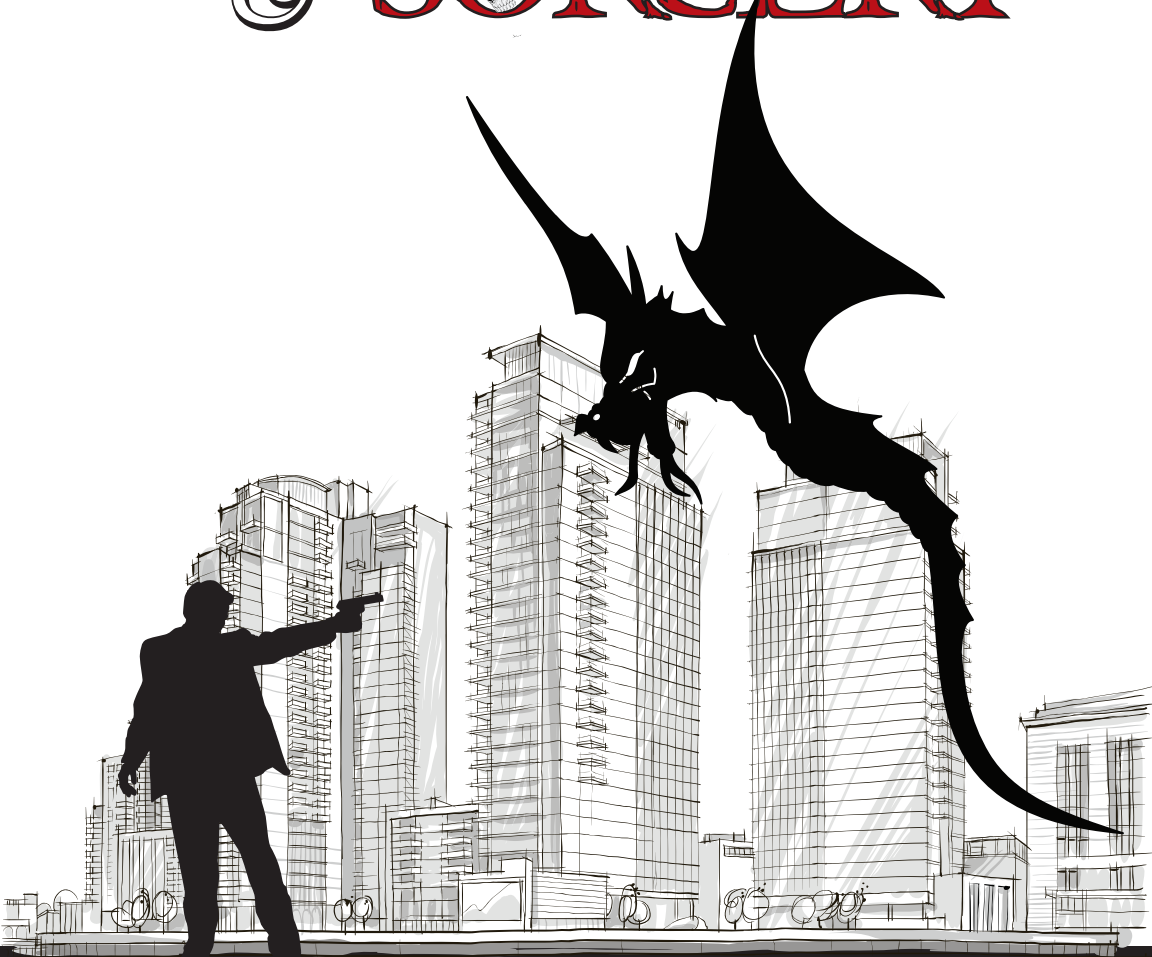


SKYSCRAPERS & SORCERY



MODERN OCCULT PULP ROLEPLAYING ADVENTURES


OSR
WHITE BOX
COMPATIBLE

BY ANTHONY C. HUNTER
SLEEPING GRIFFON PRODUCTIONS



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A special thanks to Matthew Finch for Swords & Wizardry, and of course to Mr. Gygax and Mr. Arneson and all of the other pioneers of the hobby, without whom we would have to find other outlets for our imaginations. A very special thanks to James M. Spahn of Barrel Rider Games and Bill Logan of DwD Studios, for without their inspiration in the form of White Star and White Lies, respectively, I likely would not have pursued this project.

