitive cave dwellers or nomads with only rudimentary language, carrying clubs and crude tools. They hurl boulders, carts, barrels or humanoid creatures up to 120 ft for 3d6 damage. Hill giants have an acute sense of smell, gaining advantage on related checks.

Giant, Storm

No. Appearing: 1d8
Armor Class: 18 (armoured)
Hit Dice: 16+6
Attacks: Giant Trident (3d10+2)
Nat 19: special
S:22 D:12 C:18 I:14 P: 15 W:16 Ch:14
Luck: 16
Move: 50 ft

The 18 ft Storm Giants are the masters of giant kind, the most intelligent and most likely to speak with humans before devouring them. Storm giants prefer mountain tops, underwater, or cloud based realms. They hurl boulders, carts, barrels or humanoid creatures up to 120 ft for 5d6 damage. Storm Giants may cast *Fog Cloud*, *Lightning Bolt* or *Control Weather* once per day.



Goblin

No. Appearing: 4d6

Armor Class: 11

Hit Dice: 1d4 hp

Attacks: Dagger (1d4)

Nat 19: as weapon

S:7 D:14 C:10 I:10 P: 11 W:10 Ch:8

Luck: 3

Move: 30 ft

Goblins are 4 ft, spindly humanoids with prickly skin, pointed ears and sharp teeth. They inhabit dark woods and underground caverns. Goblins see as well in darkness as torch light, making them excellent ambushers by nightfall, but find sunlight painful to the eyes and avoid daytime activity. Goblins suffer a 33% miss chance when fighting in sunlight. Hobgoblins are rarer, larger and more intelligent goblins, with 3 HD. Most hobgoblins cast a handful of 1st and 2nd level spells, or have full magic user levels.

Golems

Golems are humanoid automatons built to serve their masters. The process is long, dark and gruelling, requiring an unwilling sacrifice to provide the golem's animating spark. Golems have a 50% chance of negating hits by non-magical weapons. Golems do not sleep, eat, or breathe, and are immune to all mind based effects, including sleep, charm, fear, illusion, stun and madness. Golems automatically sense physical creatures within approximately 30 ft.

Golem, Flesh

No. Appearing: 1

Armor Class: 14

Hit Dice: 7+3

Attacks: 2 Fists (2d6)

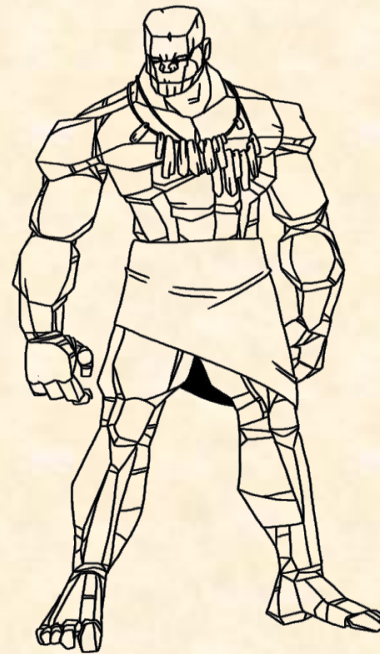
Nat 19: the target is knocked prone, and the golem gains a free attack (*Luck* (Will) save resists).

S:18 D:10 C:18 I:- P: 10 W:- Ch:-

Luck: 9

Move: 30 ft

Flesh Golems are 7 ft humanoid automatons bound together using the parts of different dead creatures, most often humans. Flesh golems have 50% *Magic Resistance*, except against lightning which energizes it, granting the benefits of a *Haste* spell, and cold damage which mimics a *Slow* spell. A Flesh Golem enters an uncontrolled rage when *staggered*, gaining *Off Turn Attacks*, but automatically losing 1d6 hit points each round until its exertions tear itself apart.



Golem, Iron

No. Appearing: 1

Armor Class: 20

Hit Dice: 15+7

Attacks: 2 Weapon or 2 Fists (2d10)

Nat 19: special

S:22 D:12 C:24 I:- P:15 W:- Ch:-

Luck: 15

Move: 40 ft

Iron golems are the greatest of the automatons; 16 ft animated statues of hardened metal. They attack with hammer like fists or gigantic weapons. Iron golems may breathe noxious gas in a 30 ft cone, 10 ft wide at the base, causing 10d6 damage (*Luck* (Con) save for half). The Breath Weapon has a 30% chance of recharging at the start of the

golem's turn. They have 90% *Magic Resistance*, except against lightning which *Slows* them, and fire which heals them. Iron golems have a 10 ft reach, make *Off Turn Attacks*, and *Cause Injuries* on natural attack rolls of 19-20.

Golem, Stone

No. Appearing: 1
Armor Class: 16
Hit Dice: 11+3
Attacks: 2 Fists (2d8)
Nat 19: bear hug (see below).
S:21 D:11 C:23 I:- P:13 W:- Ch:-
Luck: 11
Move: 30 ft

Stone golems are 12 ft statues that move in a robotic, grinding fashion. They have 60% *Magic Resistance*, except against *Stone to Flesh*, *Transmute Rock to Mud*, *Stoneshape* or *Move Earth* spells which cause 6d8 damage (once only). A golem that hits a single target with both Fist attacks draws it into a crushing bear hug, forcing a *Luck* (Con) save to avoid rolling on the *Injuries & Setbacks* table. Stone golems have a 10 ft reach.

Green Slime

No. Appearing: 2d6
Armor Class: 10
Hit Dice: 2
Attacks: Pseudopod or Fling Slime (1d6 + special)
Nat 19: the target is struck in the head by green slime and must make a *Luck* (Con) save or die (with advantage if wearing a helm).
S:13 D:13 C:13 I:2 P:12 W:16 Ch:1
Luck: 5
Move: Immobile

Green slime is an immobile, predatory amoeba. It attacks by dropping onto moving targets from above or flinging pieces of slime up to 30 ft. Green slime detects living creatures by sensing heat within 120 ft. Any metal or organic substance green slime touches transforms into green slime within 1 round (a *Luck* (Con) save resists). If a limb or object becomes slime, it

attaches to the host and spreads each round, transforming more of the victim. For example, green slime might first transform a hand, then an arm, then the torso which would kill a humanoid. Green slime dropping from above has a 50% chance of landing on the victim's helmet, head or shoulders, as opposed to a limb. Green slime is destroyed by sunlight, fire or extreme cold, rendering it an inert tar like substance. A *Cure Malady* spell destroys the slime.

Grey Ooze

No. Appearing: 1d3
Armor Class: 12
Hit Dice: 6
Attacks: Tunnelling Pseudopod (2d4 + special) or Emotion Burst
Nat 19: a psychic lash drains the target 1d4 Int (*Luck* (Will) save resists).
S:18 D:16 C:16 I:4 P:14 W:16 Ch:1
Luck: 8
Move: 40 ft and may climb walls, ceilings, etc

Grey ooze, also known as grey matter ooze, is more liquid than ooze, a fast flowing and terrifying amoeba that feeds on the thoughts of living creatures. It attacks by surging into the target's mouth, nose and ears, tunnelling its way to the victim's brain which it absorbs. Victims suffer 2d4 damage and lose 1d4 Int (*Luck* (Will) save for half) on each successful attack.

Grey ooze have rudimentary intelligence and possess limited telepathic abilities. They learn to absorb and mimic basic emotions such love, happiness, sadness, awe and wonder, which they can project out to distance of 120 ft. They use these telepathic projections to lure or herd prey. Grey ooze may also target a single creature with an intense burst of alien emotion, requiring a *Luck* (Will) save to resist a moderate madness. This emotion burst ability has a 40% chance of recharging every hour. A grey ooze will often stalk its prey for a period, attempting emotion bursts to soften, destabilize or isolate a target before attacking.

An adventurer reduced to zero Int is killed by the ooze, which takes up residence in the host's skull. The parasite then controls the host in an appalling, puppet like fashion, until it desires another meal, at which point the ooze pours out of the host's orifices.



Griffon

No. Appearing: 2d6

Armor Class: 14

Hit Dice: 4

Attacks: 2 Claws (1d4+1) and Bite (2d4)

Nat 19: special

S:19 D:15 C:16 I:2 P:14 W:13 Ch:8

Luck: 7

Move: 60 ft or 120 ft when flying

Griffons have the body of a lion or horse, with the wings, head, and talons of an eagle. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. On a natural attack roll of 19-20, a humanoid target is grabbed and may be flown away with. The target may use their action to initiate an opposed Str check to break free.

Hag

No. Appearing: 1 or 3

Armor Class: 13

Hit Dice: 6

Attacks: 2 Claws (1d6+1)

Nat 19: the target is cursed and loses 1 point of *Luck*.

S:19 D:15 C:10 I:14 P: 14 W:15 Ch:4

Luck: 8

Move: 30 ft

Hags are monsters that appear as elderly, hideous crones. They roam or lair on the outskirts of human settlements, often posing as isolated hermits. Hags are highly intelligent and often adopt the language and culture of the region. Hags feed on humans, preferably children and babes, but can subsist on animals if required. Hags possess unnatural strength and their fingernails lengthen to wolf like claws when fighting. A hag may enchant the eye of a victim into an *Evil Eye*, transforming it into a precious stone the hag can see through as if under the effect of a *Clairvoyance* spell. Hags sometimes gift the *Eyes* as pendants, turning the wearer into an unwitting spy. Hags are protected by 30% *Magic Resistance*.

A trio of Hags is known as a *Coven* and multiply their powers. If all three hags are within the same geographic region (forest, mountains, plains, etc), each gains the ability to cast spells as a 6th level magic user. If two hags are in the region, they are 3rd level magic users. A single hag in a region has no spell casting ability. Once per lunar cycle, a coven may perform a 1d4 hour ritual to gain limited powers of prophecy.

Harpy

No. Appearing: 2d6

Armor Class: 12

Hit Dice: 3

Attacks: 2 Talons (1d4)

Nat 19: the target must make a *Luck* (Will) save or suffer a minor madness.

S:9 D:15 C:10 I:10 P: 12 W:13 Ch:15

Luck: 6

Move: 30 ft and 60 ft when flying

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws victims to the harpy (a *Luck* (Will) save resists). A harpy's touch

enchants the victim like a *Charm Person* spell (even if injured) and drains 1d4 Str each day until death at zero Str (when the Harpy finally devours her meal).

Horse

No. Appearing: Any

Armor Class: 10

Hit Dice: 2

Attacks: Hoof (1d6)

Nat 19: the target is knocked prone.

S:19 D:13 C:16 I:2 P:10 W:13 Ch:6

Luck: 5

Move: 60 ft

The above stats are for a riding horse. Warhorses have 3 HD and make a Hoof (1d8+1) attack. A horse acts at the same time as the rider but makes separate attacks. Riding horses will generally attempt to flee combat rather than fight. A war horse might require persuading to attack certain monsters.

Humans

Humans make up a great variety of opponents. Some examples are provided below.

Human (Adventurer)

No. Appearing: 1d6+2

Armor Class: Varies

Hit Dice: Varies

Attacks: Varies

Nat 19: as weapon

Attributes: Varies

Luck: Varies

Move: 30 ft

The purpose of this entry is to remind GMs that sometimes the perfect opposition for your PCs is another adventuring company. An experienced, coordinated party with opposing goals can create time pressures and a unique rivalry that makes the inevitable showdown especially memorable.

Human (Bandit/Cultist)

No. Appearing: 3d6 (bandit raiding party) or 2d100 (bandit hideout) or 3d10 (cultist lair)

Armor Class: 11 (leather)

Hit Dice: 1

Attacks: Weapon

Nat 19: as weapon

S:12 D:11 C:11 I:10 P: 10 W:10 Ch:10

Luck: 4

Move: 30 ft

Bandits roam caravan routes and under patrolled city blocks, looking for wealthy marks. Bandits are commonly skilled in Sleight of Hand (especially pick pockets). Cultists operate covertly in villages, towns and cities, kidnapping victims for sacrificial rituals. Some rare cultists, with access to forbidden lore or a dark patron, learn to cast a handful of magic user spells.

Human (Berserker)

No. Appearing: 3d10 (raiders) or 3d100 (tribe)

Armor Class: 13 (Heavy Hide)

Hit Dice: 1

Attacks: Axe (1d8+1)

Nat 19: as weapon

S:13 D:10 C:13 I:8 P: 9 W:12 Ch:10

Luck: 4

Move: 30 ft

Berserkers are warriors that have learnt to fight with astounding ferocity. They gain a +2 bonus on attack rolls and never make morale checks once combat is joined. Some particularly fearsome berserkers have barbarian class levels.

Human (Guardsmen)

No. Appearing: 1d6+4

Armor Class: 14 (chain and shield)

Hit Dice: 1

Attacks: Sword (1d8)

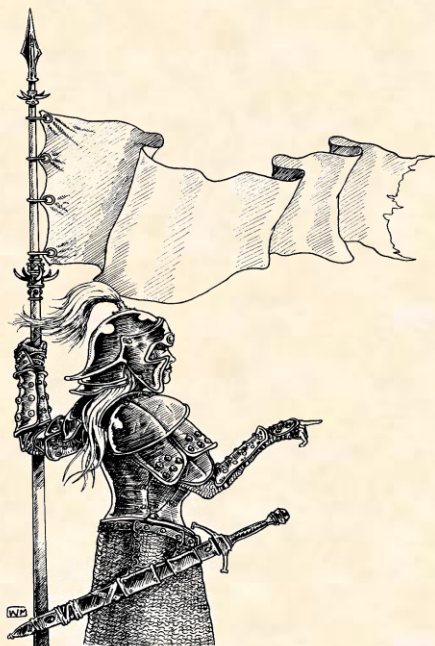
Nat 19: as weapon

S:14 D:10 C:12 I:10 P:12 W:10 Ch:10

Luck: 4

Move: 30 ft

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with chain armour, a shield, and a mace, sword, or spear. Guard captains have 3 HD, superior weapons and armour, and might have fighter abilities or levels.



Human (Sorcerer)

No. Appearing: 1
Armor Class: 12
Hit Dice: 5
Attacks: Sword (1d8)
Nat 19: as weapon
S:9 D:14 C:10 I:15 P: 14 W:15 Ch:10
Luck: 8
Move: 30 ft

Sorcerers, wizards, druids, evil priests... whatever label is applied, all spell casters rely on the tainted forces of magic for power. This example sorcerer casts spells like a 5th level magic user (4/2/1). The sorcerer knows the following spells: *Shield*, *Sleep*, *Charm Person*, *Cure Wounds*, *Hold Person*, *Invisibility*, *Speak with Dead*, *Fly*, *Lightning Bolt* and *Dispel Magic*. The sorcerer has advantage when resisting adverse mind effects such as sleep, charm, fear and madness.

Hydra

No. Appearing: 1
Armor Class: 15

Hit Dice: 13
Attacks: 9 Bites (1d6+1)
Nat 19: special
S:22 D:8 C:20 I:3 P: 14 W:15 Ch:3
Luck: 13
Move: 50 ft

The Hydra is 30 ft reptilian quadruped with nine serpentine heads. Severed heads by virtue of major exploits or similar grow back in one round unless the stump is sealed with fire, lightning or acid. Hydra *Cause Injuries* on a 19-20 attack roll and have a 10 ft reach.

Invisible Stalker

No. Appearing: 1
Armor Class: 16
Hit Dice: 8
Attacks: "Bite" (2d8)
Nat 19: the target and stalker vanish to the void to finish their duel. If the stalker is destroyed, the target reappears.
S:18 D:19 C:15 I:15 P: 19 W:15 Ch:7
Luck: 9
Move: 40 ft flying

Invisible stalkers are 7 ft supernatural assassins from the void, and are most commonly encountered as a result of the *Invisible Stalker* spell. They are invisible, winged monsters compelled to obey a single command from their conjurer until they succeed or are destroyed. Invisible Stalkers have 50% *Magic Resistance*.

Kobold

No. Appearing: 5d4
Armor Class: 10
Hit Dice: 1d4 hp
Attacks: Dagger (1d4) or Bow (1d6)
Nat 19: as weapon
S:7 D:14 C:9 I:13 P: 14 W:8 Ch:8
Luck: 3
Move: 30 ft

Kobolds are clever, diminutive, reptilian humanoids, sometimes found in league with serpentmen, wyverns or dragons. They are

devious, cruel, and prefer to rely on traps and guerrilla warfare rather than engage in direct conflict. Many use slings or short bows, and they fight with short swords or spiked clubs in melee. All kobolds have the rogue Skirmish ability.

Rare records suggest ancient kobolds experimented with strange magics invoking powers of steam, magnetism, and canned lightning (translated as the *Rites Mechanis*). A *Rites Occultist* has 3 HD, Int 16, and wields wyrd “magical” items such as the steamhorn, thunderpod and ironward.

Leech, Projectile

No. Appearing: 5d4

Armor Class: 10

Hit Dice: 1

Attacks: Bite (1d3 + blood drain)

Nat 19: the leech latches on to the target’s face, causing an eye injury, per the *Injuries & Setbacks* table (Luck (Con) save resists, with advantage if wearing a helm).

S:10 D:10 C:16 I:2 P: 14 W:8 Ch:3

Luck: 3

Move: 20 ft and may climb walls, ceilings, etc

Projectile Leeches are 1 ft rubbery blood suckers that launch themselves up to 10 feet through the air to attack. Their rubbery hides are impervious to bludgeoning damage. On a hit, a projectile leech latches onto the target and automatically causes 1d4 damage and 1 Con loss each turn. A Str contest (Str 16) at disadvantage removes the parasite. Alternatively, the application of a handful of salt, fire or acid automatically causes the leech to curl up and die.

Lich

No. Appearing: 1

Armor Class: 18

Hit Dice: 15

Attacks: Hand (1d10 + special)

Nat 19: the Lich’s touch imparts dark sorcery, the target rolls on the *Dark & Dangerous Magic* table.

S:14 D:14 C:12 I:20 P: 20 W:20 Ch:14

Luck: 15

Move: 30 ft

Liches are *Undead* wizards, transformed by dark rites or as the result of dangerous forces gone wrong. Whatever the cause, the transformation inevitably turns the magic user mad, and the longer the lich persists, the greater its derangement. Liches are 10th to 12th level magic users and are often *Boss Monsters*. They typically build up a collection of magic items over their long years of magical research. A lich’s touch causes paralysis for 2d6 rounds (a Luck (Will) save at disadvantage resists). A lich has 50% magic resistance.



Lycanthropes

See the Lycanthrope properties entry for general traits. Two example lycanthropes are provided below.

Lycanthrope, Wererat

No. Appearing: 4d6

Armor Class: 12

Hit Dice: 3

Attacks: Bite (2d4)

Nat 19: if appropriate, a giant rat at comes to the lycanthrope’s aid.

S:14 D:18 C:10 I:13 P: 14 W:10 Ch:8 (Hybrid)

Luck: 6

Move: 30 ft

Wererats are often found in cities, lurking in sewers or abandoned alleyways. By spending an action, they may exert control and issue orders to ordinary rats, giant rats and dire rats, which are compelled to obey. Wererats are extremely sneaky and gain advantage on Stealth checks.

Lycanthrope, Werewolf

No. Appearing: 1, or a mated pair, or 3d6.

Armor Class: 13

Hit Dice: 6+4

Attacks: Bite (2d6)

Nat 19: if appropriate, a wolf (60%) or dire wolf (40%) comes to the lycanthrope's aid.

S:18 D:14 C:14 I:10 P: 15 W:13 Ch:8

Luck: 8

Move: 30 ft

Werewolves are the classic wolf based lycanthrope. They may exert control and issue orders to ordinary wolves, giant wolves and dire wolves, which are compelled to obey. They have an excellent sense of smell in all forms (gaining advantage on related tests).

Mammoth

No. Appearing: 1d4

Armor Class: 13

Hit Dice: 11+3

Attacks: Gore (3d6+2)

Nat 19: the target is trampled and must roll on the *Injuries & Setbacks* table.

S:21 D:9 C:20 I:3 P:12 W:13 Ch:8

Luck: 11

Move: 60 ft or 120 ft flying

A mammoth is a gigantic 12 ft tall woolly elephant with oversized tusks. They are generally foul tempered, destructive brutes, who will trample or gore unwelcome intruders in their territory. A mammoth may make a special Trample charge attack by moving at least 30 ft, causing double damage and the target must roll on the *Injuries & Setbacks* table. Mammoths are immune to ordinary cold, and have advantage

resisting cold based magic. They have a 10 ft reach.

Man Eating Monkey

No. Appearing: 5d6

Armor Class: 13

Hit Dice: 1d4 hp

Attacks: Bite (1d6)

Nat 19: the target is disarmed (*Luck* (Dex) save resists).

S:10 D:17 C:10 I:4 P:13 W:8 Ch:8

Luck: 3

Move: 30 ft including climbing



Man eating monkeys are 3 ft agile primates with elongated teeth, extended jaws and feral tempers. They are clever pack hunters and will seek to stalk and ambush their opponents, usually dropping from the trees while their prey sleeps. Man eating monkeys go into a feeding frenzy when a target becomes *staggered*, at which time all monkeys within 30 ft will seek to attack the wounded target, ignoring other targets and risking free attacks to reposition. On a critical hit, a man eating monkey climbs up onto the back of the target and sinks its fangs into the prey's neck, forcing the target to make a Str check or fall prone.

Manticore

No. Appearing: 1d4

Armor Class: 13

Hit Dice: 7

Attacks: 2 Claws (1d6), Bite (1d8) and 1d6 Tail Spikes (1d6+1)

Nat 19: special

S:19 D:14 C:18 I:8 P: 10 W:12 Ch:8

Luck: 9

Move: 60 ft or 120 ft flying

The mantichore has the body of a great cat, dragon like wings, a tusked humanoid head, and a tail armed with projectile spines. They often lair on high cliff tops, riding the mountain winds hunting suitable prey. In addition to its Claw and Bite attacks, a Mantichore may fire 1d6 tail spikes up to a range of 180 ft. On a Claw attack roll of 19-20, the mantichore batters the target with its wings, knocking the target prone or moving it 1d4 x 5 ft in any direction (*Luck* (Str) save resists). Mantichores are of low intellect but some have the capacity to speak.



Medusa

No. Appearing: 1

Armor Class: 13

Hit Dice: 8

Attacks: Bow (1d6+1) + Snake hair attack (see below)

Nat 19: the target's weapon or armour (50%) is petrified (*Luck* save resists).

S:10 D:15 C:12 I:15 P: 13 W:15 Ch:8

Luck: 9

Move: 30 ft

A Medusa is a cursed humanoid with a female upper body and face, but with hair consisting of writhing snakes. They have no legs, conjoined instead to the lower half of a scaled serpent. The gaze of a medusa turns anyone looking upon it to stone (a *Luck* (Con) save resists). Adventurers may choose to avert their gaze if not surprised, effectively fighting the monster blind.

In addition to the medusa's weapon attack, the snake-hair makes one attack per round, causing 1d3 damage + poison (2d6 damage plus 1d4 Dex loss, with a *Luck* (Con) save for half). An adventurer reduced to zero Dex turns to stone. A medusa may make a bow or snake-hair attack as an *Off Turn Attack*.

Merrow

No. Appearing: 2d4

Armor Class: 12

Hit Dice: 5

Attacks: Trident (2d8)

Nat 19: If appropriate, a giant shark comes to the Merrow's aid.

S:16 D:16 C:12 I:8 P:10 W:13 Ch:10

Luck: 8

Move: 30 ft or 40 ft swimming

Merrow are 7 ft aquatic humanoids with four arms and a shark, squid or piranha like head. They spend most of their time in oceans, rivers or lakes, but are quasi amphibious and can survive on land for a few hours if necessary. Merrow are strict carnivores of low intellect, highly attracted to shiny things which they hoard in their underwater lairs. They communicate via clicks, whistles and repetitive tones reminiscent of whale songs. Merrows will swarm a staggered target, entering a shark like feeding frenzy. A frenzied merrow never makes morale checks and will attack the staggered target until one or the other is dead. The body of a PC reduced to zero hit points must be recovered from a merrow within one round or it is irretrievably lost.

Minotaur

No. Appearing: 1 or 1d8

Armor Class: 15 (armoured)

Hit Dice: 5+4

Attacks: Big Axe (2d8)

Nat 19: the target must roll on the *Injuries & Setbacks* table (*Luck* (Dex) save resists).

S:19 D:14 C:19 I:6 P:14 W:15 Ch:7

Luck: 8

Move: 30 ft

The minotaur is an 8 ft tall, bestial man-eating predator, with the head of a bull and a humanoid body covered in shaggy hair. Most are brutal and of primitive intelligence. A special charge attack may be made up to 60 ft, gaining advantage to hit for 2d8+2 damage, and the target must make a *Luck* (Con) save or roll on the *Injuries & Setbacks* table. Minotaurs have a 10 ft reach.

The *Infernal Minotaur* is a half demon variant, with jet black eyes, smoking hooves and a bloody drool. They may *Roar* (as the *Frighten* spell) once per day, and are immune to non-magical weapons except those of cold iron, which affect them normally. Infernal minotaurs see as well in darkness as in light and have 35% magic resistance.

Mummy

No. Appearing: 1 or 1d8

Armor Class: 13

Hit Dice: 7

Attacks: Fist (1d12 + Mummy Rot)

Nat 19: the target is cursed and loses 1 point of *Luck*.

S:19 D:8 C:16 I:3 P:10 W:14 Ch:3

Luck: 9

Move: 30 ft

Mummies appear as the classic bandage wrapped *Undead* of popular fiction. They are particularly susceptible to fire which causes double damage. Mummies have no real intelligence and simply follow the orders of their master, even if their master has long since passed. Their touch inflicts *Mummy Rot*, a magical curse that causes 1 Con loss and prevents healing of all kinds until the adventure ends (a *Luck* (Will) save resists). A *Cure Malady* spell will lift the mummy's curse.

Ochre Jelly

No. Appearing: 1d3

Armor Class: 11

Hit Dice: 8

Attacks: Pseudopod (2d8)

Nat 19: the ochre jelly splits in two.

S:18 D:10 C:16 I:2 P:13 W:16 Ch:1

Luck: 9

Move: 30 ft and may climb walls, ceilings, etc

Ochre Jellies are mindless, amorphous oozes that seek to dissolve opponents with their acidic pseudopods. They absorb any adventurer reduced to zero hit points within one round, making recovery of the body impossible. Ochre jellies are immune to fire and are split in two by cold damage (divide hit points in half).



Octopus, Giant

No. Appearing: 1

Armor Class: 15

Hit Dice: 17+3

Attacks: Bite (2d8) and 8 Tentacles (1d10)

Nat 19: special
S:23 D:14 C:22 I:3 P:10 W:15 Ch:3
Luck: 16
Move: 30 ft or 120 ft swimming

A giant octopus is approximately 80 ft long, dwarfing small sailing vessels which are inevitably splintered by the beast's devastating tentacles. They are reluctant to crawl on land but can do so for short periods if sufficiently enraged or hungry. Their Tentacle attacks have a 15 ft reach and *Cause Injuries* on a natural 19-20 attack roll. They swallow their target whole on a natural 19-20 Bite attack. A swallowed target may attack the monster's guts with a small weapon such as a dagger, suffering 3d10 crushing and acidic damage on the monster's turn. A severely injured giant octopus will flee, releasing a 200 ft radius of black ink, and regurgitate any swallowed (but fighting) opponents. Any attacks in the inked area suffer a 33% miss chance.

Ogre

No. Appearing: 1, a mated pair, or 2d4
Armor Class: 12
Hit Dice: 4+3
Attacks: Spiked Club (2d8)
Nat 19: special
S:19 D:8 C:15 I:6 P: 7 W:8 Ch:7
Luck: 7
Move: 40 ft

Ogres are 9 ft, hairless, powerfully built humanoids, with elongated canines and pointed ears. They are of low intelligence, brutal and easy to anger. When *staggered*, an ogre enters a murderous rage, gaining a free attack against every foe within reach. If an ogre rolls a natural 19-20 attack, the target must make a *Luck* (Con) save or roll on the *Injuries & Setbacks* table. Ogres have a 10 ft reach.

Ogre Mage

No. Appearing: 1
Armor Class: 15
Hit Dice: 7+4
Attacks: Big Sword (2d8)

Nat 19: the Ogre Mage summons spirit warriors equivalent to a *Monster Summoning II* spell.
S:19 D:10 C:15 I:15 P: 14 W:15 Ch:10
Luck: 9
Move: 40 ft

The ogre mage is a highly intelligent ogre with spell casting abilities. An ogre mage may cast *Fly*, *Invisibility*, *Darkness 15 ft radius*, *Sleep*, *Charm Person*, *Phantasmal Force* and *Cone of Cold* once per day. Ogre mages may spend an action to assume human shape or shift back to their real form. If an ogre mage rolls a natural 19-20 attack, the target must make a *Luck* (Con) save or roll on the *Injuries & Setbacks* table.

Owlbear

No. Appearing: 1 or a mated pair
Armor Class: 13
Hit Dice: 6+3
Attacks: 2 x Claws (1d6+2) and Bite (2d4)
Nat 19: bear hug (see below).
S:19 D:12 C:16 I:3 P:10 W:15 Ch:4
Luck: 8
Move: 40 ft

Owlbears have the body of a bulky 10 ft bear and the head of an owl, including a powerful lacerated beak. Owlbears that hit with both claw attacks draw the victim into a crushing hug forcing the victim to roll on the *Injuries & Setbacks* table (a *Luck* (Con) save resists). Owlbears are foul tempered and explode into extreme violence; they cause 20 hp damage on critical hits and have a 10 ft reach.

A *Giant Ape* might substitute for owlbears in remote jungle areas, with Dex 14, a 40 ft climb speed, and throw boulders/branches for 2d6 damage up to 50 ft. *Winged Giant Apes* also have a 40 ft fly speed.

Purple Worm

No. Appearing: 1
Armor Class: 17
Hit Dice: 20

Attacks: Bite (3d12+3) and Stinger (poison)

Nat 19: special

S:24 D:8 C:24 I:3 P:14 W:15 Ch:2

Luck: 16

Move: 90 ft slithering, swimming or burrowing

The purple worm is a colossal, 100 ft column of rubbery flesh and a circular maw filled with row upon row of man sized teeth. They hunt in seas and burrow beneath the earth, rarely surfacing except in times of extreme scarcity, or summoned by apocalyptic cults. Purple worms detect their prey through smell, ground vibrations and echolocation to a distance of 240 ft. They swallow their prey whole on a natural attack roll of 18+, make *Off Turn Attacks* and have a 15 ft reach. A swallowed target may attack the monster's guts with a small weapon such as a dagger, suffering 3d10 crushing and acidic damage on the monster's turn. In addition to the worm's dreaded bite, it has a poison tail stinger that instantly kills humanoid targets that fail a *Luck* (Con) save. An adventurer has a 40% chance of harvesting 1d4 doses of poison from a dead Purple Worm.

Rat, Dire

No. Appearing: 3d4

Armor Class: 12

Hit Dice: 2+3

Attacks: Bite (2d4)

Nat 19: the target must make a *Luck* (Con) save or suffer a virulent disease, draining 1d4 Str over the next 1d10 minutes.

S:13 D:15 C:13 I:2 P:13 W:9 Ch:4

Luck: 5

Move: 60 ft

Similar to giant rats, but about the size of a large wolf, dire rats are stealthy pack hunters with a calculated malevolence. Once per day, some dire rats may issue an awful squeal, summoning 3d6 obedient giant rats (or a swarm of ordinary rats) from nearby sewers or wilderness. A dire rat bite has a 50% chance of carrying a death plague, causing sufferers to lose 1d4 Con each day until they die at zero Con. A *Luck* (Con) save resists.

An apothecary may be able to cure the disease with the correct healing herbs.

Rat, Giant

No. Appearing: 5d4

Armor Class: 11

Hit Dice: 1d4 hp

Attacks: Bite (1d3)

Nat 19: If appropriate, another Giant Rat (60%) or Dire Rat (40%) comes to aid this Giant Rat.

S:3 D:14 C:8 I:2 P:13 W:6 Ch:4

Luck: 3

Move: 40 ft

Giant rats are about the size of a large cat. They are often found in sewers and lurking in forests nearby civilization. A giant rat bite has a 50% chance of carrying a wasting disease, causing sufferers to lose 1d4 Str each day until they are bedridden at zero Str. A *Luck* (Con) save resists. An apothecary may be able to cure the disease with the correct healing herbs.

Roc

No. Appearing: 1

Armor Class: 13

Hit Dice: 14

Attacks: 2 Claws (2d6) and Bite (2d10+2)

Nat 19: special

S:23 D:13 C:20 I:2 P:14 W:16 Ch:10

Luck: 14

Move: 240 ft flying

Rocs are dragon sized, eagle or vulture like birds, large enough to prey upon elephants. On a Claw attack roll of 19-20, the roc may grab the target in one claw and fly away with it (often to be dropped from a great height, then eaten, or fed to hatchlings). The target may use their action to make an opposed Str or Dex check to slip free. Rocs have a 15 ft reach.

Scorpion, Giant

No. Appearing: 1-6

Armor Class: 15

Hit Dice: 6

Attacks: 2 x Claws (1d8) and Stinger (1d4 + poison)

Nat 19: the target is caught in the scorpion's pincer, automatically suffering one Claw hit on the monster's turn. A Str contest is required to break free.

S:19 D:13 C:15 I:1 P:10 W:14 Ch:3

Luck: 8

Special: Poison

Move: 40 ft

The giant scorpion is a 10 ft monstrosity with a plate like carapace and oversized claws. Its stinger carries a deadly poison; the target must make a *Luck* (Con) save or lose 1 Con each hour until death at zero Con. Tending by an apothecary might slow the effect to 1 Con loss per 2d6 hours. A dose of anti-toxin will neutralize the poison, preventing further Con loss. A Giant Scorpion has a 10 ft reach.



Serpent, Giant

No. Appearing: 1d6

Armor Class: 13

Hit Dice: 5

Attacks: Bite (1d8 + poison)

Nat 19: special

S:19 D:16 C:13 I:3 P:10 W:12 Ch:5

Luck: 8

Move: 30 ft

Giant serpents vary in size and colour but are generally 8 to 12 ft long and one or two feet thick at their widest point. Their oversized heads often have dislocating jaws and fangs laced with venom. Serpent poison varies from species to species, but commonly causes 1d6 damage and 1d4 Con, Str or Dex loss (a *Luck* (Con) save resists). On a natural 19-20 attack roll, a giant serpent coils around its target, constricting it and rendering it helpless. A trapped victim may spend their action to make an opposed Str check to break free. Larger specimens of up to 12 HD are not unheard of, growing to more than 20 ft in length.

Serpentmen

Serpentmen are a cruel and despotic race from a lost age, once great rulers over early humankind but now forgotten and exiled into dark corners of the world. They breed two primary forms, the *Ssurloc* warrior, a giant, 8 ft hybrid serpent with a humanoid upper torso, and the *Hraarsk* cultists; a reptilian biped that can often pass for human in a cloak and cowl. Some ancient writings also refer to a third form, the noble caste *Razkarrt*, recorded as beautiful, cold blooded, human like beings, able to conceal their forked tongues and reptilian eyes through shapeshifting.

Hraarsk (Humanoid)

No. Appearing: 4d4

Armor Class: 14

Hit Dice: 2+2

Attacks: Bite (1d4 + poison) or weapon

Nat 19: the *Hraarsk* imparts a momentary hypnotic effect, causing the target to lose their next action (*Luck* (Will) save resists).

S:12 D:13 C:10 I:10 P: 12 W:10 Ch:9

Luck: 5

Move: 30 ft

Hraarsk are the lowest breed of serpentmen, reptilian humanoids and dedicated cultists of dark and insidious powers from beyond the stars. *Hraarsk* Bites cause 1d4 damage and drain 1 Will (a *Luck* (Con) save resists). Victims reduced to zero Will fall into a trance like state, making them completely suggestible, even to the point of committing suicide. *Hraarsk* sometimes poison

wells before stealing away townsfolk for use in sacrificial rituals. Some rare hraarsk are recorded as displaying sorcerous powers.

Razkarrr (Noble)

No. Appearing: 1d4

Armor Class: 18

Hit Dice: 9+4

Attacks: Bite (1d6 + poison) or weapon

Nat 19: the razkarrr unleashes a potent charm effect; the target makes a *Luck* (Will) save or is subject to the equivalent of a *Confusion* spell.

S:12 D:19 C:14 I:18 P: 16 W:18 Ch:14

Luck: 10

Move: 30 ft

Razkarrr are the noble caste of the serpentmen, ruling over their civilization with great cunning and ruthlessness. They seek to restore the serpentfolk to greatness, or in the alternative, to hasten humankind towards final destruction. The razkarrr often masquerade as humans, seeking positions of power with access to networks of spies and informants. Razkarrr take great pleasure in manipulating foolish warmbloods as their plans unfold. Razkarrr may spend an action to shapeshift between human, noble and hybrid form. Some are powerful sorcerers, able to cast spells like a 1d6+6 level magic user.

Ssurloc (Hybrid)

No. Appearing: 2d4

Armor Class: 16

Hit Dice: 6+3

Attacks: Bite (2d4 + poison) or weapon

Nat 19: the Ssurloc makes a surprise tail whip attack, causing 1d8 damage and knocking the target prone.

S:18 D:16 C:14 I:10 P: 11 W:13 Ch:10

Luck: 8

Move: 40 ft

Ssurlocs are 8 ft hybrids, half humanoid, half serpent, devoid of empathy and utterly loyal to the serpentmen cause. A ssurloc Bite carries a potent poison causing 1d6 damage and 1 Dex loss (a *Luck* (Con) save resists). Ssurloc warriors

often coat their weapons with their venomous saliva.

Shade

No. Appearing: 2d6

Armor Class: 12

Hit Dice: 4

Attacks: Touch (1d6+1 + Str drain)

Nat 19: the target's weapon or armour (50%) is transformed into shadow (*Luck* save resists).

S:- D:16 C:- I:10 P: 13 W:10 Ch:7

Luck: 7

Move: 40 ft



Shades are *Incorporeal Undead* with the usual benefits. Shades resemble misty, ink dark shadows, existing only to steal the vitality from the living to sustain their cursed half life. Their chill touch drains 1 Str with a successful hit. An adventurer reduced to zero Str is instantly slain and has a 50% chance of being reborn a shade (subservient to its creator) the next midnight.

Elder shades are ancient versions of their kind; they have 7 HD, drain 1d4 Str per hit, and control packs of ordinary shades. Some also demonstrate limited spell like abilities similar to *Silent Image*, *Darkness 15 ft radius*, *Fog Cloud*, *Dispel Magic* and *Shadowbolt* (as *Lightning Bolt*, but made of life leeching energy rather than lightning).

Shark, Giant

No. Appearing: 2d4

Armor Class: 12

Hit Dice: 5+3

Attacks: Bite (3d6)

Nat 19: the target must make a *Luck* (Con) save or lose a limb.

S:18 D:13 C:- I:2 P:8 W:10 Ch:4

Luck: 8

Move: 60 ft swimming

The above statistics are for 15 ft, aggressive man eating giant sharks. When a giant shark reduces a target to *staggered*, all giant sharks in a 20 ft radius go into a feeding frenzy, gaining a free attack.

Skeleton

No. Appearing: 3d10

Armor Class: 11

Hit Dice: 1

Attacks: Spear (1d6+1)

Nat 19: if appropriate, other nearby bones (or a defeated skeleton) animate to aid this Skeleton.

S:13 D:13 C:10 I:- P: 13 (special) W:- Ch:-

Luck: 4

Move: 30 ft

Skeletons are magically animated bones that unerringly follow the last orders of their master, even if their master has since passed. They have no personalities as such and are more automaton than creature. They are *Undead* with the usual benefits and are also impervious to piercing damage from arrows, javelins, and so on. Skeletons makes excellent guardians, automatically sensing any living creature within 60 ft and have no need for food, sleep or shelter. The magic that sustains a skeleton can last centuries, if not millennia.

Skeleton, Ogre

No. Appearing: 3d10

Armor Class: 12

Hit Dice: 4

Attacks: Spiked Club (2d8)

Nat 19: if appropriate, other nearby bones (or a defeated Ogre Skeleton) animate to aid this Ogre Skeleton.

S:15 D:10 C:16 I:- P: 13 (special) W:- Ch:-

Luck: 7

Move: 40 ft

As humanoid skeleton, but approximately 10 ft tall. Ogre skeletons do not possess the same physical strength as their living counterparts. On the other hand they are just as hardy, obey orders, and do not stink or complain. Most necromancers consider them an improvement. Giant skeletons have a 10 ft reach.



Spectre

No. Appearing: 1

Armor Class: 15

Hit Dice: 7

Attacks: Spectral weapon or touch (1d8 + level drain)

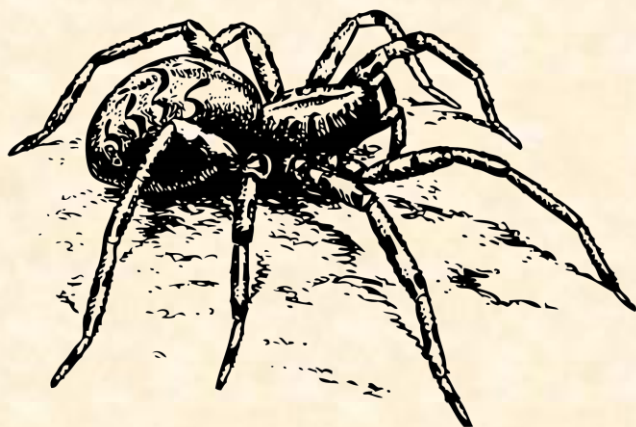
Nat 19: the Spectre and target vanish to a nightmare realm of dark sorcery to finish their duel. If the Spectre is destroyed, the target reappears.

S:- D:15 C:- I:13 P: 15 W:15 Ch:9

Luck: 9

Move: 30 ft in any direction

Spectres are *Incorporeal Undead* that pass through solid objects like water. A spectre's icy touch drains one level until the end of the adventure (a *Luck* (Will) save resists). An adventurer reduced to zero levels dies, and rises as a subservient wraith in 1d4 days. Spectres possess a malign intelligence and remember much of their former life, but those memories are tainted by feelings of hate, vengeance and torment.



Spider, Giant

No. Appearing: 2d4

Armor Class: 13

Hit Dice: 2+2

Attacks: Bite (1d6+1 + poison)

Nat 19: special

S:14 D:16 C:12 I:2 P:12 W:10 Ch:4

Luck: 5

Move: 40 ft and may climb walls, ceilings, etc

Giant Spiders are 6 ft long, aggressive hunters and web builders. On a natural 19-20 attack roll, a giant spider wraps its victim in webs, rendering them helpless (a *Luck* (Str) save resists). On its turn, a trapped victim may spend its action to attempt to break free (an opposed Str check vs Str 17). A giant spider's poisonous bite causes 1d6 damage and 1 Dex loss (a *Luck* (Con) save resists). An adventurer has a 25% chance of harvesting 1d3 doses of poison from a dead spider.

Spider, Phase

No. Appearing: 1d4

Armor Class: 15

Hit Dice: 8+2

Attacks: Bite (2d6 + poison)

Nat 19: the phase spider automatically phases out of existence after its turn is complete.

S:15 D:19 C:12 I:2 P:14 W:14 Ch:5

Luck: 9

Move: 40 ft and may climb walls, ceilings, etc

Phase spiders are 8 ft long, natural ambushers who surprise their prey by phasing into existence from above or behind (automatic surprise at the GM's discretion). A phase spider's poisonous bite is lethal after 1d3 rounds on a failed *Luck* (Con) save. An apothecary may be able to delay the poison's effect for 1d3 hours. A phase spider has a 50% chance of phasing out of existence after its turn, reappearing at the start of its next turn anywhere within 40 ft.

Sprite

No. Appearing: 5d4

Armor Class: 12

Hit Dice: 1 hit point

Attacks: Tiny Bow or Blade (1d2 + poison)

Nat 19: the target is cursed and loses 1 point of *Luck*.

S:3 D:17 C:5 I:12 P: 13 W:15 Ch:15

Luck: 3

Move: 30 ft including when flying or swimming

Sprites are 6 inch fey humanoids often found in forests or near water. The ground based pixies have gossamer wings, while water based nixies have gills and are amphibious. Sprites are intensely curious, jealous, vengeful and notoriously capricious. Sprite poison requires a *Luck* (Will) save or imposes a deep slumber for 1d4 hours. Upon awakening, the victim has no memory of the hour prior to the poison, and is often bereft of any shiny or beautiful trinkets such as coins, gems and jewellery. An adventurer has a 50% chance of looting 1d3 doses of poison from a band of sprites.

Stirge

No. Appearing: 3d10

Armor Class: 12

Hit Dice: 1d4 hp

Attacks: Sting (1d3 + blood drain)

Nat 19: the Stirge infects the target with a blood borne disease, causing 1d4 Str loss over 1d6 hours (*Luck* (Con) save resists).

Luck: 3

S:4 D:16 C:6 I:2 P:10 W:5 Ch:4

Move: 60 ft when flying

Stirges resemble grotesque, 1 ft hummingbirds with four hook like appendages. Stirges have a needle proboscis they stab into their prey to drain blood. After landing a hit, the Stirge latches on with its hooks, automatically causing 1d4 damage each turn. Attacking an attached Stirge is awkward if you wish to avoid injuring the host, imposing a -2 penalty to hit. Alternatively, allies may swing away with abandon, but with a 25% chance of accidentally injuring both the Stirge and the host. An attached Stirge will drain an unconscious adventurer to death in 1d6 rounds if left unchecked.



T-Rex

No. Appearing: 1

Armor Class: 14

Hit Dice: 20

Attacks: Bite (3d10+2)

Nat 19: special

S:23 D:13 C:21 I:3 P: 12 W:15 Ch:4

Luck: 16

Special: See below

Move: 60 ft

The Tyrannosaurus Rex is the gigantic, 40 ft dinosaur king from the prehistoric era. Its oversized skull and jaws, in combination with its aggression and speed, usually make it the top predator in the area. Creatures of 4 HD or less must make a Will check or flee in terror for 2d6 rounds or until out of sight. T-Rex *Cause Injuries* and critical his on 19-20 attack rolls. They have a 15 ft reach.

Tentacle Spawn

No. Appearing: 1 or 1d4 (pod)

Armor Class: 13

Hit Dice: 10+2

Attacks: 2 Tentacles (1d8 + special)

Nat 19: the tentacle spawn unleashes a psychic blast, momentarily stunning the target which loses its next action (*Luck* (Will) save resists).

S:13 D:16 C:14 I:19 P: 19 W:19 Ch:15

Luck: 10

Move: 30 ft

Tentacle spawn are oily skinned humanoids with octopus like heads from another planet or dimension. Their motives are inscrutable but they are intelligent and exist on a steady diet of brains, preferably human. They are subterranean and become severely disorientated if exposed to wide open spaces. Spawns attack by attempting to burrow their tentacles into their opponent's skull and brain. If both Tentacle attacks hit, the target must make a *Luck* (Con) save or die on the monster's next turn, unless the two are somehow separated.