I'd like to dedicate this to my friend, Wyatt Bruce, with whom I rolled dice for many years and who left us all too soon; and to my wife Linda for her infinite patience in listening to me expound upon my ideas.



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What if the world ended and no one really noticed?

What if almost everyone just picked themselves up the next day, dusted themselves off and went back to their routines as if nothing major had happened?

That is what happened here. Sometime in the late part of the 19th century, something exploded in several places around the world at the same time. Scientists say they think it was a number of comets or some other sort of space body hitting the planet. Some people claim that we were being attacked by Martians. Some folks just didn't really notice. The explosions caused lots of death and destruction and affected every continent in the world.

Cities were wiped out, millions of people died in an instant. After a few weeks of having the routine disrupted, most of the survivors started going back to work. After all, the mail had to be delivered, the cows milked and the stores opened.

Things changed that day though. Nightmares became reality. Creatures from myth and legend either became real or crawled out of whatever holes they had been hiding in before the event.

Most people seldom travel more than a few hours away from their homes, so those in the 'safe' areas soon forgot the event, and as time has passed, more and more people have forgotten. We all know there are areas you don't want to travel to, but we've pretty much forgotten why.

Oh, and magic works now. Perhaps it always did, but it seems that there are more people around who make use of it. They still don't advertise the fact very broadly, because ordinary folks either think they are lunatics or charlatans.

Strange things live in the shadows of the world. Other worlds seem to have intruded upon ours and you are one of the few who decided to take notice and take action. Folks have names for people like you, the most polite of which is Adventurer. There is something that makes you want to notice the world and what goes on outside the daily humdrum lives of everyone else, and you have an itch to explore the dark corners and possibly even right some wrongs.

It's been several decades since the Event and you have decided that it is time to scratch the itch of Adventure. Welcome to Skyscrapers & Sorcery, may your adventures be many and fruitful and may your lives be valiant and your death be bravely faced.

WHAT IS THE TIME PERIOD FOR THE GAME?

The setting for *Skyscrapers & Sorcery* is intentionally left somewhat vague. This is a cinematic setting, where anachronisms abound, portable phones exist, but they are larger, flip-open phones, not small, hand held computers like you see everywhere today and service is often spotty at best, especially, it seems when you are in one of 'those' areas. You know the ones; the sketchy neighborhoods, those times you are in a dark and foggy cemetery or out in the woods, or when your car breaks down on some rural back road.

Pay phones exist in the towns and cities, being more prevalent than they are in our world. Fashion and technology seem to be a strange blend of 1960's through 1990's, with the parts the referee feels most comfortable including or excluding. Offices often have computer terminals on their desks, but fancy color monitors and games have not become the norm as they are in our world.

Although the world is far from a Politically Correct utopia, gender and color seems to be less of an issue than it might be, most likely because deep down, people know that the thing they need to worry about are more than skin deep.

Competence and conformity are rewarded in business. In smaller areas, strangers may be eyed with suspicion just because they are not 'known.'

It is not typically the cinematic wild west however; going on a shooting spree in the middle of the city or town you are in is likely to end up with your adventurer behind bars, shot and cuffed to a hospital bed or in line for the electric chair.

The excuse of "He was a werewolf" or "She was a Vampire" might turn that hospital bed into the psych ward or those bars a padded cell in the local asylum, so exercise caution and be sure to not start a gunfight where there are witnesses around, at the very least.

On the other hand, forensic science is not up to the mythological levels depicted in television crime procedurals, nor are computers available in every department store or found in every household, so facial recognition is most likely a thing of spy novels and science fiction. Of course, that three headed crocodile you shot in the Everglades last month is pretty much the stuff of science fiction (or at least horror fiction) too, so, take that for what it's worth.

This is a game, set in what is effectively the world of B-Movies and Bad Dreams. In other words, have fun, because the Referee sure will. Now then, turn the page and let's start creating your adventurer . . .

GETTING STARTED

Skyscrapers & Sorcery requires at least two participants; The Referee and the Player. For players, the first step is to create your Adventurer (also referred to as a Character). This is a simple matter of performing the simple functions listed on the following pages, such as rolling some dice and making a few choices regarding Adventurer Class, background and picking your starting equipment. If you are the Referee, however, you have a bit of work to do in preparing for a game. Check out the Referee's section for more details.

RULE NUMBER ONE

The most important rule in Skyscrapers & Sorcery is that the Referee always has the right to modify the rules to suit his campaign and personal needs. Actually, the Referee is encouraged to do so. Make this game your own, the setting is purposely vague and general beyond a few, set points, and even those are easy enough to take a hammer to, if you so desire.

The rules will be vague on many points, and this is intentional, after all, a great deal of the fun for "old school" type gaming is the ability to wing it and go, rather than having to stop the game to look up the rules for toe stubbing and teeth brushing.

DICE

Skyscrapers & Sorcery uses several different types of polyhedral dice, and they are abbreviated according to the number of sides they have. For example, a six-sided die is noted as a "d6." If the text states that the character should roll "3d6", that means they would roll three six-sided dice and add the results together for a total. Other types of dice are used in the same manner. The most commonly found and used dice in this game will be six-sided, and twenty-sided dice. Four-sided, eight-sided, ten-sided, twelve-sided are also used upon occasion but having a half dozen or so six sideders and a twenty sider will typically have you what you need.



ADVENTURER DOSSIER'S (CHARACTER SHEETS)

A dossier is a collection of documents regarding a specific person, event or item. In gaming terms, this is typically called a Character Sheet. A simple one will be presented at the back of this book. Frankly, a plain 4" x 6" index card would work fine as a character record as well, or a composition book if you want something with lots of pages for a detailed record of your Adventurer and his exploits.

Enough of that, let's create your Adventurer . . .

ATTRIBUTE SCORES

Adventurers all have six scores which represent the basic physical, mental and spiritual attributes that define their raw ability to perform. These (and their common abbreviations) are as follow:

Strength (STR)- A measure of muscle power and physical prowess

Intelligence (INT) - A measure of the Adventurer’s ability to grasp concepts, learn and remember

Wisdom (WIS) - Common sense, perceptiveness, willpower and faith

Constitution (CON) - A general measure of the Adventurer’s health and hardiness

Dexterity (DEX) - Eye-hand coordination, agility and fine motor skills

Charisma (CHA) - A measure of the Adventurer’s ability to relate to others and general appeal

Determining Attribute Scores

The primary and accepted method of determining your Adventurer’s Attribute Scores is to roll 3d6 in order, recording the results on each Attribute as you roll them. This allows luck to have some influence over the course your Adventurer takes through his career.

Alternate Attribute Score Methods

Place as desired: Roll 3d6 six times and place the results in the order desired.

Tougher Characters: Roll 2d6+6, six times, also placing the results as desired. This will often result in Adventurers with better scores. This is desired by some Referees and Players.

Other: If you have a method you prefer that you have used in other games, feel free to use it here. No method will ‘break the game’ as long as the Referee and Players are having fun, after all, it is a game and we are all here to have fun. Attribute bonuses also apply to Ability Checks.

ATTRIBUTE SCORE	3-6	7-13	14-17	18+
DESCRIPTION	Below Average	Average	Above Average	Superhuman
COMMON MODIFIER (if no other applies)	-1	+0	+1	+2

STRENGTH - A high Strength gives all Adventurers bonuses to attacks and damage in close combat. Strength is the Prime Attribute for many in the Tough Class.

STRENGTH SCORE	3-6	7-13	14-17	18+
CLOSE COMBAT HIT MODIFIER	-1	+0	+1	+2
CLOSE COMBAT DAMAGE MODIFIER	-1	+0	+1	+2
ACTION CHECK MODIFIER	-1	+0	+1	+2

DEXTERITY - A high Dexterity improves an Adventurer’s defense (Armor Class) and gives bonuses when attacking with Ranged weapons such as thrown weapons, bows and firearms. Dexterity Modifiers also apply to damage delivered with ranged attacks. Dexterity is the Prime Attribute choice for the Tough and Snoop Classes.

DEXTERITY SCORE	3-6	7-13	14-17	18+
RANGED COMBAT HIT MODIFIER	-1	+0	+1	+2
RANGED COMBAT DAMAGE MODIFIER	-1	+0	+1	+2
ARMOR CLASS ADJUSTMENT	+1 [-1]	+0	-1 [+1]	-2 [+2]
ACTION CHECK MODIFIER	-1	+0	+1	+2

CONSTITUTION - A high Constitution grants your Adventurer additional Hit Points. Negative modifiers will not reduce minimum Hit Points gained per level below 0. Constitution is the Prime Attribute for the Hunter Class.