Tentacle spawn may spend an action to project a mental blast of abject horror in a 60 ft cone, 20 ft wide at the base, causing 1d4 Int loss and imposing a serious madness trait (a *Luck* (Will) save resists). The Mental Blast attack has a 30% chance of recharging at the start of the tentacle spawn's turn. Tentacle spawn may spend an action to produce each of the following spell

effects once per day: *Charm Person*, *Blindness*, *Charm Monster*, *Telekinesis* and *Telepathy*.

Tiger

No. Appearing: 2d4

Armor Class: 13

Hit Dice: 4+4

Attacks: 2 Claws (1d4+2) and Bite (1d8+1)

Nat 19: the target is knocked prone.

S:19 D:13 C:17 I:3 P:13 W:10 Ch:6

Luck: 7

Move: 50 ft

Tigers have advantage when tracking and on stealth checks. A tiger that hits with both Claws knocks the target prone, and automatically hits with its bite.

Tiger, Sabretooth

No. Appearing: 1 or 2d4

Armor Class: 13

Hit Dice: 7+2

Attacks: Bite (2d6) and 2 x Claws (1d6+1)

Nat 19: the target is knocked prone and cannot stand back up without winning a Str contest.

S:20 D:13 C:19 I:3 P:14 W:15 Ch:7

Luck: 9

Move: 60 ft

This enormous, prehistoric cat stands 5 ft at the shoulder and weighs more than a grizzly bear. It is renowned for its long teeth, powerful frame and cunning stalking techniques, often hunting in packs. If the sabretooth moves at least 20 ft and hits, the target must make a *Luck* (Str) save or be knocked prone, and cannot stand back up without spending an action and succeeding on an opposed Str check. Sabretooths have advantage on tracking and stealth checks.

Treant, Bloodroot

No. Appearing: 1d4

Armor Class: 17

Hit Dice: 11

Attacks: 2 Batter (3d6)

Nat 19: special

S:22 D:10 C:20 I:3 P:13 W:17 Ch:4

Luck: 11

Move: 30 ft

Bloodroot treants are sentient, 20 ft animated trees corrupted by great evil. Unlike the peaceable ent tree shepherds, bloodroots have a hunger for blood and flesh rather than soil and stream. Bloodroots look like any normal tree until they attack, battering their foes with powerful limbs before digging them down into the earth and rooting themselves atop the still warm corpse. Bloodroots are unintelligent and incapable of speech, but do use leaf rustling to communicate very basic concepts to each other. Bloodroots *Cause Injuries* on a natural 19-20 attack roll and have a 10 ft reach. They are particularly susceptible to fire which causes double damage.



Troll

No. Appearing: 1d12

Armor Class: 13

Hit Dice: 7

Attacks: 2 Claws (1d4+1) and Bite (1d8+1)

Nat 19: if the target is accompanied by a pet or henchmen, the pet/ally is eaten by the troll (or has a limb torn off).

S:19 D:12 C:17 I:6 P: 7 W:8 Ch:7

Luck: 9

Move: 30 ft

Trolls are 10 ft rubbery fleshed humanoids with large ears and hard nodules patterning their skin. They have oversized heads, with large teeth and elongated arms and claws with a 10 ft reach. Trolls are famous for their power to self regenerate; they heal all damage at the start of their next turn, or in 1d6 rounds if reduced to zero hit points. Damage from fire or acid is not regenerated. A troll reduced to zero hit points and completely burnt or buried does not regenerate. Trolls prefer to lair in swamplands and moors, sinking beneath foul waters to hibernate in times of scarcity, waiting for prey to rouse them.

Urgot

No. Appearing: 2d6 (raiding party) or 10d10 (tribe)

Armor Class: 11

Hit Dice: 1+4

Attacks: Club or Tentacle or Claw or Bite, etc (1d6+1)

Nat 19: the target is cursed and loses 1 point of *Luck*.

S:13 D:13 C:16 I:7 P: 9 W:12 Ch:6

Luck: 5

Move: 30 ft

Urgot are abominations of dark sorcery or the cursed bloodlines of humans whose ancestors made pacts with infernal powers. Urgot differ from tribe to tribe, but all display major mutations such as tentacles, severe hunchbacks, missing or deformed limbs, fish eyes, prehensile tails, quadruped motion, shark teeth, and so on. Urgot are intelligent, cruel and depraved pack hunters. They employ ritual scarring to mark seniority, and usually keep to the deep shadows of ancient temples, forests and isolated mountains.

A group of urgot hunters may issue a simultaneous, highly disturbing wail, chittering or moan once per day, causing all sentient creatures within 20 ft to make a *Luck* (Will) save or suffer a minor madness. Some tribes contain a spell

caster known as an Urgozer, with 3+3 HD and the ability to cast a handful of 1st to 3rd level spells each day, for example: *Hideous Laughter*, *Clairvoyance*, *Charm Person*, *Blindness*, *Speak with Dead*, *Dispel Magic*, *Mirror Image* and *Slow*.

Vampire

No. Appearing: 1

Armor Class: 13

Hit Dice: 9

Attacks: Bite (1d10 + level drain)

Nat 19: if appropriate, a thrall comes to aid the vampire.

S:19 D:19 C:16 I:16 P: 17 W:16 Ch:16

Luck: 10

Move: 30 ft or 60 ft in gaseous form

Vampires are wicked *Undead* blood feeders that masquerade as humans and live within the very towns they prey upon. They are intelligent and present as cold, clammy handed humans, often physically beautiful with enticing voices. A vampire may make a supernatural gaze attack up to 10 ft against anyone staring into their eyes, mimicking a *Charm Person* effect. Their gaze attack has a 30% chance of recharging at the start of the vampire's turn.

Vampires are immune to non-magical weapons, except those of cold iron, which affect them normally. They regenerate 1d12 damage at the start of their turn. Fire or acid suspends this regeneration for 1d6 rounds. If reduced to zero hit points, a vampire turns to mist and seeks to escape back to its coffin, where it slowly regenerates over 1d4 hours. The only way to permanently slay a vampire is to submerge it in running water, expose it to direct sunlight, or drive a wooden stake through its heart.

Vampires may spend an action to summon a flock of bats, a swarm of rats or a pack of wolves from nearby wilderness. A vampire's bite drains one level from the victim (a *Luck* (Will) save resists) until the end of the adventure. A creature

reduced to zero levels by a vampire's bite rises as a thrall with 3 HD and similar weapon immunity and Bite effects. After a time, the vampire may choose to release the thrall, allowing it to mature into a full vampire. Vampires are conscious of creating too many rivals however, and are territorial with respect to feeding grounds. They are just as likely to destroy a thrall as release it.

Vampires are often Boss Monsters. Especially ancient vampire lords are known to cast magical spells. Vampires have some unique indicators and weaknesses. They find the smell of garlic repugnant, do not cast reflections in mirrors, and hiss and retreat for 2d6 rounds when forcefully presented with the icon of a good deity.

Wight, Barrow

No Appearing: 2d4

Armor Class: 14

Hit Dice: 5

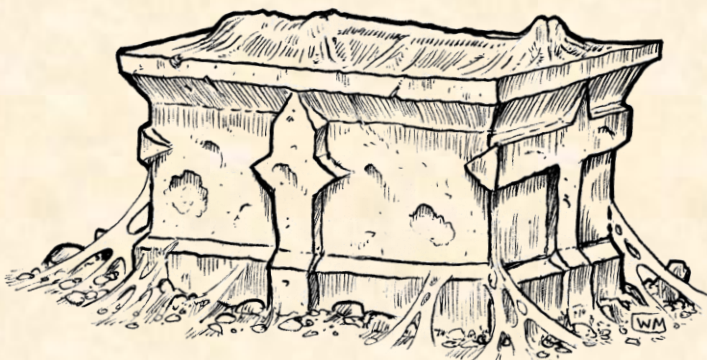
Attacks: Claw (1d6 hp + level drain)

Nat 19: the wight's touch imparts dark sorcery; the target rolls on the *Dark & Dangerous Magic* table.

S:17 D:14 C:14 I:14 P: 16 W:15 Ch:8

Luck: 8

Move: 30 ft



Barrow Wights are semi decayed humanoid *Undead* that inhabit tombs, graveyards, and burial mounds (barrows). They are immune to non-magical weapons, except those of cold iron, which affect them normally. Barrow wights possess a cursed insight into forbidden mysteries, reflected in their unhinged and sadistic personalities. All barrow wights develop some degree of spell casting ability, equal to 1d4+1

magic user levels. A barrow wight's claw attack drains one level from the victim (a *Luck* (Will) save resists) until the end of the adventure. An adventurer reduced to zero levels rises as an obedient zombie in 1d4 hours.

Will o' Wisp

No. Appearing: 2d4

Armor Class: 16

Hit Dice: 2+2

Attacks: Shock (1d6)

Nat 19: all natural light sources within 30 ft of the wisp are extinguished, and all wisps within 60 ft shed no light for one round (effectively invisible).

S:3 D:19 C:6 I:13 P: 15 W:15 Ch:5

Luck: 5

Move: 60 ft

Will o' wisps are malicious, translucent spheres of eerie light that hunt in dangerous wilderness, luring travellers to their deaths. They are *Undead*, some say the last vestiges of souls who died painful deaths alone in the wilds. They often inhabit swamps, high moors and dark forests. Will o' wisps are quick to react, gaining advantage on initiative checks. They can brighten or dim their luminescence, and change shape to appear as a group of lights, a shimmering pool, or a glowing humanoid. They automatically sense the living within 240 ft. Older variants learn to manifest illusions of shadow and light (as *Silent Image*) up to 240 ft to assist in their deceptions.

Wolf

No. Appearing: 3d4

Armor Class: 12

Hit Dice: 1+2

Attacks: Bite (1d4+1)

Nat 19: the target is knocked prone.

S:13 D:14 C:15 I:2 P:12 W:10 Ch:6

Luck: 4

Move: 60 ft

Wolves are pack hunters and may be found in large numbers. Male wolves weigh from 80 to 100 pounds and have advantage when tracking. If wolves flank their prey, they gain advantage on

attack rolls instead of +1. Wolf stats might also substitute for hunting dogs, war dogs, and so on.

Wolf, Dire

No. Appearing: 2d4

Armor Class: 13

Hit Dice: 3+4

Attacks: Bite (2d4+1)

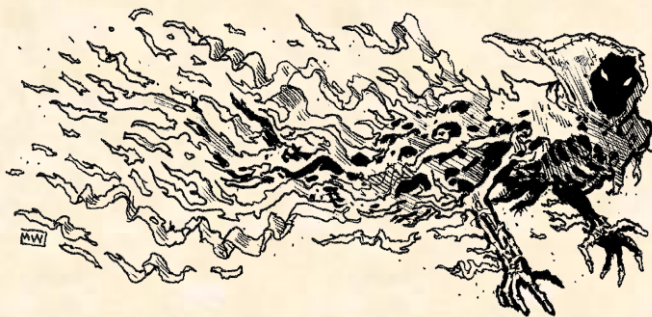
Nat 19: if appropriate, a wolf (60%) or dire wolf (40%) comes to aid the dire wolf.

S:18 D:15 C:17 I:2 P:13 W:14 Ch:6

Luck: 6

Move: 60 ft

Dire wolves (also known as worgs) are horse sized, corrupted and malevolent wolves with a taste for human flesh. They have advantage when tracking and are sometimes used as steeds. If dire wolves flank their prey, they gain advantage on attack rolls instead of +1. Some rare dire wolves may issue an eldritch howl once/day, raising any dead wolves or dire wolves within 120 ft as obedient zombies in one round.



Wraith

No. Appearing: 1d6

Armor Class: 14

Hit Dice: 6

Attacks: Ghostly Sword (1d8 + special)

Nat 19: the target's weapon or armour (50%) turn insubstantial (*Luck* save resists).

S:- D:17 C:- I:10 P: 13 W:12 Ch:7

Luck: 8

Move: 30 ft

Wraiths are most commonly encountered as thralls to their spectre master. A wraith may shift

between *Incorporeal* and physical form, but physical manifestation causes them great pain and they do so only for short periods. Wraiths often appear armed with ghostly weapons, which in addition to causing normal damage, require a *Luck* (Will) save to avoid losing 1d4 Will. An adventurer reduced to zero Will dies instantly with a pitiable shriek.

Wyvern

No. Appearing: 1d4

Armor Class: 17

Hit Dice: 13

Attacks: Bite (2d8) and Sting (1d6+2 and poison)

Nat 19: the target is grabbed and may be carried away.

S:22 D:16 C:20 I:3 P: 15 W:14 Ch:7

Luck: 13

Move: 30 ft or 90 ft when flying

Wyverns are 30 ft, two-legged quasi dragons, with horned skulls, and fore claws attached to their wings. They have a bestial intellect and cunning. Wyverns *Cause Injuries* on critical hits and have a 10 ft reach. A wyvern's stinger carries a potent poison causing 1d4 Str loss (*Luck* (Con) save for half). An adventurer has a 20% chance of harvesting 1d4 doses of poison from a dead wyvern.

Xornling

No. Appearing: 2d4

Armor Class: 15

Hit Dice: 1d4 hp

Attacks: Bite (1d2 + special)

Nat 19: the xornling bites a chunk out of the target's weapon, reducing the damage die by one category (eg 1d8 becomes 1d6) until repaired.

S:6 D:17 C:9 I:4 P:13 W:12 Ch:9

Luck: 3

Move: 20 ft and may climb walls, ceilings, etc

Xornlings are diminutive 4 inch subterranean monstrosities that sustain themselves on rocks, minerals, gems and metals. They resemble alienesque spiders with six legs, a hard, nodule

carapace, and darting eyes scattered across their body. A grinding maw is located beneath their oval midsection. Xornlings “hear” gems and metals within 120 ft, have animal like intelligence, and often develop a taste for jewellery and coins. A xornling left to its own devices will eat 1d10 coins, gemstones, or a chunk of a metal every few hours. Xornlings are natural chameleons and gain advantage when hiding. The bite of a xornling causes minimal damage, but requires a *Luck* (Con) save or causes 1 Str loss. An adventurer reduced to zero Str is turned to stone.

Yellow Mould

No. Appearing: 2d4

Armor Class: 10 (automatic hit in melee)

Hit Dice: 3

Attacks: Projectile Spore (see below)

Nat 19: the spore is extra strong, bursting in a 10 ft radius.

S:6 D:- C:16 I:2 P:14 W:- Ch:-

Luck: 6

Move: Immobile

Yellow mould is a semi-sentient fungus; it is immobile but attacks by way of projectile spores up to 60 ft that burst in a 10 ft diameter. Failing a *Luck* (Con) save against the spores means that the adventurer dies a horrible choking death in 1d6 rounds. An adventurer protecting their nose

and mouth with a mask has advantage on the check. The dead become incubators for the spores, sprouting another yellow mould in 1d4 days. An apothecary may be able to delay the spore poison for 3d6 hours. Yellow mould is particularly susceptible to fire which causes double damage. When pickings are slim, yellow mould falls into a stasis like dormancy.

Zombie

No. Appearing: 3d8

Armor Class: 11

Hit Dice: 2+2

Attacks: Fist (1d8)

Nat 19: if appropriate, other nearby bodies (or a defeated zombie) animate to aid this zombie.

S:15 D:7 C:18 I:- P: 12 W:- Ch:-

Luck: 5

Move: 20 ft

Zombies are walking corpses, mindlessly obeying orders, even if their creator has long passed. Standard zombies are simple animated corpses, but some horrific variants spread zombification by biting or eating human brains. Zombies continue to attack a target until it is destroyed, dismembering humans, splintering doors, and so on. The body of an adventurer reduced to zero hit points must be recovered from a zombie in one round or it is irretrievably lost.



MORALE

Certain monsters, such as mindless enemies or fanatics, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, and seek to retreat, surrender or flee instead. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Alternatively a Will check could determine whether the monsters have the grit to fight on. Morale checks are modified by the leader's Cha modifier, if any. The party's own NPC allies are subject to morale. Adventurers never test for morale; the players decide when to fight and when to flee.

NPC REACTIONS

The GM is in charge of deciding how NPCs react to adventurers in social interactions, depending on what makes sense in all of the circumstances. Sometimes however the GM might decide the outcome is uncertain, or simply prefer to inject some randomness to the scenario, and let the dice decide how an NPC responds.



In such a case, the adventurer makes a Cha check (modified at the GM's discretion). The degree of co-operation or obstruction from the NPC depends on the degree of success or failure of the check. With a great success, the NPC is co-operative and will go out of their way to assist. On

an ordinary success, the NPC will agree or help but is not willing to put themselves at any great risk or loss to do so. An ordinary failure means the NPC probably won't co-operate, or only with an adverse complication or setback. A terrible failure means the NPC takes an opposing position to the adventurer and actively obstructs the character, either directly or indirectly.

Example 1

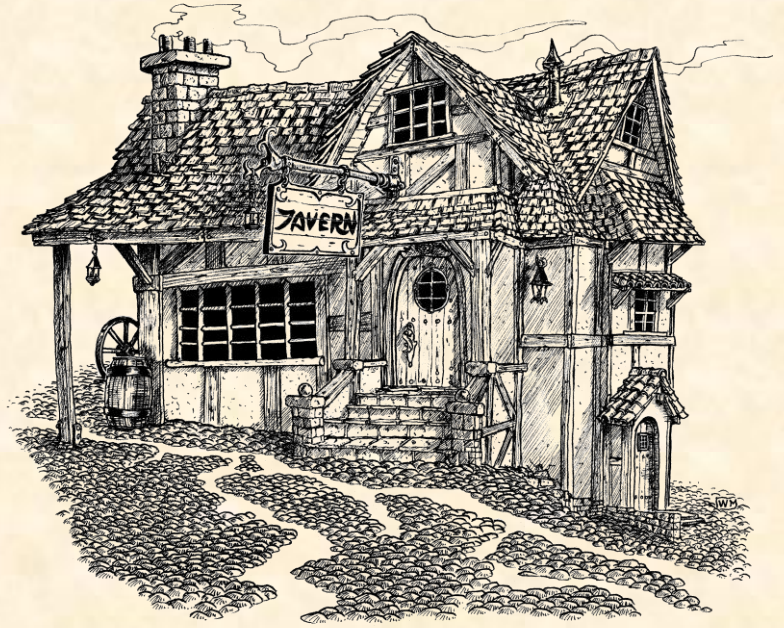
The party wishes to enter a city after nightfall and is challenged by the city guards. After some small talk, the GM calls for a Cha check to convince the guards to let them in. With a great success, the captain takes a liking to one of the adventurers, welcomes them inside, directs them to the safest inn, and provides a warning about cut purses frequenting certain streets. On an ordinary success, the captain invites them inside and directs them to the closest inn. On a failure, the captain grumbles about low pay and solicits a few gold as a "night tax" before allowing entry. On a terrible failure, the captain takes a firm dislike to the wandering freebooters, suspicious of their motives, and doesn't permit entry. He tells them they can camp outside the walls, and if they're still there in the morning, they can make their case to the captain of the relieving shift.

Example 2

An adventurer wishes to buy some equipment from a merchant. After some preliminary discussion and negotiation, the GM calls for a Cha check to determine the merchant's attitude. On a great success, the adventurer gets a fantastic price or an additional item thrown in for free. On an ordinary success, the merchant locates the items required and sells them for a fair price. On a failure, the merchant is unable to locate (or unwilling to part with) some of the goods, but sells the remainder at a fair price. On a terrible failure, the merchant takes a firm dislike to the adventurer and declines to sell him any goods, or alternatively sells them at an exorbitant price.

Example 3

An adventurer is doing the rounds of some city taverns, buying drinks and spinning yarns for the locals in a bid to gather useful information about a person, place or thing. On a great success, the player learns all four pieces of intelligence the GM has about the item of interest. On an ordinary success, the player learns two of the four things. On a failure, the player learns the one critical piece of information required for the adventure to move forward, but word of his inquiries leak back to an opposed stakeholder, who sets plans in motion. On a terrible failure, agents of an opposed stakeholder intercept the adventurer mid drinking session, and attempt to kidnap him!



TRAPS

There are generally two kinds of traps in LFG, the simple trap and the complex trap.

Simple traps

Simple traps are single part traps that are quick to resolve, triggering after an adventurer misses a clue such as the holes housing a poison needle, concealed trip wires or a pressure sensitive flagstone. They are often resolved by players asking questions and interacting with the environment.

Simple traps can appear in any place that makes sense, and their usual purpose is to deter or prevent passage or access. Simple traps may or may not require a Perc check to detect, depending on what the adventurers do.

Trap effects are left to the GM to determine but some examples are provided below:

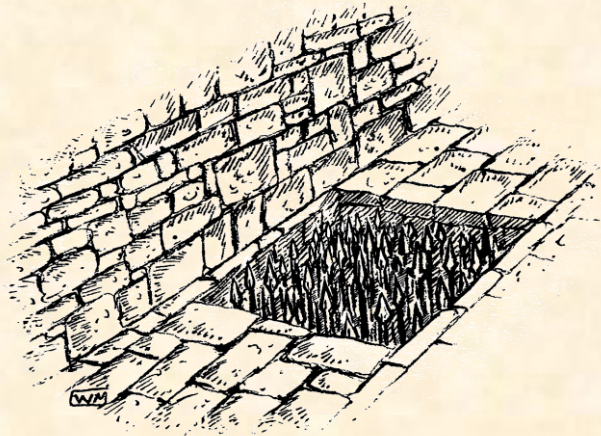
DANGER LEVEL	EXAMPLE	EFFECT
Minor	Trip wire connected to a crossbow.	Make an attack roll at +4, using crossbow damage.
Moderate	Poison needle lock.	Target makes a <i>Luck</i> (Con) save or suffers 2d6 damage and paralysis of one hand for 1d6 days (<i>Cure Minor Injury</i> spell negates).
Major	Gigantic rolling boulder.	Target makes a <i>Luck</i> (Dex) save or is reduced to zero hit points.

Complex Traps

Complex traps are encounters in their own right and are often set pieces in an adventure. They require significant GM planning ahead of time in order to make sense and allow for interesting options to bypass or negate the trap. Complex traps are usually multi part with serious consequences if the players cannot resolve them.

These traps tend to be telegraphed by the GM up front. The fun of complex traps arises from the players interacting with the different elements and figuring out a way to resolve them. The GM should generally provide obvious clues or warnings that a serious trap or hazard is present before unleashing it on their unsuspecting party!

An example complex trap is provided below.



Gargoyle Trap

This complex trap protects the treasury of a wealthy merchant prince. The treasury room has a twenty ft ceiling, and is laden with chests of coins and other valuables on three ft pillars scattered about the room. In the centre is a six ft pillar on which a gargoyle is perched. The room has a slight acrid smell to it. When a person enters the room without the password, the gargoyle swoops to attack.

The gargoyle pillar begins to sink into the floor with an ominous grating sound, dropping by 1d4 feet each round. If the pillar reaches floor level the trap is sprung, dropping the entire floor

(excluding the pillars) into a sheer pit 20 feet deep and spraying poisonous gas from the walls. The gas is heavier than air and does not rise out of the pit. Note the gargoyle is immune to poison and can fly.

Players might negate or bypass the first part of the trap by placing weight similar to the gargoyle back onto the pillar, or jamming or destroying the internal mechanical device. Alternatively they might deal with the second part of the trap by scrambling onto one of the pillars, covering their faces with wet scarves to assist against the fumes, lassoing and riding the gargoyle, scaling pillars to get free of the pit, and so on.

The core danger level of this trap depends on how powerful the gargoyle and poison gas are.

The encounter can be made more or less difficult by changing the pit depth, adding spikes or a grinding floor, adding hand holds to climb out, substituting the gargoyle for a giant eagle or other creature susceptible to poison, and so on.