CONSTITUTION SCORE	3-6	7-13	14-17	18+
HIT POINT MODIFIER	-1	+0	+1	+2
ACTION CHECK MODIFIER	-1	+0	+1	+2

INTELLIGENCE - A high Intelligence affects the number of languages your Adventurer knows and has a direct bearing on an Occultists ability to affect others with their spells. Occultists may apply their Intelligence Bonus (if any) as a negative modifier to a target's saving throw against any spells they cast. All Adventurers gain fluency in one additional language for every point of Intelligence over 9 they possess. Intelligence is the Prime Attribute for the Occultist Class.

INTELLIGENCE SCORE	3-6	7-13	14-17	18+
SAVING THROW MODIFIER	-1	+0	+1	+2
BONUS OCCULTIST SPELLS*	N/A	+0	+1	+2
ACTION CHECK MODIFIER	-1	+0	+1	+2

** May be applied to any level of spells known.*

WISDOM - Faithful may apply their Wisdom Bonus (if any) as a negative modifier to a target's saving throw against any Miracles they bring to bear. Any Adventurer with a Wisdom of 13 or higher receives a +5% bonus to all experience points awards. Wisdom is the Prime Attribute for the Faithful and Snoop Classes.

WISDOM SCORE	3-6	7-13	14-17	18+
SAVING THROW MODIFIER	-1	+0	+1	+2
ACTION CHECK MODIFIER	-1	+0	+1	+2

CHARISMA - Any Adventurer with a Charisma of 13 or higher receives a +5% bonus to all experience points earned. Charisma also determines the number of Skilled Assistants the Adventurer may have at any one time (General Laborers can be had by anyone with money, but those with special skills require special handling above and beyond the mere paycheck). Charisma also modifies the loyalty and reactions of all NPCs. Charisma is the Prime Attribute for the Glib Class.

CHARISMA SCORE	3-4	5-6	7-8	9-13	14-15	16-17	18+
LOYALTY & REACTION MODIFIER	-2	-1	+0	+1	+1	+2	+2
SKILLED ASSISTANTS	1	2	3	4	5	6	7
ACTION CHECK MODIFIER	-1	-1	+0	+0	+1	+1	+2

CHOOSE AN ADVENTURING CLASS

Once you've rolled and placed your Attribute Scores, the next step is to determine your Adventuring 'Class.' There are six classes in the base game: Tough, Hunter, Occultist, Faithful, Snoop and Glib. Your Referee may also have additional classes available that they've either created themselves or brought over from another product.

Skyscrapers & Sorcery is designed in such a way that if you wanted to import a character class from another product, it should be easy to do, as long as your Referee is amenable to the idea. The only requirement for choosing a particular Adventuring Class is you must have a minimum score of 9 in the Prime Attribute for the Class.

After choosing your Adventuring Class, be sure to note any experience point bonuses your Adventurer qualifies for. It is based on your Wisdom (possible +5%), your Charisma (possible +5%) and the Prime Attribute for the Adventuring Class you chose (+5% if the Prime Attribute is 13 or higher), for a maximum possible experience point bonus of +15%.

An Adventuring Class does not necessarily reflect the experience and professional training of the individual before they became an Adventurer, it does reflect the focus of their special abilities and the path they will travel on their roads to Adventure, however.



Multi-Class Adventurers

Only available if your Referee agrees to allow multi-class Adventurers. You may choose Two or Three Adventuring Classes for your character to follow.

This has benefits, but costs as well. In order to Multi-Class, the Prime Requisite in each Class must be 13 or higher (and your Adventurer only gains the single +5% experience bonus for having high Prime Attributes).

The experience required to level is the sum of all Adventuring Classes, but your Adventurer gains the better of all available Hit Dice, Base Hit Bonuses and Saving Throws from their Classes. They also get all bonuses for Saving Throws and Action Checks, and all special abilities of the class.

They get the combined (or better) options from weapons training and armor training.

Classes with the same Prime Requisite may be chosen as a multi-class option, but the Prime Requisite must be 15 in this instance.

TOUGH

A natural born warrior, the Tough has a natural ability with dishing out mayhem, whether it be up-close and personal or from a distance. Often found in the front-lines of any group of Adventurers, an experienced Tough is capable of either wading through less-skilled opponents with an ease that appears downright mystical, or delivering deadly, precision attacks.

Prime Attribute: A Tough may choose between Strength and Dexterity for their Prime Attribute. This choice is made at Adventurer creation and may not be changed.

Combat Training: Toughs possess a preternatural affinity with all weapons and armor, even if they have never encountered their like before.

Saving Throws: Their naturally combative nature grants a +2 bonus to all Saving Throws versus Stuns and to avoid the effects of area effect attacks, such as explosions and the like.