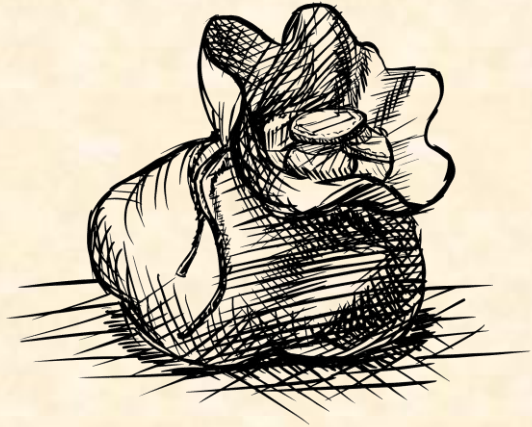


TREASURE

Monster treasure is split into two categories: *Carry Loot* and *Lair Treasure*.

GMs are free to modify the treasure baselines to suit their campaign and/or the scenario at hand. For example, a posse of travelling nobles might use a *Lair* roll despite being on the road, or a trio of knights might generate one roll each on the *Carry Loot* table (normally one roll could cover all three). GMs that prefer higher wealth might make more frequent rolls or double rewards. In more frugal campaigns, the GM might make fewer rolls and/or halve rewards. As always, the GM is free to improvise details to better suit the story.

When a *Permanent Magic Item* is generated, there is a 66% chance the item has a *Discreet* magic property, as opposed to an *Obvious magic* property. Similarly, a *One Shot Magic Item* has a 66% chance of being a *Potion* as opposed to a *Scroll*.



Carry Loot

When the party starts looting the bodies of the fallen, it's time to roll on the *Carry Loot* table. Some enemies might not carry any treasure (animals, giant vermin, etc), but most intelligent humanoids will.

If *Carry Loot* is appropriate, the GM rolls 1d100 twice and chooses the most appropriate result. GMs might make additional rolls depending on the number of bodies. Generally speaking a *Carry Loot* entry could cover as many as two dozen individuals.

1d100 (roll twice)	CARRY LOOT
1	1d4 gp and roll on the <i>Trinkets & Curios</i> table.
2	Quartz or Agate stone(s) worth 1d10 gp.
3	1d4 gp.
4	1d6 gp and 50% chance of a rot grub infestation. Anyone touching this corpse must make a <i>Luck</i> (Con) save or contract rot grubs (disease, causing 1d4 Con loss each day, until cured). A tending apothecary might reduce the damage by half and/or eradicate the parasite within 1d4 days.
5	Nothing of significance (besides clothes and other obvious gear).

6	1d6 gp plus a fire pot (50%) or manacles (50%) tucked into a pocket, pouch or belt.
7	1d8 gp.
8	1d10 gp.
9	1d12 gp.
10	2d4 gp and roll on the <i>Trinkets & Curios</i> table.
11	1d8 gp plus Turquoise or Crystal stone(s) worth 5d10 gp.
12	2d4 gp.
13	2d6 gp.

14	2d8 gp.
15	Nothing of significance (besides clothes and other obvious gear).
16	A fine compass (50%) or sextant (50%) in good working condition.
17	2d10 gp.
18	2d12 gp.
19	5d4 gp.
20	3d4 gp and roll on the <i>Trinkets & Curios</i> table.
21	2d6 gp plus Jasper or Onyx stone(s) worth 5d20 gp.
22	3d4 gp.
23	2d6 gp and roll on the <i>Valuables</i> table.
24	3d8 gp.
25	Nothing of significance (besides clothes and other obvious gear).
26	1d10 gp plus a vial, bottle or dust pouch of antitoxin (50%) or sleeping draught (50%; ingested, if resisted make a Con check or fall asleep in 1d4 minutes, unless forcefully roused).
27	4d6 gp.
28	3d10 gp.
29	5d6 gp.
30	3d4 gp and roll on the <i>Trinkets & Curios</i> table.
31	2d6 gp plus Amber or Amethyst stone(s) worth 2d100 gp.
32	4d4 gp.
33	2d6 gp and roll on the <i>Valuables</i> table.

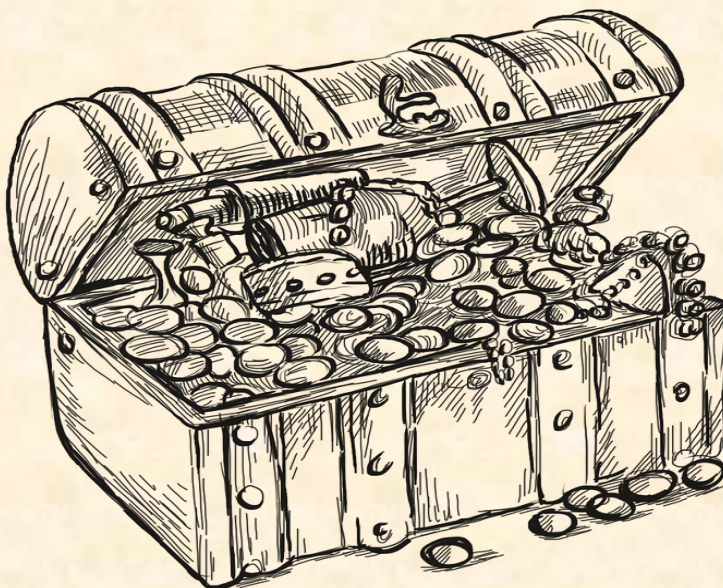
34	4d8 gp.
35	Nothing of significance (besides clothes and other obvious gear).
36	2d4 gp plus a sturdy leather case holding a worn but functional set of lockpicks (50%) or a miniature telescope (50%).
37	5d6 gp.
38	6d6 gp and 50% chance of a cursed coin. Anyone retaining the coin inexplicably has their <i>Luck</i> reduced by 1 point. The <i>Luck</i> point is restored at the start of the next adventure (assuming the coin has moved on).
39	4d10 gp.
40	3d4 gp and roll on the <i>Trinkets & Curios</i> table.
41	2d6 gp plus Jasper or Topaz stone(s) worth 1d4 x 50 gp.
42	5d4 gp.
43	2d6 gp and roll on the <i>Valuables</i> table.
44	5d8 gp.
45	Nothing of significance (besides clothes and other obvious gear).
46	2d4 gp plus 50 ft of silk rope (50%) or set of six iron spikes (50%).
47	6d8 gp.
48	5d10 gp.
49	8d6 gp.
50	3d4 gp and roll on the <i>Trinkets & Curios</i> table.
51	2d6 gp plus Jade or Pearl gemstone(s) worth 1d4 x 100 gp.
52	6d4 gp.

53	2d6 gp and roll on the <i>Valuables</i> table.
54	6d8 gp.
55	Nothing of significance (besides clothes and other obvious gear).
56	2d4 gp plus a silver mirror (80 gp) or signal whistle (50%).
57	5d12 gp.
58	6d10 gp.
59	8d8 gp and 5% chance of a Magic Item (90% One Shot, 10% Permanent).
60	3d4 gp and roll on the <i>Trinkets & Curios</i> table.
61	2d8 gp plus Opal or Moonstone gemstone(s) worth 1d4 x 200 gp.
62	7d4 gp.
63	7d6 gp and 50% chance an ethereal force takes an interest in the adventurer, following him around for 1d4 days. During this time, spooky but harmless happenings occur (eg: creaky footsteps, items rolling off tables, muted whispering in the wind, and so on).
64	7d8 gp.
65	Nothing of significance (besides clothes and other obvious gear).
66	2d6 gp plus an ivory poisoner's ring (worth 50gp), with a single dose of poison (50% chance).
67	6d12 gp.
68	7d10 gp.
69	9d8 gp and 5% chance of a Magic Item (85% One Shot, 15% Permanent).
70	3d4 gp and roll on the <i>Trinkets & Curios</i> table.

71	2d8 gp plus Emerald, Amethyst or Peridot gemstone(s) worth 1d4 x 300 gp.
72	8d4 gp.
73	2d6 gp and roll on the <i>Valuables</i> table.
74	8d8 gp.
75	Nothing of significance (besides clothes and other obvious gear).
76	2d8 gp plus 1d4 vials of acid (50%) or tripwires (50%).
77	7d12 gp.
78	8d10 gp.
79	10d8 gp and 10% chance of a Magic Item (80% One Shot, 20% Permanent).
80	3d4 gp and roll on the <i>Trinkets & Curios</i> table.
81	2d8 gp plus Sapphire or Ruby gemstone(s) worth 1d4 x 400 gp.
82	9d4 gp.
83	9d6 gp and 50% chance this corpse isn't completely dead! The dying (or undead, or animated?) creature might seek to take action one last time, or simply expire in an alarming manner. Magical or apothecary intervention might save the creature at the GM's discretion.
84	9d8 gp.
85	Nothing of significance (besides clothes and other obvious gear).
86	2d10 gp plus 1d3 healing salves (50%) or collapsible grappling hook (50%) tucked into a pouch, sack or backpack.
87	7d12 gp.
88	8d12 gp.

89	9d10 gp and 10% chance of a Magic Item (75% One Shot, 25% Permanent).
90	3d4 gp and roll on the <i>Trinkets & Curios</i> table.
91	2d10 gp plus Diamond(s) worth 1d4 x 500gp.
92	10d4 gp.
93	2d6 gp and roll on the <i>Valuables</i> table.
94	10d8 gp.
95	Nothing of significance (besides clothes and other obvious gear).

96	2d20 gp plus a brace of 2d4 torches (50%) or 1 pint of lamp oil (50%).
97	9d10 gp.
98	9d12 gp.
99	10d10 gp and 15% chance of a Magic Item (70% One Shot, 30% Permanent).
100	3d4 gp and roll on the <i>Trinkets & Curios</i> Table.

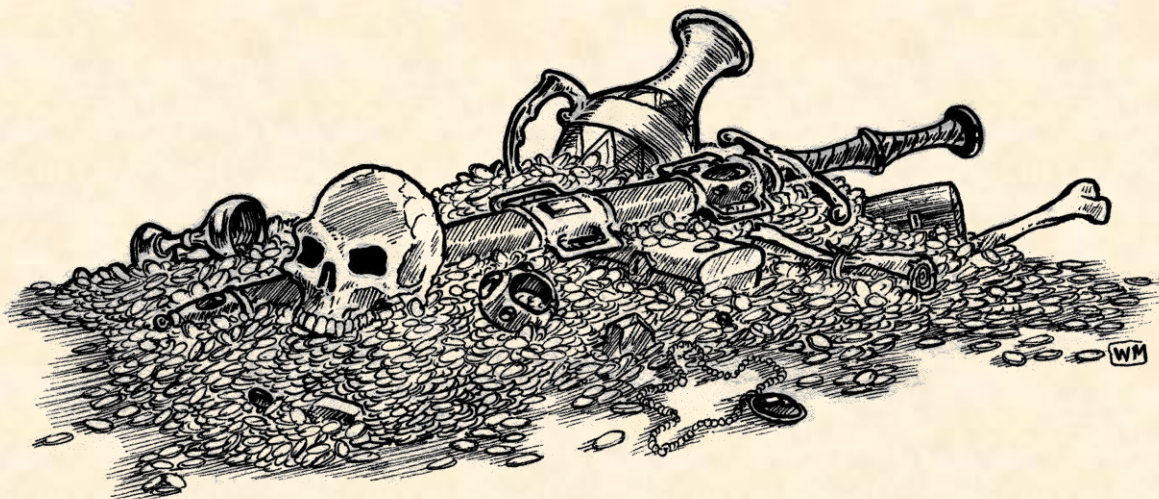


Lair Treasure

Lair treasure is generally allocated according to the predominant or highest Hit Dice of the recently vanquished. An entry generally covers up

to several hundred monsters (consolidated in a base of operations such as a castle, cave complex, temple, etc).

LAIR TREASURE			
HD	MAGIC ITEM	GOLD	VALUABLES
1	5% (One Shot 90%)	5d100 gp	30%
2	10% (One shot 90%)	7d100 gp	35%
3	15% (One shot 90%)	9d100 gp	40%
4	20% (One shot 80%)	12 x 1d100 gp	45% (1d4)
5	25% (One shot 80%)	15 x 1d100 gp	50% (1d4)
6	30% (One shot 80%)	20 x 1d100 gp	55% (1d4)
7	35% (One shot 70%)	30 x 1d100 gp	60% (1d6)
8	40% (One shot 70%)	50 x 1d100 gp	65% (1d6)
9	50% (One shot 70%)	75 x 1d100 gp	70% (1d6)
10	60% (One shot 60%)	100 x 1d100 gp	80% (2d4)
11	70% (One shot 60%)	125 x 1d100 gp	90% (2d4)
12+	80% (One shot 60%)	150 x 1d100 gp	2d4+2



Trinkets & Curios

The *Trinkets & Curios* table is for those oddball items adventurers sometimes stumble across. About 90% of the items are non-magical. Many have a touch of mystery about them, or the seed of a side trek. About 10% of the items have a minor enchantment.

If a *Trinket* or *Curio* is appropriate, the GM rolls 1d100 twice and chooses the most appropriate result.



1d100 (roll twice)	TRINKETS & CURIOS
1	A 1 ft, deep red and grey feather. If inspected closely, tiny black writing can be seen along the shaft. The writing is in a lost language. If translated, it reads " <i>The Seeking of the Sky God is ended.</i> "
2	A stained scroll case containing an old chart revealing directions to the <i>Lost Ruin of Sulgaard</i> .
3	A jet black music horn, made of a shell like material, that appears to be in working order. When blown it produces a deep and strangely disturbing sound. If by the water, crabs crawl up onto the shore, drawn to the music.
4	A single bloodstained tarot card: <i>The Seven of Swords</i> (signifying betrayal and deception).
5	The broken horn of an <i>Ogre Mage</i> or <i>Minotaur</i> , hung on a leather thong.
6	Tied up with string are the title deeds to <i>The Hunting Harlot, Port Brax</i> .
7	A decrepit, and slightly malodourous, preserved rabbit's foot on a metal chain. Anyone who keeps the foot for a day increases their maximum <i>Luck</i> by 1 point. The <i>Luck</i> point is lost if the owner is separated from the lucky foot.
8	An intricate eyeglass shaped in the likeness of a yellow cat's eye.
9	Three small crystal vials of what appear to be red blood. The vials are marked with druidic signs for <i>son</i> , <i>beastman</i> and <i>bird</i> .
10	A varnished case containing a string of garlic, two wooden stakes and a silver cross.
11	A fragile black paper fan. When unfolded, the fan depicts two mesmerising snake eyes. Once per week one target who observes the snake eyes must make a <i>Luck</i> (Will) save or be subject to a <i>Charm Person</i> spell. Using the fan in this way drains the user of 1 <i>Luck</i> point and requires a roll on the <i>Dark & Dangerous Magic</i> table.
12	A folded piece of parchment reveals a charcoal sketch of a stunning young woman. A wide lake and a large tree split by lightning are depicted behind her
13	A dog whistle fashioned of bone. When used at night, there is a 50% chance of a wild dog with a patch eye appearing from the wilderness. The dog is smart, brave, and friendly to the owner, happy to keep watch or perform other minor tasks if well treated. The dog disappears back into the wilderness every dawn.

14	A six inch clockwork knight, made up of patchwork metal parts. If wound, the knight shuffles forward up to 20 ft, whirring and clicking, before making a single strike with his miniature sword.
15	A purple silk scarf, bearing the insignia of <i>House Ortesia</i> .
16	A wide leather belt with a studded bronze buckle. One of the studs opens a secret compartment in the buckle (50%) or releases a two inch buckle blade (50%).
17	An iron wrought rose of spectacular craftsmanship.
18	An envelope, wax sealed with the mark of <i>Lady Farris</i> , the infamous <i>Tax Collector of Crow's Keep</i> .
19	Folded parchment containing the notes to a whimsical tune. If hummed, sung or played on a wind instrument, there is a 50% chance a handful of butterflies surrounds the musician. The butterflies depart when the tune ends.
20	A painted toy boat, in excellent condition. A single child figurine steers the ship. There is space for a second figurine, but it appears to be missing.
21	Tucked away in a water proof satchel is a sea blue masquerade mask, with a slim wooden handle.
22	A small, nickel edged book with a hummingbird motif lock. If successfully unlocked, the book contains hand written essays on avian husbandry and training by the reputable (and deceased) <i>Falconer Kothmai</i> , of considerable worth to the right collector.
23	Fossilized tree sap encasing a six inch dragonfly with elongated tentacles instead of mandibles.
24	A hemp sack contains a two ft length of reinforced, silvered chain, attached to silvered manacles.
25	A completely sealed, six inch oak barrel, with sloshing liquid inside.
26	An impeccable leather carry case marked with the twin moons sigil of the <i>Aegir Brotherhood</i> . Inside are the pieces of an exquisitely crafted miniature crossbow. Assembling the crossbow takes 1 minute. Three needle like bolts with tiny poison compartments are set into the lid (60 ft range, silent, 1d2 damage + poison).
27	An incredibly heavy, bronze like cube, with alien hieroglyphs marking each side. Once per week, if the hieroglyphs are pressed in a particular order (requiring a successful Int check), the cube resonates a low frequency thrumming, causing all creatures within 20 ft (excluding the user) to make a <i>Luck</i> (Will) save or suffer a moderate madness. Each time the cube is used, the order of hieroglyphs changes, requiring an Int check to decipher.
28	The serrated tooth of a <i>Bulette</i> (or similar creature), fashioned into a scary looking knife.
29	A counterfeit coin of the local currency, weighted to favour one side (70% chance of coming up heads). The replica is a perfect copy, apart from the weight, which can be detected by handling the coin and making a Perc or Int check.
30	A tiny gilded cage with a spotted moth inside, and a medicine dropper filled with nectar. If the moth is released underground, it unerringly flies towards the nearest surface exit. If offered nectar, the moth will happily follow the adventurer, returning to the cage to rest or for protection against predators.
31	A copper ring with a flat shield motif, polished to a mirror like state.

32	A fine hide throat collar with bone studs. Once every 1d4 days, the user may press one of the studs to magnify their voice up to 10 times as loud for a few seconds. The enchanted voice may be modified in pitch, and/or accompanied by the sound of distant thunder, lightning or high winds.
33	A strange yellow candle of foul smelling wax. Inscribed on the bottom of the candle is a single word: the adventurer's name.
34	An apparently empty glass jar with a whitewood lid. Any attempt to twist the lid loose is immediately met with a loud hissing noise, as if the jar is under extreme pressure. If thrown, the bottle explodes in a 10 ft radius for 3d6 damage.
35	This corpse has a map tattooed on its back. The map is in an ancient and obscure language. If translated, the map reveals the secret location of the <i>Tower of Urodir</i> .
36	A secure, enamelled box, bound with silver cord. Inside is a purple seedling growing a single golden leaf. An Int (Wilderness Lore) check reveals the plant is <i>Goldenward</i> , long thought to be extinct. Some records suggest it can be made into a special tonic with protective properties.
37	A multi-coloured gemstone of curious origin. No stone dealer alive is able to identify it.
38	In a small pouch is a tuft of thick, dark brown hair, bound with string. Over the next few days, hair towards the centre of the tuft seems to grow slightly longer. The hair is from a lycanthrope, and might be a valuable potion or medical ingredient.
39	A sturdy hide pouch sewn shut with strong fishing line. Something small wriggles inside.
40	A spare boot stuffed with straw. If the boot is emptied, a dark green, scaled egg is found. The egg is about the size of a child's fist, and is warm to the touch.
41	A promissory note to <i>Ms Lorthe Toureme</i> , entitling her to "three of the finest racing steeds of <i>Vervagen Steeds & Tannery</i> ."
42	A very ancient and ornate bronze oil lamp, badly tarnished and in need of a thorough clean up. From time to time, the lamp seems to creak of its own accord.
43	A crimson envelope bearing a blue star sigil. Inside is a fine piece of folded parchment in a rare language. If translated, it reads: <i>Alive as thee but absent breath</i> <i>Cold in life as we'art in death</i> <i>Always a thirst we ever drink</i> <i>Clad in mail but never clink³</i>
44	Wrapped in a gold handkerchief is a red bamboo Chinese finger puzzle patterned with white stars. Suspended in the middle of the puzzle is a small, fluffy feather.
45	A small velvet bag with a tiny padlocked draw chain. If opened, the bag contains the varnished skull of a human baby.
46	A false eye (either in a pocket or the corpse's replacement eye). The iris snaps open to reveal a small secret compartment.
47	A gold coloured pill box depicting a single cat on the lid. Inside are the shadows of eight cats. If the owner fails an <i>All Dead or Mostly Dead</i> check, the failure is automatically turned into a success. The next time the owner attempts to locate the box, it cannot be found.
48	Wrapped in a clean linen cloth is a single, ordinary looking acorn. Sewn into the corner of the cloth are the words <i>High Aldwin</i> .

³ The riddle answer is Fish.

49	A wine case containing a bottle labelled <i>Rowfred's Finest Red</i> , depicting a cheery bald fellow, raising his glass with a sly wink. There is a 50% chance the wine has been poisoned.
50	The left side of a white gold two halves heart necklace. Inscribed on the back are the words <i>Till next we meet</i> .
51	A pair of fine, leather gloves, black in colour. The right glove has six fingers.
52	A <i>cold iron</i> cage lantern, with no oil reservoir or candle spike. The oversized handle ring has a broken chain link attached to it. The lantern is inscribed with runes of holy abjuration.
53	A small book entitled <i>Path to Forgiveness</i> , edged in gold filigree. Inside, some pages have been cut away to insert a small gold ingot and a handwritten note, stating " <i>As agreed, three more once Jarl Khora is crow pickings.</i> "
54	An antique crystal perfume dispenser with a hose and squeeze pump. The top of the dispenser is decorated with a pewter octopus. A green liquid can be seen inside.
55	A small cane box with the words " <i>Eat Me</i> " imprinted on small nickel plate set into the top. Inside is a small iced cake.
56	A polished jet black orb that reflects nothing, wrapped in cloth. If the orb is revealed within 2 ft of a small open flame, such as a torch or candle, the flame is extinguished and the orb grows warm for 1d4 hours. Larger fires such as a campfire have a 50% chance of being extinguished. Magical fire, or fires of humanoid size or greater are unaffected. The orb may absorb up to 1d4 fires each day.
57	A <i>cold iron</i> amulet stamped with geometric designs not attributable to any current day culture. Anyone who wears the amulet does not dream.
58	A small drawstring pouch containing an exquisite, crystal clear snowflake that does not melt.
59	An ebony ring carved like entwined vines. If exposed to water the ring sprouts tiny green leaves.
60	Wrapped in colourful braided cord, are legal papers entitling the bearer to a one half share in <i>Delecarte's Circus Les Wonderment</i> .
61	A 100 ft coil of giant spider silk rope. The rope is extraordinarily light and strong, with incredible tensile strength and resistance to severing. On the other hand, the rope is highly flammable and burns quickly.
62	The blackened, clawed finger of the ancient hag <i>Menethorii of the Unseelie Court</i> . Some say the spiteful hag comes for her missing digit every blood moon.
63	A bronze tablet bound in human skin. The tablet is inscribed in an ancient tongue on both sides. If translated, a rambling account is revealed, seeming to expound the means of communicating with (or perhaps binding?) the demon <i>Uhn-Rgaoon, Child of Whispers</i> .
64	In a cracked, old map case, is a nautical map with co-ordinates to a mysterious isle recorded as <i>Varn Karagoss</i> (translation <i>Place of Ending</i>). The island is many leagues to the distant north, and is surely encased in snow and ice. The island does not appear on contemporary maps, but is referenced in some rare texts as a burial ground for ancient giant kin.
65	A crystal bracelet fashioned in a fog motif, with three animal charms attached: a bird, a wolf and an octopus. There are links for two other charms, but they are missing.
66	A brass bicep bracer engraved with an <i>Elfreet</i> like figure. Anyone that wears the bracer for 24 hours becomes immune to fire, including magical fire, as long as the bracer is worn.
67	A lightweight wooden case containing a luxurious feather quill. Two small bottles of ink are also set into the case. The first ink is a faint brownish yellow, and smells like bile. The second is congealed blood.

68	A hand sized ball of parchment tied up with string. If the string is removed, and the many parchment layers unwrapped, at the centre is a pinch of odourless and tasteless white powder.
69	A fine ring case festooned with silver filigree, but with no ring inside. A false bottom reveals a coin sized, obsidian disk, depicting a black raven with three eyes.
70	A pair of plain leather gloves. Across the back of the left glove is concealed a very flat skeleton key/lockpick of incredible workmanship.
71	A tarnished gold anklet chain with three tarnished charms: a windmill, a boot and a torch. A fourth, gleaming and untarnished charm, is also attached: a sailing ship.
72	A brass bas-relief, depicting a life like image of the finder's parent, sibling, or childhood imaginary friend, trapped within a gilded cage.
73	A heavy eight inch gate key, fashioned of <i>cold iron</i> , inscribed with hieroglyphs from an earlier age. If translated, the hieroglyphs translate to <i>Star Door</i> .
74	A seal stamp made of dark yellow stone that is always cool to the touch. The seal is a leafless tree.
75	A kraken like statuette, carved from blue and white coral.
76	In a padded pouch is a small, brass hourglass, filled with a very dense, dark red mist, instead of sand. It is surprisingly heavy.
77	A tiny opal jar containing two pinches of extremely fine, bright blue dust. If the dust is sprinkled on a non-magical object, it forms into an exact, permanent copy.
78	A thick journal bound in grubby fur, filled with awful, highly disturbing sorcerous ramblings. Anyone who studies the journal intently (taking a number of days, if not weeks) may learn to cast one 1 st level spell per long rest, but also develops an incurable moderate madness.
79	A white veil with a slim <i>adamantine</i> chain. The chain is incredibly strong, and could be used as a garrote.
80	An ebony canister sealed with wax. The canister is filled with ash, in the middle of which are a pair of pulsating, purple pods, connected together by slick, black tendrils.
81	A hemp sack filled with coal. If the coal is examined, small bite marks can be seen on some pieces. Concealed in the sack are 1d2 <i>xornlings</i> , diminutive fey that eat rocks and metals. The <i>xornlings</i> have been eating coal for quite a while, and are ready to move onto something more appetising, like steel. Or gold.
82	A padded tube holds a small, adjustable convex mirror, connected to an extendable rod (enabling the user to peek around corners without exposing himself). The base of the rod includes a small hidden compartment, big enough to fit a small gem, coin or similar object.
83	A colourful seashell amulet on a string of dark beads. A friendly, amphibious hermit crab lives in the shell, venturing out at night to eat leaves, fruit or meat. If treated well, the crab keeps watch for the wearer, scaring off vermin or pinching the wearer awake if danger threatens.
84	A drawstring pouch containing three sticks of green incense, stamped with a two headed monkey. Anyone who breathes the smoke of the incense for more than 5 minutes must make a <i>Luck</i> (Will) check or suffer a minor madness for 1d10 days.
85	A stout smoking pipe apparently made of lacquered wood. In fact the pipe is made from hardened iron, expertly painted to pass for wood, and makes for an excellent bludgeon. The pipe can be used to smoke, but is very heavy, requiring at least one hand.
86	A glass jar with air holes in the lid, containing a dozen small beetles and some lettuce leaves. If the jar is tapped, the beetles glow brightly, softly illuminating a 5 ft radius.

87	A brick. Looks harmless enough, but then, most bricks do. Might be inscribed with the words <i>Mr Brick</i> in small writing on one side (50%).
88	A two inch lead figurine, depicting a striking young priestess, holding aloft a tentacled orb. From time to time, very faint muttering can be heard coming from the figurine. If placed next to a person's ear, the tentacled orb animates, caressing the holder's ear and enabling the muttering to be understood. There is a 50% chance the figurine imparts useful information betwixt disturbing truths mankind ought never know. After learning any useful information, the user must make a Will check or suffer a minor madness.
89	A drawstring pouch of fifty <i>cold iron</i> caltrops.
90	A scroll of complex formulae and charcoal sketches, depicting some manner of winged flying contraption.
91	Two old, stained jars, containing an awful smelling, yellowed viscous sludge. The mix inside is a unique chemical of rare concoction, producing a fast acting glue effect when exposed to air. If thrown at a creature, a Str contest vs Str 16 is required. On a failure, the target is glued to the spot, has his arms glued, his face glued, or some other similar setback. The Str contest may be repeated each round (as an action) to break free.
92	A steel flask with a safety latch attached. A sloshing liquid can be heard inside. The flask contains a black, putrid smelling brine (diseased; anyone exposed to the smell must make a <i>Luck</i> (Con) save or contract a wasting disease, losing 1d4 Con each day until cured (50%), or a delicious fey honey that increases the user's Perc and Dex by 1d4 points for 24 hours (50%). Either way, the flask contains two doses.
93	A thick cotton pouch containing a handful of powerful lodestones (magnets). A single lodestone within two feet of a compass produces false readings.
94	A sheet of tin rolled up into a scroll bound with platinum cord. The scroll must be unwound to be read, and reveals a chronological star chart, annotated in an alien language. If translated, the chart suggests a once in 433 year planetary alignment, the <i>Ark of Phobos</i> , is imminent.
95	Mixed in with some coins is a two inch disk of ebony. One side of the disk is inscribed with three intertwined serpents. Those in the know understand the ebony tri-serpent is a symbol of the <i>Six Eyes</i> , a network of informants that sell their services to the highest bidder.
96	A steel hipflask filled with a fiery whiskey. The brew is particularly potent, requiring a Con check to avoid becoming intoxicated earlier than the imbiber expects.
97	A small wooden box containing three inches of a pearl coloured horn. A small glass bottle inside the box holds what appears to be powdered horn. A person knowledgeable in Arcane Lore might identify the material as unicorn horn, legendary for its healing properties.
98	A wooden witchdoctor mask, trimmed with bright feathers and two horns made from the teeth of a large cat or other predator. The mask has three painted eyes and a beak instead of a mouth.
99	A seven inch, primitive cutting blade made of basalt stone. Wide grooves are carved into the blade and handle to channel blood down to the pommel. The pommel has been crudely worked to resemble a human heart.
100	Roll on the <i>Valuables</i> table.

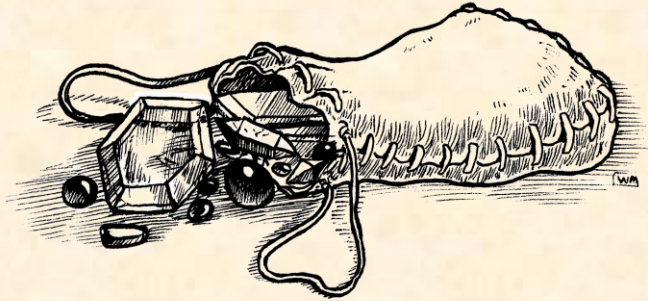


Valuables

The *Valuables* table represents treasure that is not coins, including for example jewellery, ingots, gemstones and art objects.

Rolls on this table are primarily generated from the *Lair Treasure* table, occasionally from *Carry Loot*, and any other time the GM feels one or more individual items of value are required.

If a *Valuable* object is appropriate, the GM rolls 1d100 twice and chooses the result that best fits the circumstances.



1d100 (roll twice)	VALUABLES
1	Roll on the <i>Trinkets & Curios</i> table.
2	1d12 quartz stones worth 1d10 gp each.
3	1d12 agate stones worth 1d12 gp each.
4	A three inch carving of a sabretooth cat from the <i>Jungles of Suurat</i> (10 gp).
5	A steel hand mirror with pearl edging (15 gp).
6	An ornate nickel bell (20 gp).
7	A tin ring with geometric designs (30 gp).
8	An intricate bronze necklace (40 gp).
9	A pure nickel ingot (50 gp).
10	A gold gilded lantern of the <i>Order of Korog</i> (60 gp).
11	Roll on the <i>Trinkets & Curios</i> table.
12	1d10 crystal stones worth 5d10 gp each.
13	1d10 turquoise stones worth 7d10 gp each.
14	A fine painting of the lost city of <i>Skythrone</i> , a towering city built into a mountain side (70 gp).

15	An old and very rare book; <i>Ophia's Unusual Herbs</i> (80 gp).
16	A set of platinum eating utensils: a fork, knife and spoon (90 gp).
17	A copper bicep bracer with a minotaur icon (100 gp).
18	A brass nose ring of <i>Ancient Kwador</i> .
19	A pure brass ingot (110 gp).
20	A pouch of <i>silvered</i> caltrops (120 gp).
21	Roll on the <i>Trinkets & Curios</i> table.
22	1d8 jasper stones worth 5d20 gp each.
23	1d8 onyx stones worth 6d20 gp each.
24	An immaculate, water proof cloak of luxurious wool from the fashion houses of <i>Ortesia</i> (120 gp).
25	An obsidian circlet of dwarven design (130 gp).
26	A five inch ivory statuette of a handsome bard playing a lute (140 gp).
27	A silver ring with an ivy motif (150 gp).
28	A finely detailed brass amulet, depicting a primordial sun god (160 gp).
29	A bundle of promissory notes from the <i>Amnath Mercantile Collective</i>

	(170 gp).
30	A <i>silvered</i> hook hand (180 gp).
31	Roll on the <i>Trinkets & Curios</i> table.
32	1d8 amber stones worth 2d100 gp each.
33	1d6 amethyst stones worth 2d100 gp each.
34	A mahogany harp with silver edging (200 gp).
35	An intricate silver candelabra (210 gp)
36	A three inch brass orb decorated with a platinum rope pattern (220 gp).
37	A silver anklet with a dragon motif (230 gp).
38	A leather forearm bracer studded with small turquoise stones (240 gp).
39	A pure copper ingot (250 gp).
40	A silver cross with holy icons inscribed with gold (280 gp).
41	Roll on the <i>Potions</i> table.
42	1d6 jasper stones worth 1d4 x 50 gp each.
43	1d6 topaz stones worth 1d4 x 75 gp each.
44	A bronze chalice studded with small onyx gemstones (300 gp).
45	A finely crafted silver brooch with a falcon motif (310 gp).
46	A six foot tapestry depicting a ferocious battle between armour clad giants in the clouds (320 gp).
47	A bronze bracelet with gold charms depicting the four elements (330 gp).
48	A silver necklace with an amethyst pendant (340 gp).
49	A four ft chest containing colourful bolts of fine silk (350 gp).
50	A copper bell decorated with small topaz gemstones (360 gp).

51	Roll on the <i>Potions</i> table.
52	1d6 pearl gemstones worth 1d4 x 100 gp each.
53	1d6 jade gemstones worth 1d4 x 150 gp each.
54	A trio of ebony dice with pips inlaid with pearl (400 gp).
55	A teak masquerade mask, with ornamental jade and a deep purple feather (420 gp).
56	A one ft bronze sceptre with a claw on the end, encrusted with small bloodstones (450 gp).
57	An intricate silver double finger ring, depicting a pair of swallows (460 gp).
58	A pair of ivory earrings studded with tiny diamonds (470 gp).
59	A small silver ingot (480 gp).
60	An oak telescope inlaid with a jasper wave motif (490 gp).
61	Roll on the <i>Scrolls</i> table.
62	1d4 opal gemstones worth 1d4 x 200 gp each.
63	1d4 moonstone gemstones worth 1d4 x 250 gp each.
64	A one ft jade statue of a coiled serpent (540 gp).
65	An ornate silver bowl with a sun motif, rimmed in gold (550 gp).
66	A six inch articulating hound, fashioned of burnished steel, with a gold key and tiny emerald eyes (560 gp).
67	A bronze circlet decorated with moonstones (570 gp).
68	A gold signet ring with a human eye motif (580 gp).
69	A trio of silver bangles with a corded rope motif (590 gp)
70	A magnifying glass with a silver crescent moon motif (600 gp).
71	Roll on the <i>Scrolls</i> table.

72	1d3 amethyst or peridot gemstones worth 1d4 x 300 gp each.
73	1d3 emerald gemstones worth 1d4 x 350 gp each.
74	An antique wooden shield plaque, depicting a two headed raven sigil, decorated with dark opals and amethyst stones (620 gp).
75	A lifelike, five ft sandalwood statue of an attractive woman (630 gp).
76	A two ft mahogany chest edged with gold and studded with amber gemstones. The chest's lock is inordinately difficult to pick (imposing disadvantage with a -3 penalty. 640 gp).
77	A silver necklace with a gold pendant in the shape of a dancing flame (660 gp).
78	An ebony ring studded with small peridot gemstones (670 gp).
79	A four inch alabaster skull, decorated with platinum lines and tracings (680 gp).
80	An ivory signal horn with intricate bronze capping, encrusted with amber gemstones (680 gp).
81	Roll on the <i>Magic Items (Discreet)</i> table.
82	1d2 sapphire gemstones worth 1d4 x 400 gp each.
83	1d2 ruby gemstones worth 1d4 x 450 gp each.
84	An ancient pair of <i>cold iron</i> gauntlets, decorated with holy symbols and moonstones (720 gp).
85	An ebony walking cane with a hardened platinum tip and opal octopus handle (740 gp).

86	An exquisite ten inch silver tree sculpture, leaves studded with tiny diamonds (850 gp).
87	A silver crown with platinum tracery in a cloud motif (900 gp).
88	A platinum ring with a lion motif (1,000 gp).
89	A small gold ingot, stamped with the hound sigil of <i>Verdaux Royale</i> (1,100).
90	A platinum compass with gold markings (1,200 gp).
91	Roll on the <i>Magic Items (Discreet)</i> table.
92	1d2 diamonds worth 1d4 x 500gp each.
93	A small unmarked platinum ingot (1,300 gp).
94	A blacksteel breastplate decorated with a gold and platinum griffon motif, highlighted with small rubies (1,400 gp).
95	A silver incense brazier and chain, studded with amethyst gemstones (1,500 gp).
96	A gold quill studded with small diamonds (1,700 gp).
97	A fine platinum necklace decorated with ruby encrusted teardrops (1,800 gp).
98	A gold crown decorated with small emeralds (2,000 gp).
99	A single perfect diamond worth 2,500 gp.
100	Title deeds to <i>Ironcliff Keep</i> on the <i>Isle of Abusi</i> .



One Shot Magic Items

In a Low Fantasy setting, all magic items are rare, but one shot items such as potions and scrolls are more common than permanent items.

Potions

Potions come in a variety of containers, including vials, flasks, jugs, waterskins, powder satchels and so on. A potion lasts for 1d6 x 10 minutes unless

indicated otherwise, or the imbiber may end the effect early by spending an action. Each time a potion is used, the imbiber must check for a *Dark & Dangerous Magic* effect, as if they had cast a spell. If an effect does not trigger, the imbiber's DDM chance increases by 1, as usual.

1d100	POTION
1-2	Borrowed Talent
3-5	Burrowing
6-7	Cheat Fate
8-10	Clairvoyance
11-12	Diminution
13-15	Disenchantment
16-17	Dragon's Breath
18-20	Etherealness
21-22	Fire Resistance
23-25	Flying
26-27	Fortune
28-30	Gaseous Form
31-32	Giant Strength
33-35	Growth
36-37	Heroism
38-40	Invisibility
41-42	Invulnerability

43-45	Levitation
46-47	Poison
48-50	Sharpened Senses
51-52	Shifting
53-55	Slipperiness
56-57	Spider Climb
58-60	Suggestion
61-62	Swiftness
63-65	Tongues
66-67	Treasure Finding
68-70	Vampiric Touch
71-72	Water Mastery
73-88	Healing
89-91	Extra Healing
92-94	Cure Minor Wounds
95-97	Regenerate
98-100	Restoration

Borrowed Talent: You steal one ability from the next creature you touch, including the ability to cast a specific spell, if desired (a *Luck* (Will) save resists).

Burrowing: You can burrow through earth, stone, metal and wood at a rate of 5 ft per minute. Magical material or warded areas have a 50% chance to resist the effect.

Cheat Fate: You may cause any one roll that affects you to be rerolled.

Clairvoyance: As the spell.

Cure Minor Injury: As the spell.

Diminution: You shrink to a minimum height of six inches.

Disenchantment: You may cast *Dispel Magic* once during the time the potion lasts. Alternatively, if you fail a *Luck* save to resist magic, you may use the potion effect to negate the spell (for yourself only) instead.

Dragon's Breath: You breathe fire, lightning, acid or poisonous gas in a cone 60 ft long and 20 ft wide at the base, causing 10d6 damage (*Luck* (Dex) save for half).

Etherealness: As the spell.

Extra Healing: As *Cure Serious Wounds*.

Fire Resistance: You are immune to normal fire and suffer only half damage from magical fire.

Flying: As the spell.

Gaseous Form: As the spell.

Giant Strength: You gain Str 22 (modifier +5) for melee attacks, damage and acts of strength.

Good Fortune: Restores 2d4 *Luck* points.

Growth: You grow up to 20 ft in height. Your Str increases to a minimum of 16. Your weapon die increases by two categories (dice categories are: d2, d3, d4, d6, d8, d10, d12, 2d8, 2d10, etc).

Healing: As *Cure Light Wounds*.

Heroism: Gain immunity to fear, madness and a +2 bonus to attacks and damage.



Invisibility: As the spell.

Invulnerability: You gain advantage on *Luck* rolls, and enemies suffer disadvantage on attacks against you.

Levitation: As the spell.

Poison: 1d4 doses of poison.

Regenerate: As the spell.

Restoration: As the spell.

Sharpened Senses: You can see in normal darkness, gain echolocation like a bat and the olfactory sensitivity of a bloodhound.

Shifting: You may change shape into another single humanoid or natural animal form. You gain the physical capabilities of the creature you mimic, but retain your intelligence and personality. You may change back and forth between your real form and the other form using an action.

Slipperiness: You cannot be grappled and may turn any part of yourself or your gear frictionless.

Spider Climb: You may walk up walls and on ceilings etc like a spider.

Suggestion: As the spell.

Swiftess: You move at twice normal speed and physical attacks against you have a 50% miss chance.

Tongues: You can speak, read and understand all languages. There is a 10% chance this effect becomes permanent.

Treasure Finding: You may detect large quantities (at least 500 gp worth) of treasure (coins, art objects, gems, etc) within 500 ft.

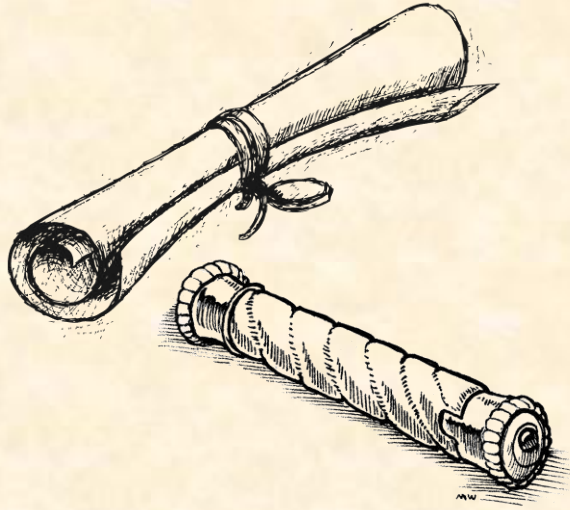
Vampiric Touch: Your touch drains 2d6 hit points from the target, and you heal the same amount. Each time you drain hit points in this way, you must make a *Dark & Dangerous Magic* check.

Water Mastery: You can breathe water, swim as fast as a shark, and walk on water if you wish.



Scrolls

Magical scrolls contain spells that anyone may attempt to cast, not just magic users. Part of their enchantment includes the ability to read and comprehend the arcane runes contained within.



A non-magic user attempting to use a spell scroll, or a magic user attempting to use a spell scroll of higher level than she can normally cast, requires a successful Int check. On a successful check, the spell is cast as intended. On a failed check, the spell is miscast, and instead of the intended effect, the user rolls on the *Dark & Dangerous Magic* table. Casting a spell from a scroll may be interrupted, just like a normal spell. Scroll based spells add to a character's *Dark & Dangerous Magic* chance the same as normal spell casting. To determine which spell(s) is inscribed on a scroll, roll 1d20 and consult the relevant spell level list.

1d100	SPELL(S)
1 - 25	1 st level spell
26-40	1d4 x 1 st level spells
41-50	2 nd level spell
51-60	1d4 x 2 nd level spells

61-70	3 rd level spell
71-75	1d4 x 3 rd level spells
76-80	4 th level spell
81-85	1d3 x 4 th level spells
86-90	5 th level spell
91-95	1d2 x 5 th level spells
96-100	6 th level spell

Permanent Magic Items

In a low magic setting, permanent magic items are very rare and each item is a unique piece. This is partly due to the scarcity of spell casters (and other sources of power capable of creating them), and partly because the process is long and arduous.

In order to permanently enchant an object, the creator must sacrifice a portion of their personal power, binding it to the item for as long as it persists, a price many spell casters are not prepared to pay. In addition, it is sometimes necessary to bargain with otherworldly forces to complete the creation process (a prospect most magicians prefer to avoid).

On the one hand, whilst permanent magic items are infrequently made, once created, they are incredibly hard to destroy, and often endure for hundreds (if not thousands) of years. An adventurer stumbling across a magical sword is likely to find one fashioned in the style of a past age rather than the present. Similarly, an amulet of mystical power is more likely a druidic token from a lost tribe rather than recent invention. A permanent magical item cannot be destroyed by ordinary means (although they can be damaged, albeit often not easily). The GM determines how a particular item might be destroyed or disenchanting.

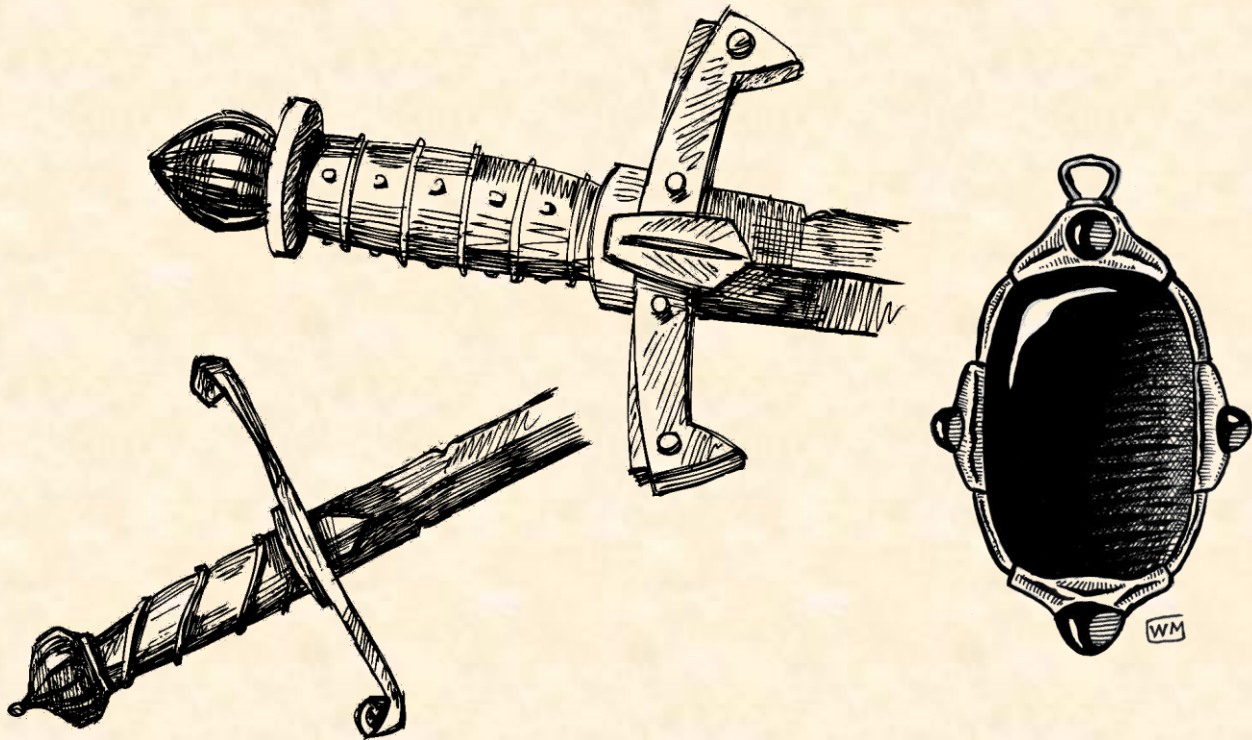
Appearance and History

Each magic item has its own special appearance or feel, and a unique history. An enchanted object need not be flashy or made of expensive materials, but anyone who wields it understands there is something different about it. Perhaps a sword never dulls, a gnarled staff is warm to the touch, or a breastplate moulds itself to fit the

wearer perfectly. Items such as these endure over generations, developing histories of their own as they pass from one keeper to the next.