Skill Training: Toughs receive a +1 bonus when evaluating and repairing weapons and armor, and in any check involving strategy and tactics.

This improves to +2 at 4th Level and +3 at 9th Level.

Class Abilities: A Tough may choose from one of the following special abilities:

Deadly Focus: A +2 bonus to all damage and attack rolls. Increases to +3 at 5th level and +4 at 9th level

or

Combat Machine: When fighting foes of 1HD or less, a number of extra attacks may be made equal to the Toughs Level +1. At level 5, this increases to foes of 2HD or less and at Level 9, it increases to foes of 3HD or less. Against groups of mixed hit dice, use the HD of the most dangerous foe the Tough is currently capable of attacking. These attacks may be made with any type of armed or unarmed attack.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2200	2	+1	13
3	4400	3	+2	12
4	8800	4	+2	11
5	17600	5	+3	10
6	35200	6	+4	9
7	70400	7	+4	8
8	140800	8	+5	7
9	281600	9	+6	6
10	563200	10	+6	6

SNOOP

Snoops are not simply nosy, they excel at ferreting out hidden information and getting into places where they are not wanted. Snoops often excel at jobs such as detectives (private or otherwise), thieves, spies and the like.

Prime Attribute: A Snoop may rely on either quick reflexes or a keen intellect in the course of their adventuring, and thus, may choose to have either Dexterity or Intelligence as their Prime Attribute. This choice is made when the Adventurer is first created and may never be changed.

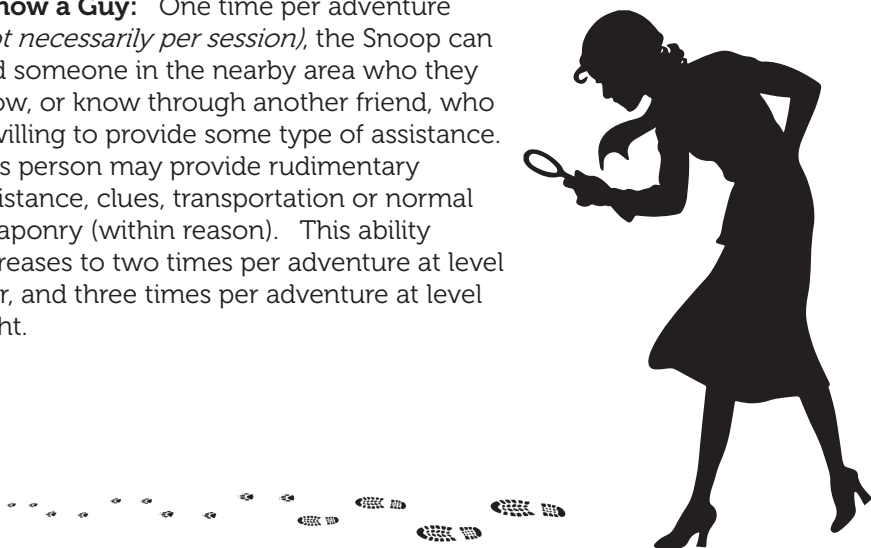
Combat Training: A snoop is limited to wearing Light Armor, and is proficient with 1 handed melee weapons, thrown weapons, revolvers, semi-automatic pistols, crossbows and shotguns.

Saving Throws: A Snoop receives a +2 bonus to Saving Throws to withstand Interrogation and attempts at Deception directed towards them.

Skill Training: A Snoop receives a +1 bonus on any Action Check involving Perception, Interrogation, Opening Locks, or performing Research. This improves to +2 at 4th Level and +3 at 9th Level.

I Know a Guy: One time per adventure (*not necessarily per session*), the Snoop can find someone in the nearby area who they know, or know through another friend, who is willing to provide some type of assistance. This person may provide rudimentary assistance, clues, transportation or normal weaponry (within reason). This ability increases to two times per adventure at level four, and three times per adventure at level eight.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	13
2	1150	2	+0	12
3	2300	2+1	+1	11
4	4600	3	+1	10
5	9200	4	+2	9
6	18400	4+1	+2	8
7	36800	5	+3	7
8	73600	6	+3	6
9	147200	6+1	+4	6
10	294400	7	+4	6



HUNTER

Some folks enjoy camping, some folks are able to tell which way is north if they have a compass, but a Hunter is truly at home in the wilds. They are attuned to the rhythm of the natural world. Often found working as guides, big game trackers, or perhaps they simply prefer to spend as much time away from the big city as possible. A Hunter is a great addition to an Adventuring party.