The GM determines the form of a magic item. Alternatively, roll twice on the table below and use or improvise the most appropriate result.

1d20	Object	1d20	Object	1d20	Object	1d20	Object
1	Necklace/Amulet	6	Boots/Shoes	11	Armour	16	Belt/Girdle
2	Gemstone	7	Cloak/Wrap	12	Weapon	17	Orb/Book
3	Ring/Earring	8	Helm/Hat/Crown	13	Weapon	18	Clothes/Robes
4	Glove/Gauntlet(s)	9	Armour	14	Weapon	19	Bowl/Mirror
5	Forearm/Bicep Bracer(s)	10	Armour	15	Rope/Lantern	20	Roll on <i>Trinkets & Curios</i> Table



Attunement

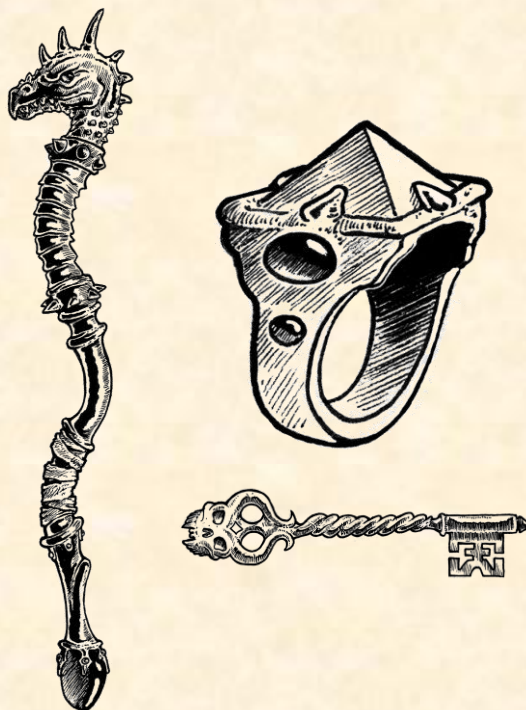
All permanent items require the user to bind themselves to the object before being able to access its properties. This process might take minutes, hours or days, varying from item to item. Once bound however, the adventurer and object establish an intangible but undeniable sorcerous connection; a mysterious joining that matures over time.

When an adventurer first attunes to an item, they usually gain access to a single property from the table below. Over the course of the adventurer's career however, further properties might be unlocked at the GM's discretion. Whether these additional powers were latent properties, or new enchantments imbued through external events, is up to the GM. The additional properties might have an underlying theme, or they might not, depending on the story involved.



Designer's Thoughts:

Magic items that improve over time are intended to help keep the number of magical items low, consistent with a low magic world, whilst still allowing players to gain new and interesting abilities.



Using Magic Items

Most magic items require an adventurer to spend an action to activate an effect, but others offer a benefit at no action cost. Whenever a magical power is triggered or invoked, a 1d20 is rolled to check for a *Dark & Dangerous Magic* effect. The chance to trigger an effect escalates each time a magical effect is used, as if the user had cast a spell. Permanent magic items that allow the user to cast a spell generally cast the spell at the level of the user, but are not subject to the usual spell interruption rule.

Properties

The GM determines the special properties of permanent magic items. Example properties are split into two types: *Obvious* and *Discreet*. Obvious properties tend to have flashy or clearly supernatural effects. Discreet powers are more difficult to detect. Generally speaking, a permanent item has a 66% chance of a discreet property as opposed to an obvious property.



1d100	OBVIOUS PROPERTIES
1-3	<i>Lightbringer:</i> Once every 1d4 days, the user may spend an action to release a burst of blinding daylight; all creatures within 30 ft must make a <i>Luck</i> (Dex) save or be blinded for 1d4 rounds.
4-6	<i>Winged:</i> Once every 1d4 days, the user may spend an action to sprout wings (feathered, scaled or membranous) to fly (use the <i>Fly</i> spell rules).
7-9	<i>Ghostform:</i> Once every 1d4 days, the user may spend an action to turn ethereal (as the spell) for 2d4 rounds.
10-12	<i>Trickster:</i> Once every 1d4 days, the user may cast <i>Disguise Self</i> .
13-15	<i>Fallbreaker:</i> The user of this object is subject to a constant <i>Featherfall</i> spell. Check for a <i>Dark & Dangerous Magic</i> effect every time <i>Featherfall</i> occurs.
16-18	<i>Lightning:</i> Once every 1d4 days the user <i>may</i> cast <i>Lightning Bolt</i> .
19-21	<i>Displacement:</i> From time to time, the user is protected by an illusory displacement effect, misdirecting physical assaults. Every physical attack that targets the user (only) has a 20% miss chance. Check for a <i>Dark & Dangerous</i> effect each time a miss occurs.
22-24	<i>Sabretooth:</i> Once per week, the user may spend an action to summon a sabretooth cat. The monster follows the user's directions and remains until slain or 1d4 hours, whichever occurs first.
25-27	<i>Vampiric:</i> When the user is staggered, if the user injures a living creature, the user may heal 2d4 hit points. Check for a <i>Dark & Dangerous Magic</i> effect each time the user heals.
28-30	<i>Frightful:</i> Once every 1d4 days, the user may cast <i>Fear</i> .
31-33	<i>Disintegration:</i> Once per week, the user may touch the item to another object, instantly turning the target object to dust. The target object must fit within a 10 ft cube. If the target object is possessed by another creature, a <i>Luck</i> save resists.
34-35	<i>Chaos Boon:</i> Once every 1d4 days, this item mimics the effect of one random potion. The user understands the nature of the boon before deciding whether to spend an action to invoke it. The boon automatically changes every 1d4 days.
36-38	<i>Giantblood:</i> Once every 1d4 days, the user may spend an action to grow to 9 ft and increase her Str score to 20, gaining +4 to hit and damage for 2d6 rounds.
39-41	<i>Shifter:</i> Once every 1d4 days, the user may invoke the effect of a <i>Shifting</i> potion, except the duration is 1d10 minutes.
42-44	<i>Spell Shield:</i> Once per week, the user may make a <i>Luck</i> save to capture a spell that includes the user as a target, storing the magic in the item (and negating the spell's immediate effect). The user may spend an action to cast the stored spell at a later time.
45-47	<i>Reflection:</i> Once per week, the user may make a <i>Luck</i> save to reflect an attack or magical effect back on the attacker (reroll any attack roll).
48-50	<i>Thunderclap:</i> Once every 1d4 days, the user may invoke a thunderous force, generating a 60 ft cone with a 20 ft base. Creatures and small objects in the cone are flung backwards 1d6 x 10 ft. A <i>Luck</i> (Con) save resists.
51-53	<i>Swiftness:</i> Once every 1d4 days, the user gains +2 AC, +4 initiative and doubles her movement speed for 2d6 rounds.
54-56	<i>Forbidden Invocation:</i> Twice per day, the user may invoke an effect on the <i>Dark & Dangerous Magic</i> table. Do not test for a separate additional <i>Dark & Dangerous Magic</i> effect.

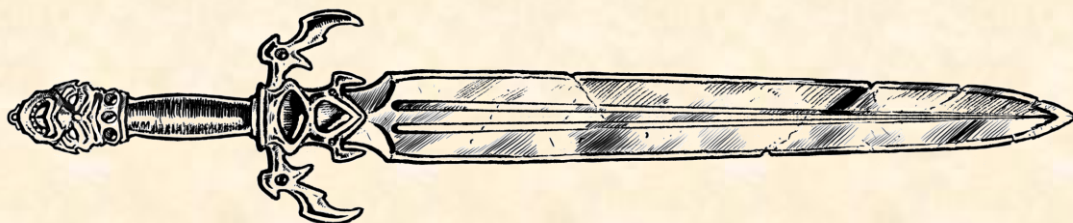
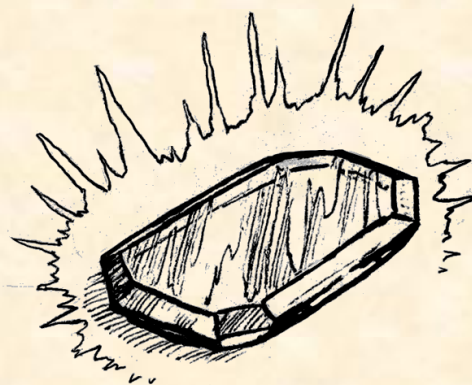
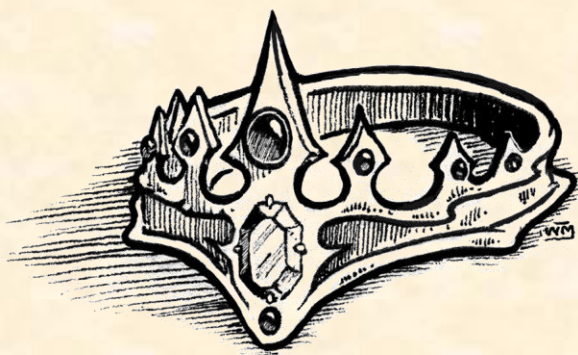
57-59	<i>Leaping:</i> Once every 1d4 days, the user may add a 30 ft leap (in any direction or trajectory) to his normal move distance.
60-62	<i>Intelligent:</i> The item is infused with a personality, which is capable of communicating with the user telepathically when touched. Most such entities have excellent memories and are able to provide advice on a range of topics. Unfortunately such entities tend towards insanity over the longer term. Some are even capable of generating spell like effects (often, but not always, when the user wants them), or are capable of usurping control of their user for short periods. Test for a <i>Dark & Dangerous Magic</i> effect after the provision of any significant advice, spell or usurping effect.
63-65	<i>Spider Essence:</i> Once every 1d4 days, the user may (i) move up walls or across the ceiling for 2d6 rounds (no action), or (ii) after hitting with a physical attack, cause a poison effect in addition to normal damage (poison details at GM's discretion).
66-68	<i>Wonderment:</i> Once per day, the user may spend an action to conjure a random magical effect. Consult the internet for a random effects table to your liking (eg: the OGL Rod of Wonder).
69-71	<i>Hurling:</i> After being thrown, this item flies back to the user's hand before the end of her turn (if desired). When used to make a thrown attack, the item criticals on a natural 17-20 attack roll. Test for a <i>Dark & Dangerous Magic</i> effect on a critical hit.
72-74	<i>Invisibility:</i> Once every 1d4 days, the user may cast <i>Invisibility</i> .
75-77	<i>Scrying:</i> Once per week, the user may observe (like the <i>Clairvoyance</i> spell) a named entity on the same plane of existence for 1d6 minutes. The user must complete a ritual taking 1d4 hours before invoking this effect. Scrying is blocked by a thin sheet of lead, or stone or wood more than 1 ft thick.
78-80	<i>Clouddranner:</i> Once per week, the user may spend an action to summon a small flying cloud chariot. The cloud chariot has a move rate of 60 ft and can carry two sitting humanoids or four standing. The chariot lasts for 1d4 hours.
81-83	<i>Serpentine:</i> The user may spend an action to transform the item into a giant serpent (see monster entry for details). The serpent obeys the user's directions. The monster remains until slain (reverting back to object form) or 1d4 hours, whichever occurs first.
84-86	<i>Storm Caller:</i> Once per week, the user may summon light, moderate or heavy weather of his choosing, ranging from pleasant sunshine, oppressive heat, torrential rain, thunderstorms and/or dangerous winds. Catastrophic weather such as cyclones or tsunamis is generally not possible. The unnatural weather lasts for 1d4 days and spreads over a 1d10 mile diameter region. In order to summon the weather, the user must complete a 1d4 hour ritual. Test for a <i>Dark & Dangerous Magic</i> effect each day the weather persists.
87-88	<i>Opening:</i> Once every 1d4 days, the user may spend an action to open any and all locks, manacles, knots, barred doors or blocked entry ways within 30 ft.
89-90	<i>Transforming:</i> This item has two forms: a weapon and a brooch, ring or other piece of innocuous jewellery. The user may spend an action to instantly transform the item from one form to the other.
91-92	<i>Fog:</i> Once every 1d4 days, the user may spend an action to fill a 60 ft diameter area with thick smoke, fog or mist. All creatures in the area are blinded. The smoke, fog or mist naturally disperses within 1d6 x 10 minutes.
93-94	<i>Red Ruin:</i> Once per week, the user may spend an action to shoot a searing red beam at one target within 120 ft. The beam causes 10d10 fire damage (<i>Luck</i> (Dex) save for half).
95-96	<i>Soul Trap:</i> Once every 1d4 days, the user may spend an action to trap the soul of a recently deceased creature (within 1d4 rounds) in the item by touching the corpse. At a later time, the user may cast <i>Speak with Dead</i> , which releases the soul, or cast <i>Cure Serious Wounds</i> , which harvests it. Test for a <i>Dark & Dangerous Magic</i> effect when a soul is trapped.

97-98	<i>Unseen Force:</i> Once every 1d4 days, the user may cast <i>Unseen Hand</i> .
99-00	<i>Dark Blessing:</i> The user does not age, and gains a 50% chance to negate undead based level drain or attribute drain. Test for a <i>Dark & Dangerous Magic</i> effect each time an undead effect is negated.

Discreet Properties

1d20	DISCREET PROPERTIES
1	<i>Indestructible:</i> The item cannot be marked, damaged or destroyed by anything less than a supernatural entity of demigod like status. When reduced to zero hit points, the user has advantage when determining (i) whether he is <i>All Dead</i> or <i>Mostly Dead</i> , and (ii) when rolling on the <i>Injuries & Setbacks</i> table.
2	<i>Vorpal Blade:</i> This weapon is impossibly sharp against flesh, bone and sinew. On a natural 19 or 20 attack roll, the target loses a limb or is beheaded. Check for a <i>Dark & Dangerous Magic</i> effect each time this occurs.
3	<i>Telepathic:</i> the user may communicate telepathically with one intelligent creature at a time within 120 ft. A recipient may respond in kind if it wishes, assuming it understands the user's language. This ability is at will. Check for a <i>Dark & Dangerous Magic</i> effect after each telepathic conversation.
4	<i>Magic Resistance:</i> The user gains continual 50% magic resistance (including against beneficial effects). The user can turn this resistance on or off with an action. Check for a <i>Dark & Dangerous Magic</i> effect each time the magic resistance negates a magical effect.
5	<i>Speaker of Tongues:</i> The user understands, speaks and reads all languages. Test for a <i>Dark & Dangerous Magic</i> effect after each translation or conversation in a language normally unknown to the user.
6	<i>Resilience:</i> The user reduces all damage suffered by 2 hit points, and critical hits against the user are treated as normal hits instead.
7	<i>Fortune:</i> The user gains a 33% chance to ignore any reduction of his <i>Luck</i> attribute. Test for a <i>Dark & Dangerous Magic</i> effect each time the effect occurs.
8	<i>Deflection:</i> Once per round, after being hit by a ranged attack, the user may choose to make a Dex check to negate the attack.
9	<i>Darkvision:</i> Once every 1d4 days, the user may cast <i>Darkvision</i> .
10	<i>Mage Sight:</i> Once every 1d4 days, the user may spend an action to detect within 60 ft (i) magic, (ii) invisible creatures or objects, and (iii) illusions. The effect lasts for 1d6 x 10 minutes.
11	<i>Thiefly Arts:</i> Once every 1d4 days, the user may automatically succeed at picking a lock, picking a pocket, or hiding. This ability may be invoked immediately after failing the roll to attempt such an action.
12	<i>Jack of All Trades:</i> While the user possesses this item, they count as trained in all skills, and gain one additional <i>Reroll Pool</i> die. Test for a <i>Dark & Dangerous Magic</i> effect when applying a bonus skill or reroll die.
13	<i>Iron Grit:</i> When reduced to half maximum hit points, the user gains a +2 bonus to AC, and rerolls any failed <i>Luck</i> saves. Check for a <i>Dark & Dangerous Magic</i> effect when a <i>Luck</i> reroll succeeds.
14	<i>Sure Striking:</i> Once every 1d4 days, the user may turn a missed attack roll, or ordinary successful hit, into a critical hit instead.

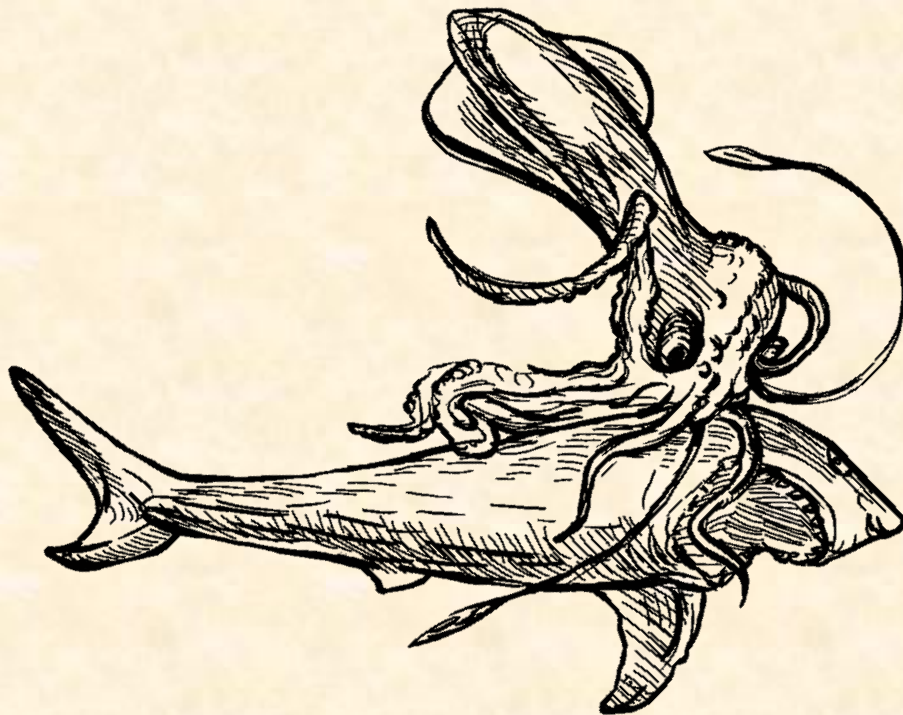
15	<i>Uncanny Parry:</i> Once per day, the user may negate a melee weapon attack that would otherwise hit or damage him.
16	<i>Natural Prowess:</i> Anyone may wield this weapon or don this armour even if it is not on their class list. Test for a <i>Dark & Dangerous Magic</i> effect during each combat in which the weapon or armour is used.
17	<i>Sixth Sense:</i> The subject is never surprised, automatically wakes from sleep if in danger, and gains advantage on initiative checks. Test for a <i>Dark & Dangerous Magic</i> effect each time the user may have been surprised, but for this item.
18	<i>Shroud of Secrets:</i> The user has advantage on all knowledge checks and may sometimes make a check for information she couldn't possibly know (GM discretion). Test for a <i>Dark & Dangerous Magic</i> effect if both dice roll 15 or higher, or the user recalls information they could not know.
19	<i>True Blood:</i> The user is immune to poisons and diseases of all kinds (including magical). Check for a <i>Dark & Dangerous Magic</i> effect each time this protection triggers.
20	<i>Fleet of Foot:</i> The user gains a +15 ft bonus to his speed, and has advantage on <i>Interception</i> and <i>Chase</i> checks. Check for a <i>Dark & Dangerous Magic</i> effect each time the user exceeds her normal speed.



UNDERWATER COMBAT & DROWNING

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

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



WILDERNESS & CITY EXPLORATION

Exploring and navigating the wilderness is generally left to the GM to adjudicate. An adventuring party equipped with a map and compass will usually reach their intended destination, but exploring uncharted areas might risk getting lost or disorientated, requiring an Int (Wilderness Lore) check to resolve.

Simplified travel distances for an 8 hour trek are provided below (assuming daytime travel on foot and carrying a moderate to heavy load, ie weapons, armour, supplies and loot). Explorers can push themselves to travel twice as far by starting at dawn and doing a 16 hour forced march, but this pace leaves no time for foraging, is noisy and draws attention, and may require a Con check at the end of each day to maintain such a pace the next day.

Riders on horses or other beasts generally travel twice as quickly. Carrying extreme loads, bad weather, travelling at night, by stealth, and so on may reduce travel speed at the GM's discretion.

Travel Speed

TRAVEL SPEED	
ENVIRONMENT	8 HOURS TRAVEL
Roads & Trails	10 miles
Plains & Light Woods	8 miles
Forests, Hills, Subterranean	7 miles
Mountains, Jungles, Swamps, Deserts & Artic Ranges	5 miles
Ocean (large sea vessel at about 5 knots)	40 miles
River or Lake (rowboat, canoe, barge, small sailing vessel at about 3 knots)	24 miles

Random Encounters

Part of adventuring involves dealing with the unexpected, from a lucky item at a street vendor to an encampment of vicious beastmen blocking a mountain pass. The following series of tables are provided to assist and inspire the GM when improvising encounters for a party.



The GM might decide for example that exploring a certain patch of wilderness is dangerous and impose a 30% chance of a random encounter every 4 hours. If a random encounter is triggered, the GM rolls *twice* on the relevant table, and chooses the encounter which best fits the situation.

Travelling at night is generally more dangerous than in the day. Many monsters can see in the dark, while adventurers are limited to the radius of their torch, lantern or light spell (which also acts like a beacon to some predators).

Starting Distances

The GM may nominate encounter starting distances or use the table provided below. Note the table distances are based on daytime activities and assumes various obstructions cause the parties to first notice each other at (relatively) short distances. Unusually poor visibility or an abundance of hiding places may further reduce starting distances at the GM's discretion.

ENVIRONMENT	STARTING DISTANCE
Settlements, Ruins	2d6 x 10 ft (20 - 120 ft)
Forests, Jungles, Swamps, Subterranean	2d6 x 10 yards (20 - 120 yards)
Hills, Mountains	4d6 x 10 yards (40 - 240 yards)
Deserts, Plains, Artic ranges, Lakes, Rivers	8d6 x 10 yards (80 - 480 yards)
Ocean	2d6 x 10 yards for a shark fin or similar, or 2d4 miles for a ship

Generally speaking, the earth's curvature at sea level creates a sea horizon about 3 miles distant. The higher you are, the further you can see. From an 18 ft ship deck a person might see up to about 5 miles, or 7 miles from a 36 ft crow's nest. From a 1,000 ft tower or mountain, the sea level horizon is at about 40 miles. Obviously large objects higher than sea level (such as hills, etc) can be seen at longer distances. Note 1 yard (0.9 m) = 3 feet, and 1 mile (1.6 km) = 1,760 yards = 5,280 ft.

Random Encounter Tables

The *Cities, Towns & Villages* table has 50 entries that are almost all non-combat encounters. The other tables have 20 encounters, divided up into approximately 70% combat encounters, 15% hazards and 15% side trek seeds.

Of course an encounter with monsters need not necessarily lead to combat. Depending on how the GM introduces the encounter, the adventurers might sneak around the monsters, fool them into chasing a decoy, or attempt to negotiate or intimidate their way past.

Similarly, a street encounter with a repugnant noble might start off with witty banter but conclude with deadly combat. Or a hazard such as a rockslide might be detected by an experienced wilderness ranger and circumvented altogether. The tables are intended as organized inspiration, nothing more.

Designer's Thoughts

The Random Encounter tables are not divided up into "level appropriate" encounters. In a living low fantasy world, the adventurers might encounter anything out in the wilderness; from a pack of wolves to a terrible dragon. How the party goes about managing such situations is a fundamental part of being an adventurer!

Rolling twice on the encounter tables however allows the GM to select the best encounter for the circumstances, which might include moderating extreme results. It goes without saying the GM is free to ignore the tables altogether and simply improvise her own encounter. In that case the rolled results might provide some inspiration. If it all goes horribly wrong, don't forget the Party Retreat rules (page 45).

Cities, Towns & Villages

1d100	CITIES, TOWNS & VILLAGES
1-2	Two farmers brawling over livestock, foodstuffs or cotton.
3-4	A con woman by the name of Doska is inviting marks to gamble on a cups and balls game. She is highly skilled in sleight of hand.
5-6	A gaggle of ducks, chickens or other fowl scatter across the street, causing havoc. There is a 50% chance a pick pocket takes advantage of the diversion.
7-8	A noble, Lord Ibrenon, trots by on a white charger. He is terribly arrogant and jostles aside anyone who doesn't immediately get out of his way. He remarks that his horse eats better than the adventurers before he departs.
9-10	A long haired bard with a handlebar moustache, Artur Excelsior, offers to make a ballad about the party's exploits (for a reasonable fee).

11-12	A merchant, Egbert “sell me own mother” Cruthers, is selling an assortment of weapons on a gilded table in the street, watched over by his muscle, Mr Brick. For the discreet inquirer, he might also have access to more specialized gear, such as hidden sheaths, spring-blade pommels, caltrops, lockpicks and toe-knife boots.
13-14	The Screaming Goat Tavern is well known for its exciting bar fights, and today is no exception. 5d6 drunken brawlers have spilled out onto the street, spreading fists, feet and headbutts like wildfire.
15-16	Alchemist Gusterro the Improbable (“Gus”) is hawking fire pots stacked up by the half dozen. Mid way through his sales pitch, a guard patrol appears at the end of the street. Gus quickly scoops his pots into a sack and replaces them with undergarments instead, giving any potential customers a knowing wink.
17-18	At a very inopportune moment, a chamber pot is emptied from the second story of a boarding house. One traveller must make a Dex check or be doused in human excreta.
19-20	A herd of cows gets spooked by a terrific thunderclap and is about to stampede.
21-22	A young woman yells “Fire!”, pointing frantically at a nearby building. Billowing smoke is beginning to issue from the ground floor and cries are heard from the upper window. The nearest well is several blocks distant.
23-24	4d6 guards patrol the street, eyes wary for pickpockets. If it’s a slow day, they might accost any strange or dangerous looking adventurers, inquiring as to their business, the duration of their stay, boarding house and whether they have any information they wish to share with the authorities. Impolite or cheeky responses are unlikely to be well received.
25-26	A trio of axemen are selling firewood and kindling. They haven’t noticed that one of the split logs is hiding a tiny fey behind a hinged knot.
27-28	Oleg Arkoza, a potion maker of some renown and very rarely seen outside his laboratory, is speaking with a noblewoman on the street. Arkoza is very choosy about his clients. Perhaps this is an opportunity for an introduction.
29-30	A falconer, Ms Ellia, is selling an assortment of hunting birds.
31-32	A funeral procession winds slowly down the street, including pall bearers, priests, and sorrowful relatives.
33-34	3d6 thugs of rival gangs clash over turf lines, stabbing at each other with knives and hatchets. Linger witnesses, or anyone who attempts to intervene, is also set upon. Whatever the outcome, the surviving leader, Udan the Slip, does not forget.
35-36	3d6 starving rats skitter from a dark alley, attempting to bite chunks out of a busking street kid by the name of Totha, just 20 ft distant from the travellers. Totha has a great knowledge of the settlement’s back roads and safe houses.
37-38	2d6 officious clergymen and devout sisters accost the travellers, berating them for their wicked ways of violence and greed. They threaten natural disasters and eternal hellfire if the party does not recant.
39-40	A shrill scream issues from a nearby alley. Glancing inside, three thugs can be seen beating on an overdressed merchant by the name of Shuba Sendarran. Shuba is in debt to a local gang, and they want to make an example of him.
41-42	A 3d6 member performing troupe has gathered a small crowd here. The troupe has knowledge of the local region. There is a 30% chance of pick pockets working the crowd.
43-44	A pigeon pie seller, Ghirk Galak, is on the corner. Ghirk is a little known street informant.

45-46	An elderly farrier, Ugalos, is mending horse shoes in a half barn. His wife has passed and he has no children, and he wishes to pass on his lucky shoe to a deserving stranger. If the travellers impress him, he gifts it to them. The shoe is indeed fortuitous, and restores 1 Luck at a time of the owners choosing once per adventure.
47-48	A magistrate is presiding over an execution in the square. Three middle aged criminals are to be hanged. A small crowd has gathered. 3d6 guards are in attendance, along with the burly, hooded executioner. There is a 50% chance of a rescue attempt by related ne'er do wells.
49-50	A pile of dead, plague ridden bodies are stacked in a side alley, covered in sheets. One body has rolled off the pile, an ornate bracer still clasped to its arm.
51-52	An old crone, Madame Eshorri, is reading the tarot on a rickety table. The woman is in fact a genuine soothsayer and channels the fates. Any traveller having their fate read has an even chance of either increasing or decreasing their current <i>Luck</i> by 1 point.
53-54	A blood moon (lunar eclipse) occurs, with many folks invoking strange, superstitious rites to ward off evil, such as driving away any cats, lining their doorways with salt, marking the forehead with blood, carrying obvious silver, and so on. There is a 50% chance of Lycanthropes hunting tonight in an especially ferocious manner.
55-56	An elderly street dog with a grey snout and one eye takes a liking to one of the travellers, and begins following him or her around. The dog is actually a canny and ferocious fighter. If befriended, the dog will fight to protect its bipedal pack mates.
57-58	A miserable, driving rain falls, making the road slippery and riddled with deep puddles.
59-60	A plague of mimes has descended on this street. Their mute performances range from poor to painful.
61-62	A riot has broken out in this square and adjoining streets. 2d100 furious dock workers or other labourers have taken up arms against their guild leaders and the town authority that supports them. The riot is reaching a crescendo such that the 5d6 guards will shortly lose control.
63-64	A beautiful man (Aros) or woman (Odea) walks by, drawing the eye of local admirers. He or she is a skilled actor and impersonator.
65-66	A middle aged merchant named Thelsa is selling books and maps from a covered stall. She is also an excellent forger and produces false party invitations, letters of introduction, identity documents and so on for discreet clientele.
67-68	6d10 members of three rival parties (barbarian clans, street gangs, religious orders, mercenary companies) have broken into a massive fisticuff, turning the street to chaos. No-one has drawn steel yet, but things are escalating quickly.
69-70	A whipcord teenager with red hair sprints towards the travellers with a pouch clutched in one hand. 50 ft behind, a portly stall keeper struggles to keep up, yelling "Thief! Thief!"
71-72	A young man in fine clothing staggers in a cluttered ally and collapses. A pool of blood quickly forms beneath him.
73-74	A skilled hypnotist, Alal the Mysterious, is performing a show for a small crowd. In addition to his mundane skills, Alal has recently learnt to cast <i>Charm Person</i> once per day.
75-76	A deafening explosion rocks the surrounding area, causing tables to shudder and clothes lines to snap. A thick plume of smoke billows from a nearby tower.
77-78	A small monkey has escaped her enclosure and springs from behind a barrel, wriggling into a traveller's backpack to hide. A handsome but furious travelling performer appears moments later at the end of the street with a small net, obviously searching for something.
79-80	Two elderly men sit opposite each other playing chess outside an inn. Their glasses are empty and they do not speak, but they smile as they study the board.

81-82	A fog (50% light, 50% heavy) rolls in off the docks or adjoining land. There is a 70% chance of a lone will o' wisp following it at dusk.
83-84	Two horses, carriages or chariots are racing down the street, two young nobles in opposing house colours at the reins.
85-86	A body crashes to the ground in front of the travellers with a horrendous thud! Looking up, 1d3 humanoid shadows can be seen making a quick getaway across the rooftops.
87-88	An elderly merchant has a single glass orb on his table stall. A number of potential customers inquire about the item, but are quickly turned away. If the travellers inquire, the merchant says "The orb is not for sale, but it is time for me to part with it. The real question is, are you the one the orb waits for?"
89-90	A religious zealot is preaching from atop a wooden stool, inviting passers-by to prepare for the end of days, repent, welcome the Old Ones joyfully, etc.
91-92	A town crier is ringing his bell and declaring "The duke is dead!"
93-94	A procession of 3d6 priests and other religious officials makes its way down the road, offering blessings and scripture to interested passers-by.
95-96	A diminutive tax collector, bearing the mayor's seal, makes a bee line for the travellers and asks to see their Weapons & Armour Licences.
97-98	A thin looking tabby cat meows at one of the travellers, moving close to brush against his or her legs if given the chance. Both of the cat's ears have been cropped. If befriended, the cat becomes extremely loyal and has excellent hearing, eyesight and instincts for danger. He is happy to nap during the day and stay up at night, keeping watch over his human.
99-100	A blustering wind is blowing today, knocking light objects off tables and sending leaves and dust whirling across the ground.



1d20	DESERTS
1	A swarm of cursed scarab beetles burrows up from beneath the sands, seeking to engulf the travellers and infesting their food, bedding and clothes. Each traveller must make a Will check or reduce their current and maximum Luck by 1 point until the curse is lifted.
2	An oasis with a watering pool and shady palms. The water is bitter but non-poisonous. There is a 60% chance of lurking predators (2d4 Giant Crocodiles (70%) or 1d6 Giant Scorpions (30%)).
3	A powerful sandstorm sweeps through the region. All travellers must make a <i>Luck</i> (Con) save or suffer 1d6 damage and 1 Con loss.
4	The unrelenting heat threatens to overcome even the most careful traveller. All travellers must make a Con check or suffer 2d6 damage.
5	4d6 Beastmen raiders (60%) or 2d6 Urgot with an Urgozer (40%).
6	3d10 Human Berserkers (60%) or 3d6 Bandits (40%) are looking for an easy raid.
7	3d8 animal headed humanoids (Jackal, Lion, Hawk, etc) wait for the travellers on a high dune or rise. They are guardians of a scared site and will seek an offering from the party as a tribute before they permit passage (as Beastmen, but 3 HD, Int 11 and speak common, with senses of the relevant animal. They might also be Lycanthropes).
8	2d6 Giant Worker Ants (70%), possibly with 1d4 Soldier escorts (30%) are exploring this region.
9	2d4 Giant Scarab Beetles (as Fire Beetles but jet black and not luminescent).
10	1d6 Giant Serpents, possibly with 1d4 Serpentmen Hybrids (Ssurlocs, 40%).
11	3d4 Serpentmen (Hraarsk) with 2d4 Hybrids (Ssurlocs), and 10% chance of 1 Noble (Razkartt).
12	1d6 Giant Scorpions crawl out from beneath the sand, hoping to ambush their prey from behind.
13	3d6 Cyclops raiders are on patrol, ranging from a nearby oasis that they control. They might have a pet Wyvern with them (30%).
14	A Djinn (Air Genie) or Efreet (Fire Genie) guards a sacred site, most likely an oasis, ancient battlefield or cursed altar or rock formation. It demands a tribute (gold, gemstones, item of personal value) or a test (riddle, moral quandary, entertaining ballad) from all who seek to pass.
15	A destructive Fire Elemental ranges here, seeking to set everything flammable on fire; 10 HD (70%) or 15 HD (30%).
16	A desert Hydra prowls these wastes, digging a temporary burrow each day before it goes hunting at night. It leaves enormous tracks in the dunes or other wastes.
17	A Purple Worm hunts here, bursting up from the sand to engulf its next meal. Large collapsed tunnels, circular and 15 ft wide, warn of its presence.
18	6 ft columns of salt rise from the sands, shedding wispy trails in the desert breeze. Despite the winds, the columns do not shrink or deteriorate. Ancient weapons and shields can be found half buried around the base of some of the columns.
19	A recent tremor or sandstorm has unearthed a humanoid statute with three serpent like heads holding a whip aloft. Beside the statue, carved steps from a previous age descend into a dark tunnel of worked stone.

20	A rocky outcropping rises from the sand, stretching 40 ft high to form a small plateau. Hand carved steps circle up to reach the top. At the uppermost edge, stones have been placed in small piles at irregular intervals.
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Jungles

1d20	JUNGLES
1	Poisonous vines, carnivorous plants or fungi spores, causing all travellers 1d6 damage and 1 Con loss. A <i>Luck</i> (Con) save resists.
2	A cloud of biting insects carrying a rare tropical disease. All travellers must make a <i>Luck</i> (Con) save or suffer a wasting disease, losing 1d4 Con at the end of each day until death a zero Con. An apothecary with the right healing herbs might be able to cure or delay the disease.
3	Hunting traps causing 1d8 damage to all travellers. Alternatively suspending travellers 6 ft in the air. A <i>Luck</i> (Dex) save resists.
4	5d4 Projectile Leeches lurking in the trees waiting to pounce (50%), or 3d6 Urgot (50%) with an Urgozer (30%) concealed behind a copse of trees and vines.
5	5d6 Beastmen raiders are making a loud racket, crashing their way through the plants.
6	5d6 Man Eating Monkeys are in the trees, stalking the travellers and hoping to drop upon them unawares.
7	2d12 Giant Centipedes are crawling through the undergrowth, looking for a body to implant their eggs into.
8	2d6 exploring Giant Worker Ants (70%), possibly with 1d4 Soldier escorts (30%).
9	2d4 Tigers (50% chance of 1d3 cubs) are hunting in this region.
10	2d4 Fire Beetles are burrowing through the undergrowth here.
11	Nest of 1d6 Giant Serpents, possibly with a Hybrid Serpentman (30%).
12	3d4 Serpentmen (Hraarsk) with 2d4 Hybrids (Ssurlocs), and 10% chance of 1 Noble (Razkarrt).
13	Sabretooth Tiger; 1 (70% solitary hunter) or 2d4 (30% pack, including some cubs).
14	2d6 Giant Apes (see Owlbear variant) are lounging here. They are fiercely protective of their territory.
15	A ravenous 40 ft Tyrannosaurus Rex is rampaging here. It makes a lot of noise before it arrives, and smaller creatures flee before it.
16	A Hydra lairs here in a subterranean cave or pool with a clutch of recent hatchlings. They are very hungry.
17	From the east comes the sound of hundreds of tribal drums.
18	A 7 ft stone statute, carved in the likeness of a hybrid serpentman, stares imperiously, its fanged jaws agape. The base of the statue is wrapped in vines, but the plants appear carefully tended rather than overgrown.

19	A wooden hut is set into the branches of an enormous tree high above. Vines twisted into knotted ropes hang down to 9 ft above the jungle floor.
20	The crack and crash of great trees being broken and hitting the ground echoes from the west. From here, distant treetops can be seen bending or buckling as something truly colossal makes its way through the jungle. A humanoid scream begins and is quickly cut off.

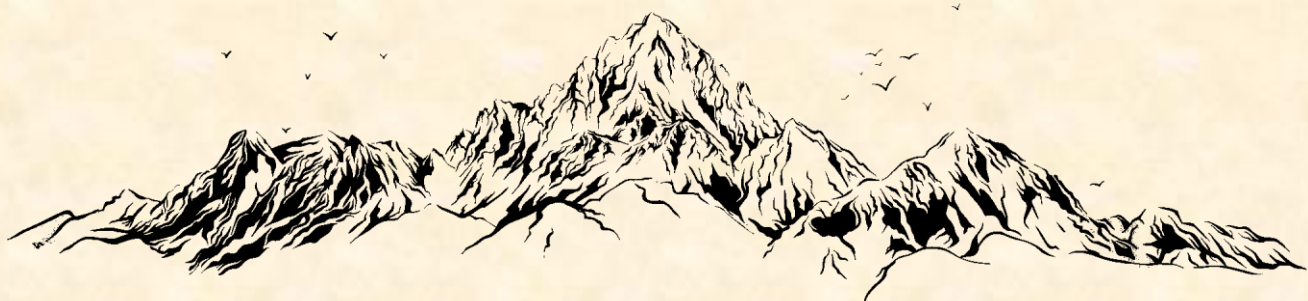


Forests

1d20	FORESTS
1	Poisonous trees, vines, undergrowth or spores, causing all travellers 1d6 damage and 1 Con loss. A <i>Luck</i> (Con) save resists.
2	Falling deadwood causing 1d6 damage to a single traveller. A Dex check resists.
3	Hunting traps causing 1d8 damage to all travellers. Alternatively suspending travellers 6 ft in the air. A <i>Luck</i> (Dex) save resists.
4	5d4 Giant Rats scavenging (70%) or 3d4 Dire Rats (30%).
5	4d6 Beastmen raiders (60%) or 2d6 Urgot with an Urgozer (40%).
6	3d6 Bandits or Hunting flock of 3d6 Vampire Bats.
7	Pack of 3d4 Wolves (70%) or 2d4 Dire Wolves (30%).
8	Extensively webbed nest covering the ground and/or trees of 2d4 Giant Spiders.
9	2d6 exploring Giant Worker Ants (70%), possibly with 1d4 Soldier escorts (30%).
10	2d4 hungry Fire Beetles are laying eggs here in the undergrowth.
11	Nest of 1d6 Giant Serpents, possibly with a Hybrid Serpentman (30%).
12	Wandering Owlbear (50%) or mated pair (50%).



13	Sabretooth Tiger; 1 (70% solitary hunter) or 2d4 (30% pack, including some cubs).
14	Nest of 1d4 Phase Spiders. 50% chance of a webbed humanoid that is not yet deceased.
15	Grove of 1d4 Bloodroot Treants. An astute observer might notice subtle leaf or branch signalling.
16	A Earth Elemental is meditating here; 10 HD (70%) or 15 HD (30%).
17	A lone tree, gnarled and white, spotted with age, stands in a clearing. Something is carved in the tree, but it's hard to tell what from afar. A fey might reside within or nearby, willing to swap information for stories of the outside world. Or perhaps the tree is cursed, or good fortune, imparting such to any who touch it.
18	A sinkhole has opened beside an arrangement of man sized stones. Scraping away some moss reveals runes from a lost fey race. At the bottom of the hole, earth covered steps lead down into ancient darkness.
19	A trio of dilapidated thatched huts sit in a small clearing beside a bubbling brook. Five burial mounds can be seen beside the house.
20	Wisps of light circle high out of reach in the tree branches above, following the party. They seem to resonate an ethereal hum, a sorrowful dirge that rises and falls with the breeze.



Mountains

1d20	MOUNTAINS
1	Rockslide! All travellers must make a <i>Luck</i> (Dex) save or suffer 2d6 damage. If damage of 10+ is rolled, also roll on the <i>Injuries & Setbacks</i> Table.
2	Set into the mountain side is a dim, 10 ft high tunnel. Guttering torchlight can be seen within. The entryway is ringed with bronze verdigris capstones, warded against intruders. Any non-cyclops who attempt to enter must make a <i>Luck</i> (Will) save or suffer 2d6 cold damage.
3	A steep slope or cliff like ridge must be climbed, requiring a Str (Athletics) check. If failed, the traveller is exhausted by the time they reach the top, suffering 1 Str loss.
4	4d6 Beastmen raiders (60%) or 2d6 Urgot with an Urgozer (40%).
5	4d6 Dwarves or Humans; a mining party. They've been drinking. A lot.

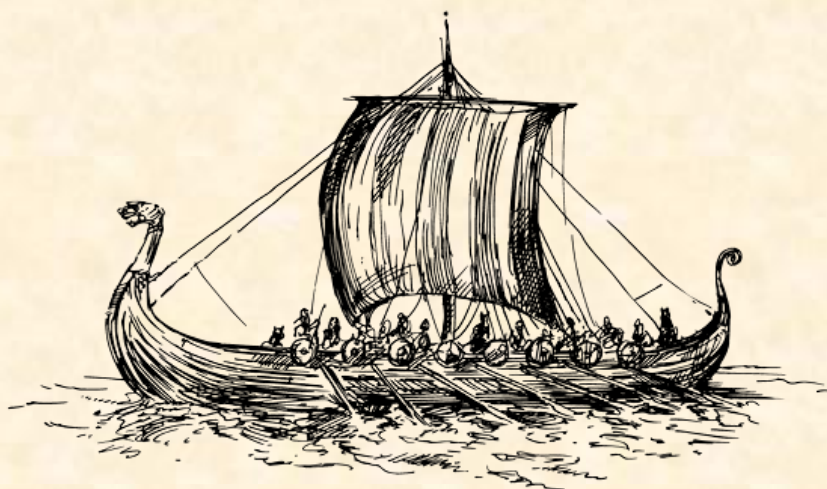


6	Ogres: 1 (20%), mated pair (50%) or 2d4 (30%), out for trouble.
7	A flock of 2d6 Griffons (50%) or 2d6 Harpies (50%).
8	1d8 Minotaurs lair in a nearby cave, keenly sniffing the air for the scent of man flesh.
9	1d3 Grey Ooze lurk in shallow depressions, mimicking small, polluted pools.
10	1d6 Giant Scorpions, looking for an easy meal.
11	3d6 Cyclops raiders are roaming here, desperate for a warm meal of soft flesh.
12	1d12 Hill Giants have a cave nearby.
13	1d4 Manticores are prowling here.
14	A hungry Bulette bursts from the earth, showering the adventurers with rocks as it tries to bite one in half.
15	1d6 Ettins are waiting in ambush on this mountain path. There is a 50% chance of hearing Ettin heads arguing with one another, tipping off any would be prey.
16	1d4 Wyverns use these mountain tops as their hunting grounds. They are particularly fond of snatching up metallic humanoids and dropping them from a great height to crack open their hard shells.
17	On a stony escarpment, a 100 ft bowl of small trees and boulders forms a gigantic nest. Dark grey feathers, 12 ft long, litter the ground. If the nest centre is explored, three 4 ft eggs can be found hidden beneath a bedding of leafy shrubs.
18	Dozens of campfire smoke columns can be seen wafting over a high ridge to the north.
19	A tall obelisk with ancient silver markings rises from the depths of a shallow crater. The floor of the crater is mirrored, reflecting the stars and moon overhead.
20	A lone dragon sails majestically through the sky. Has she spotted the adventurers? Is her lair nearby?

Oceans, Lakes & Rivers

1d20	OCEANS, LAKES & RIVERS
1	A powerful storm with heavy rain and high winds blows in. Watercraft might become damaged, or unsound craft threaten to break apart. Any kind of balance checks to retain steady footing are made at disadvantage.
2	The region of water is becalmed, stranding sailing vessels without oars. The travellers must make a group <i>Luck</i> save each day to determine whether the winds return.
3	Another boat (pirates, merchant galley, navy, etc) or craft (canoe, raft, small sailing craft) appears on the horizon, and changes course to intercept the travellers.
4	2d6 dolphins, seals, otters or other inquisitive but harmless marine life takes an interest in the travellers.

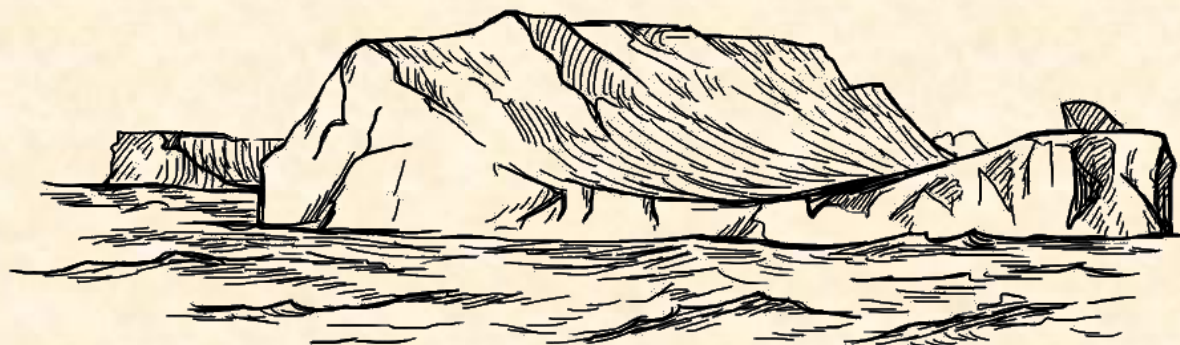
5	A damaged ship, houseboat or other water craft bobs in the current, half submerged. There is a 50% chance of a survivor (or perhaps the assailant, still looting, or in waiting for other marks).
6	5d4 Nixies (Water Sprites) take an interest in the travellers, swimming alongside or climbing aboard their craft.
7	2d6 Mermaids (as Harpy, but swims) attempt to entice the travellers into the water.
8	2d4 Giant Sharks set upon the travellers if possible.
9	2d4 Merrow attempt to ambush the travellers, scaling craft or hurling tridents at their prey, seeking to knock them into the water and drown them before eating them.
10	2d4 Giant Crocodiles (60%) or 1d6 Giant Sea Snakes (40%; use Giant Serpent, but amphibious).
11	A Sea Hag (as Hag, but amphibious and may spend an action to generate the following spell like effects once per day: <i>Charm Person</i> , <i>Fog Cloud</i> (but affects a 1 mile diameter), <i>Web (made of seaweed)</i> , <i>Suggestion</i> , <i>Wall of Ice</i> , <i>Cone of Cold</i>).
12	An Ochre Jelly is swimming on top of the water, slowly undulating towards its next meal.
13	A Marid (Water Genie) guards this region and interrogates travellers before deciding whether to allow passage.
14	1d4 Wyverns are hunting in the skies and decide the travellers are a potential meal worth investigating.
15	A highly territorial Water Elemental surges across the waves; 10 HD (70%) or 15 HD (30%).
16	An enraged Giant Octopus (50%) or Kronosaurus (50%, see Giant Crocodile variant) surfaces from the depths, intent on destroying all vessels and eating any humans it can find.
17	A ship or other watercraft, apparently in good condition, sits idle and apparently abandoned.
18	The water surrounding the travellers turns jet black in all directions. Birds diving for fish do not resurface from the inky water.
19	On the horizon, two ships or other water craft are in the midst of a pitched battle.
20	A hot air balloon ship flies overhead. The captain and his crew might be spying on the travellers, planning an attack, or just chasing lightning in the clouds.



1d20	PLAINS
1	Animal snares. 1d4 travellers must make a <i>Luck</i> (Dex) save or suffer 1d6 damage. On a damage roll of 6, the traveller suffers a fractured leg from the <i>Injuries & Setbacks</i> table.
2	A large band of paroling riders appear in the distance. The travellers might be able to negotiate passage, hide from them, or neutralize the encounter in some other way.
3	Heat stroke. The extreme sun requires each day time traveller to make a Con check or suffer 1 Con loss.
4	5d4 Giant Rats scavenging (70%) or 3d4 Dire Rats (30%).
5	3d10 Human Berserkers (60%) or 4d6 Beastmen raiders (40%).
6	Pack of 3d4 Wolves (70%) or 2d4 Dire Wolves (30%).
7	2d4 Centaurs on patrol, highly suspicious and hostile towards outsiders.
8	A thick fog has rolled in, reducing visibility to 60 ft. There is a 50% chance of another encounter in the fog.
9	1d4 Giant Eagles are hunting in the region.
10	2d4 Tigers (70%) or 1d4 Sabretooth Tigers (30%).
11	2d4 brawling Ogres, fighting over a captive, food, trinkets or an insult.
12	Wandering Owlbear (50%) or mated pair (50%).
13	3d6 Cyclops raiders are camping here.
14	A hungry Bulette is hunting here, evidenced by 6 ft wide holes scattered across the region (the tunnels have collapsed in on themselves).
15	A single Bloodroot Treant, masquerading as a normal tree, hoping to lure a meal.
16	An inquisitive Air Elemental zipping across the plains; 10 HD (70%) or 15 HD (30%).
17	A 100 ft wooden palisade has been erected here with a handful of tents inside. A solitary clay golem stands outside the entry gates.
18	A clear pond is located here. Wet humanoid footprints can be found nearby, circling the area. If the pond is explored, a dark underwater tunnel is discovered.
19	In the distance you spy a ring of cowed humanoids, raising their arms and voices to the sky. Moments later, a peal of thunder echoes overhead.
20	A 50 ft crater blackens the earth, at the centre of which lies a man sized meteorite of blue veined crystal. Strange footsteps lead away from the mysterious rock.

1d20	ROADS & TRAILS
1	A broken down cart, filled with firewood and other timber. Two elderly wagoners ask for help to mend the axle and get them back on the road. The wagoners have lived in the region many years, and might have useful information.
2	2d4 Adventurers chasing a rumour of lost treasure, magic or glory. They might invite the travellers to assist, consider them rivals, or ignore them, depending on the circumstances.
3	A thief locked in a crow cage is dying of starvation. She pleads with the travellers to release her, in return for a service or secret information of a valuable nature.
4	4d6 local Soldiers or Militia on patrol. They don't suffer cheek.
5	A merchant caravan (1d8: cloth, wine, foodstuffs, oil, trinkets/art, tools, plants, other) with 3d6 guards.
6	3d6 pilgrims making their way to a near (or far) shrine or temple.
7	A carriage carrying a noble, escorted by 3d4 knights or other heavily armed guards.
8	A robed woman with a shaved head on horse, escorted by three men with features reminiscent of a monkey, a pig and a fish. They are on a quest to locate some holy scriptures.
9	3d6 Bandits block the road, extorting a "road tax" from travellers. If asked how much, the leader replies " <i>How much ya got?</i> "
10	A Hag, posing as an old crone, makes polite conversation with the party, hoping to gain their trust and accompany them for a time. When the opportunity arises, she attempts to eat one of them before escaping. She leaves behind an Evil Eye pendant, to spy on her pursuers should they track her.
11	3d10 Human Berserkers (60%) or 4d6 Beastmen (40%) have decided to risk raids on road travellers, despite the occasional guard patrols, in the hopes of earning more valuable booty.
12	1d6 Wererats (60%) or Werewolves (40%) in human form and posing as merchants, explorers, farmers, labourers, miners or artisans, attempt to befriend the party and accompany them for a time. If rebuffed, or when the opportunity arises (or at the next full moon) they attack.
13	2d4 Beggars line the thoroughfare, asking for alms. One or more might belong to a network of spies, keeping an eye on the to-ings and fro-ings along the road.
14	A wagon carrying an undertaker and a number of coffins. He is armed with a well used sword, but would like the party to act as his guards till the next town (his prior guards got into a drunken brawl and were arrested). The undertaker might be Doppelganger, hoping to kill one of the travellers and take his place, hiding the body in one of the coffins.
15	1d6 smugglers with a carriage or textiles wagons, secreting transporting (1d8: false papers, slaves, gems, counterfeit currency, poison, floor plans, maps, other). Nosey travellers might get a sword in the gut, or an invitation to help out for a cut, depending on the circumstances.
16	A saddled but rider less messenger horse thunders past, saddlebags intact. Half a mile up the trail is the dead messenger's body with a broken neck, as if thrown from his horse. A severed chain dangles from a locked forearm clasp.
17	2d6 wealthy tourists visiting from the neighbouring towns and villages. They are accompanied by 4d6 guards. They are in good spirits and happy to share stories with other travellers.
18	A troupe of 3d6 performers, artisans and bards. Some might be opportunistic thieves or spies on the side.

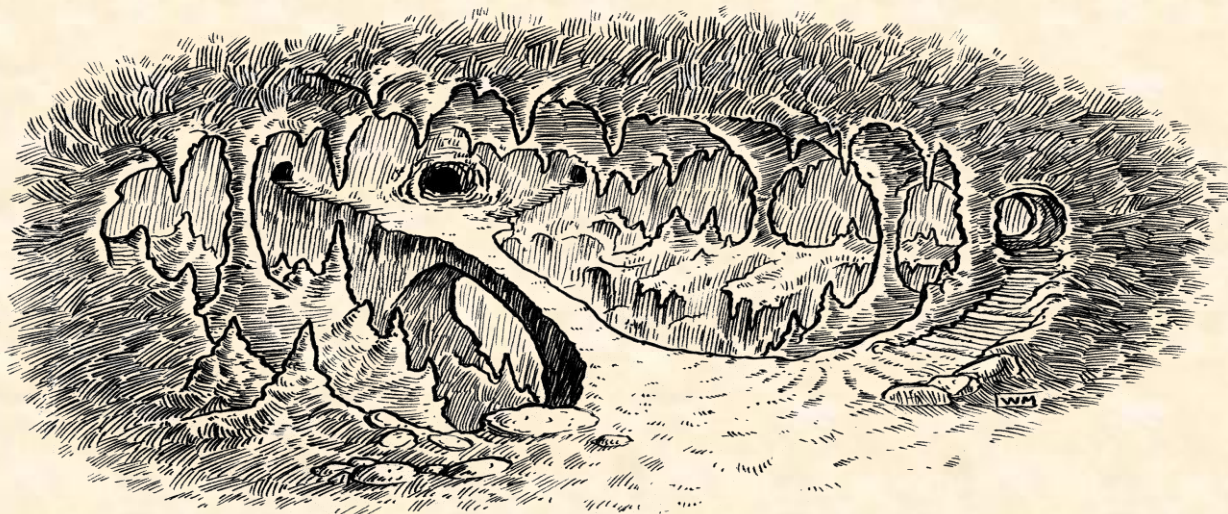
19	A detachment of 4d6 Knights are urgently hunting a criminal, traitor, or other human enemy. They interrogate everyone they encounter for any useful information. There is a 20% chance one of the travellers resembles their quarry.
20	A Bloodroot Treant has taken up residence beside the road, masquerading as a normal tree. Tell-tale signs of blood can be found around the base of the tree.



Snow & Ice

1d20	SNOW & ICE
1	A terrible blizzard lasting many hours erupts. Unless they can find or build adequate shelter, each traveller must make a <i>Luck</i> (Con) save or suffer 1d4 Con loss.
2	Avalanche! Each traveller suffers 4d6 damage (<i>Luck</i> (Dex) save for half).
3	A crevasse breaks open beneath the lead traveller, who must make a <i>Luck</i> (Dex) save or fall to the bottom (1d10 x 10 feet deep).
4	3d10 Human Berserkers (30%) or 4d6 Beastmen raiders (40%) or 3d6 Urgot with an Urgozer (30%).
5	Pack of 3d4 Wolves (70%) or 2d4 Winter Wolves (30%; as Dire Wolves).
6	2d6 explorers on an expedition. They might have useful information about the region.
7	2d4 Ice Beetles (as Fire Beetles, but a deep blue and without any luminescence).
8	A minor Water Elemental (flecked with ice) is gathering strength here.
9	Wandering Owlbear (50%) or mated pair (50%).
10	3d6 Cyclops scavenge here. They have been outcast from a larger tribe in more moderate temperatures, and are looking to resettle. They are in a particularly foul mood.
11	Lurking beneath the snow or ice is a Black Pudding that burrowed up from the earth before falling into a dormant state. Travelers approaching within 20 ft have a 50% chance of awakening the starving monster.

12	An Ice Bulette (as Bulette, but amphibious and immune to cold damage) hunts in this region. If burrowing up through ice, the travellers feel the tremors and cracks at least one round before it arrives (if burrowing up through clear ice, they will see it).
13	A lumbering, shaggy, ferocious 14 ft Yeti prowls here, hoping for warm flesh to feast upon (as Owlbear, but double hit points, <i>Off Turn Attacks</i> and immune to cold damage of all kinds).
14	A Roc flies far overhead, scouring the white wastes for a suitably sized meal. Humans make good snacks.
15	1d10 Frost Giants are hunting here. It's been a long time since humans were on the menu.
16	A 15 HD Water Elemental (quasi ice) resides here. Unlike most of its kind, it has developed a degree of intelligence (Int 4), and will attempt to communicate with the travellers. It is interested to learn about what lies beyond the white drifts.
17	A Purple Worm lies dormant here beneath the ice, waiting for travellers of sufficient size or noise to wake it up.
18	A serpent like cave mouth is set into a mountain, ridge or escarpment. Flickering torchlight can be seen within.
19	A ring of humanoid statues, seemingly made of ice, encircle a black, altar like rock. On top of the altar is a red drinking horn.
20	Tremors have unearthed a large, metallic, 40 ft cylindrical object, encased in a shelf of deep ice.



Subterranean

1d20	SUBTERRANEAN
1	Rockfall! All travellers must make a <i>Luck</i> (Dex) save or suffer 2d6 damage. On a natural 10+ damage, all travellers must roll on the <i>Injuries & Setbacks</i> table.
2	Tremors have opened a large crevasse here, blocking the way. The crevasse is 1d4 x 10 ft wide and 1d10 x 10 ft deep.
3	A sudden underdark wind current rips through the passage, automatically extinguishing all non-magical lights. There is a 30% chance a green slime coincidentally drops from the ceiling to attack.
4	4d6 Beastmen raiders (40%) or 2d6 Urgot with an Urgozer (60%).

5	2d4 Giant Spiders lurking in webs strung across the ceiling and/or tunnels.
6	2d12 Giant Centipedes are crawling across the ceiling, antennae twitching for food.
7	2d4 patches of Yellow Mould growing in dark corners.
8	A Gelatinous Cube (60%) or Grey Ooze (40%) is silently stalking the passages here.
9	3d4 Serpentmen (Hraarsk) with 2d4 Hybrids (Ssurlocs), and 10% chance of 1 Noble (Razkarrt).
10	3d6 Cyclops patrol this area and would welcome some sport splattering puny humans.
11	An Ochre Jelly (60%) or Black Pudding (40%) is searching for flesh to consume.
12	1d12 Trolls roam these tunnels, sniffing the air for the scent of succulent flesh.
13	A Medusa lairs here. Life like statues might tip off travellers to the impending danger.
14	A Basilisk stalks these corridors, petrifying and then devouring any living creatures it catches.
15	Tentacle Spawn (single 70%, or 1d4 30%) is exploring this area, and will gladly take the opportunity to devour a surface dweller's brains.
16	A Dao (Earth Genie) guards this area against intruders. It might be persuaded to allow passage in exchange for precious stones or metals, especially those not found in the region.
17	An Earth Elemental is resting in this area, and will be very surly if disturbed.
18	An empty well sits in the middle of a small chamber. If travellers listen carefully, they might hear clanking and grinding noises from below.
19	A 6 ft green devil face, with a wide open mouth, is set into the wall. The mouth is large enough to crawl into. The interior of the mouth is unnaturally black, as if absorbing the torchlight nearby.
20	A naturally formed side tunnel opens up into a gigantic cavern, populated with a small forest of giant fungi. In the centre of the fungi forest is a golden monolith with a crenelated top.

Swamps

1d20	SWAMPS
1	Quick sand pool. The leading traveller must make a <i>Luck</i> (Dex) save or be sucked underwater, suffering 1 Con loss in the scramble to escape.
2	Stinging insect swarm. Each traveller must make a <i>Luck</i> (Con) save or contract a wasting disease, suffering 1d4 Str loss each day. An apothecary might be able to cure the disease with the right healing herbs.
3	Poisonous bog fumes. Each traveller must make a <i>Luck</i> (Con) save or suffer 1d6 damage.
4	A swarm of 3d10 ravenous Stirges descend on the party.

5	4d6 Beastmen raiders (60%) or 2d6 Urgot with an Urgozer (40%).
6	5d4 Projectile Leeches lurking beneath the water (50%) or 2d12 Giant Centipedes concealed in ferns and bracken (50%).
7	2d4 Will o' Wisps seek to lure travellers into sink holes and quicksand.
8	4d4 Serpentmen (Hraarsk), possibly with 1d4 Hybrids (Ssurlocs, 40%).
9	2d4 Giant Crocodiles lay in wait, almost fully submerged in the filthy swamp water.
10	1d6 Giant Serpents, possibly with 1d4 Serpentmen Hybrids (Ssurlocs, 40%).
11	Hags living in ramshackle hut made of mud bricks; either 1 (70%) or a Coven of 3 (30%).
12	1d12 Trolls wander these moors, searching for sentient flesh to feast upon. When pickings are scarce, they go into a state of dormancy and sink beneath the dark waters, waiting for prey to rouse them.
13	A Medusa stalks this region. Travelers might bump into broken, life like statues hidden in pools or reeds.
14	Water Elemental 10 HD (70%) or 15 HD (30%).
15	Grove of 1d4 Bloodroot Treants. They attempt to drown passers-by.
16	An enormous Hydra hunts in this region, and hopes to drag at least one dead traveller back to its lair.
17	A gigantic, half submerged dragon skeleton lies in the water. Although partly decomposed, a number of scales remain intact and could be worked into a shield or helmet. A dragon hatchling lairs nearby.
18	A 10 ft wide pile of brownish green refuse sits in the middle of a dark pool. Careful examination of the pile reveals a number of shiny objects within. Anyone approaching the pile might notice ripples in the water, or tremors from the pile itself.
19	An ancient mangrove tree has carvings of capering, demonic frogmen lording over humans. A number of roots have merged with an oaken chest, sealing it shut more securely than any lock.
20	A houseboat stands elevated on high stilts within a mangrove cluttered moor. Smoke rises from a small chimney, and you can see light flicker behind one set of shutters. The insects here are eerily silent.



LOW FANTASY SETTINGS

The following works are some examples of settings well suited to Low Fantasy Gaming:

- **Conan's Hyborian Age** by Robert E. Howard.
- **Westeros** from **Game of Thrones** by George R.R. Martin.
- **Primeval Thule** campaign setting by Sasquatch Game Studio LLC.
- **The Lands of Legend** campaign setting for **Dragon Warriors** by Corgi Books Inc.
- **Birthright** campaign setting by TSR Inc.
- **Symbaroum** campaign setting by Jannringen.
- **Lankhmar** of the **Fafhrd and the Gray Mouser** stories by Fritz Leiber.
- **Warhammer's Old World** campaign setting by Games Workshop Ltd.
- The alternate earth of the **Rigante** novels by David Gemmell.
- **Middle Earth** (without so many non-humans) from **Lord of the Rings** by JRR Tolkien.



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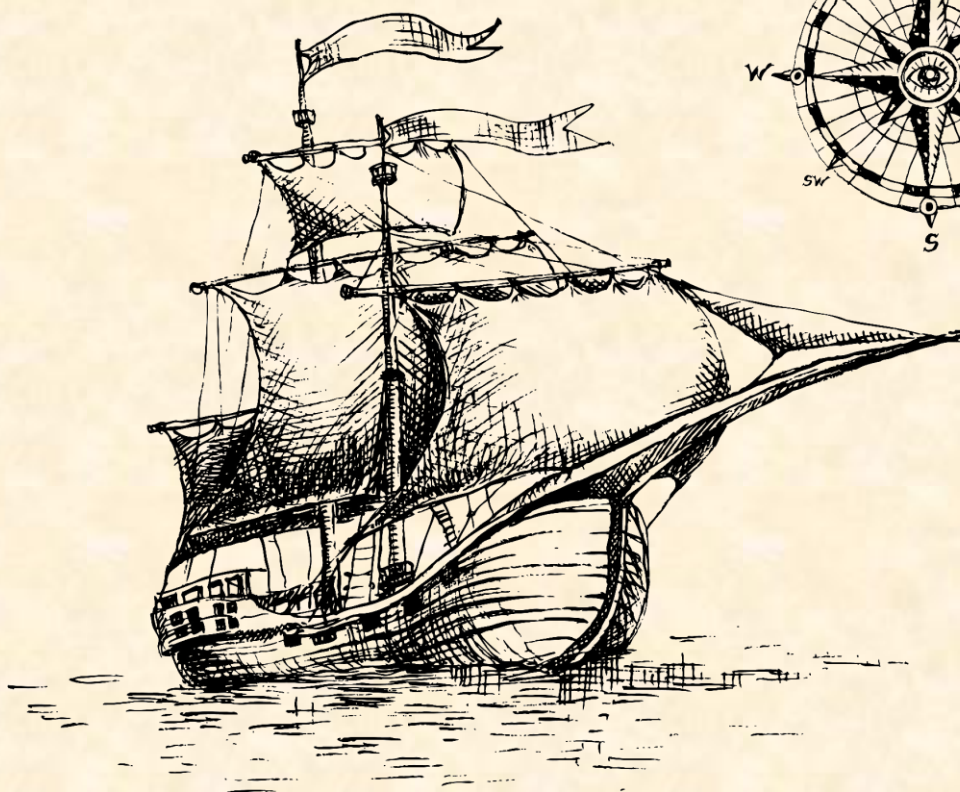
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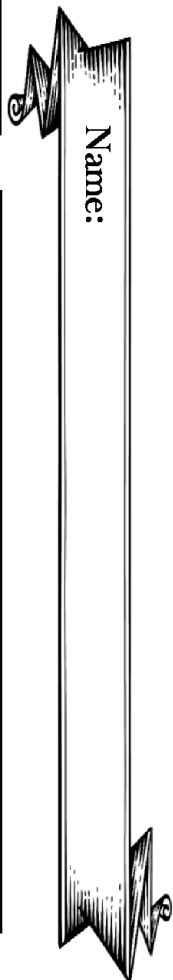
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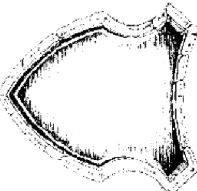
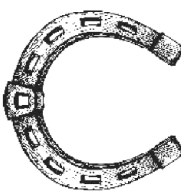
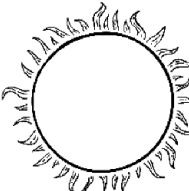
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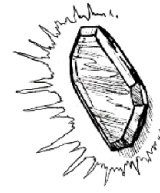
		
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Attribute	Score	Mod	Great Success	Terrible Failure
Strength				
Dexterity				
Constitution				
Intelligence				
Perception				
Willpower				
Charisma				

Weapon	Hit	Damage	Notes

SKILL	USUAL ATTRIB	PROF
Acrobatics	Dex	
Animal Lore	Int	
Apothecary	Int	
Arcane Lore	Int	
Athletics	Str or Con	
Deception	Cha	
Detection	Perc	
Gather Information	Int or Cha	
General Lore	Int	
Insight	Int or Perc	
Leadership	Cha	
Persuasion	Cha	
Sleight of Hand	Dex	
Stealth	Dex	
Traps & Locks	Dex	
Wilderness Lore	Int	





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