Prime Attribute: Constitution is the Prime Attribute of the hearty and robust Hunter.

Combat Training: A Hunter is limited to wearing Light Armor, and is proficient with all melee weapons, revolvers, semi-automatic pistols, bows, crossbows, slings and slingshots, rifles and shotguns.

Saving Throws: The robust nature of the Hunter grants them a +2 to saving throws versus poison. They also get a +2 bonus to saving throws to avoid being caught in snares or being entangled.

Skill Training: A Hunter receives a +1 bonus on any Action Check involving Perception, Survival, Tracking and/or any checks to identify or 'read' the mood of animals. This improves to +2 at 4th Level and +3 at 9th Level.

Bagging the Game: Hunters get a +2 bonus to all attack and damage rolls made against normal Animals. At level three this improves to includes any monsters that resemble animals, and at level eight, this increases to a +3 bonus and includes all non-humanoid creatures and animals.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	13
2	1600	2	+0	12
3	3200	3	+1	11
4	6400	4	+2	10
5	12800	5	+2	9
6	25600	6	+3	8
7	51200	7	+3	7
8	102400	8	+4	6
9	204800	9	+5	6
10	409600	10	+5	6



FAITHFUL

Empowered by their faith in their beliefs, the Faithful are able to channel the strength of their faith into the form of miracles. Faithful are not of any particular religion, nor, even necessarily, of a religion.

Prime Attribute: Wisdom is the Prime Attribute of the Faithful.

Combat Training: The Faithful are able to use Light and Medium Armor and are proficient in the use of all melee weapons, thrown weapons, bows, crossbows, revolvers, semi-automatic pistols, and shotguns.

Saving Throws: The beliefs of the Faithful grant them a +2 to saving throws against Fear and Charm effects.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1500	2	+0	14
3	3000	2+1	+1	13
4	6000	3	+1	12
5	12000	4	+2	11
6	24000	4+1	+3	10
7	48000	5	+3	9
8	96000	6	+4	8
9	192000	6+1	+4	7
10	384000	7	+5	6

Skill Training: The Faithful receives a +1 bonus on any Action Check involving Occult Knowledge, Religion, and Philosophy. This improves to +2 at 4th Level and +3 at 9th Level.

Smite the Unholy: Faithful gain a +1 to all damage and attack rolls made against undead and demonic creatures. This increases to +2 at level five

Miracles: The Faithful are able to channel their faith into the form of Miracles. The following table shows how many Miracles they may call upon each day and of what power level.

MIRACLE LEVEL					
LEVEL	1	2	3	4	5
1	---	---	---	---	---
2	1	---	---	---	---
3	2	---	---	---	---
4	2	1	---	---	---
5	3	2	1	---	---
6	3	2	2	1	---
7	4	3	2	2	1
8	4	3	3	2	2
9	5	4	3	3	2
10	5	4	4	3	3



OCCULTIST

Undeterred by the notion that there are things Man was not meant to know, the Occultist delves into the depths of Arcane Knowledge and seeks to wield the powers that they find.

Prime Attribute: Intelligence is the Prime Attribute of the Occultist.

Combat Training: The Occultist are able to wear Light Armor only and are proficient with all melee weapons, thrown weapons, crossbows, revolvers, semi-automatic pistols, and shotguns.

Saving Throws: The arcane training of the Occultist provides them with a +2 bonus to saving throws versus Spells and also against the player's choice of Fear or Poison (chosen at Adventurer creation and cannot be changed).

Skill Training: The Occultist receives a +1 bonus on any Action Check involving Scholarly knowledge about obscure subjects, the occult, cultures, and languages. This improves to +2 at 4th Level and +3 at 9th Level.

Magical Training: The Occultist can do any of the following at will (maximum one of the following per round): Create a globe of soft light that illuminates a 5' radius around themselves; Enhance the volume and impressiveness of their voice or the voice of another within 10'; may concentrate and detect the presence of magical auras and read magical writings. No Action Check is required to do any of these effects.

Arcane Spellcasting: Occultists maintain a spellbook and are able to learn and cast magical spells. The following table shows how many Spells they may call upon each day and of what power level. Spells must be prepared beforehand, requiring 10 minutes of study per level of the spell to commit it to memory, or change the spells that the Occultist has prepared.

LEVEL	XP	HD	BHB	ST	SPELL LEVEL				
					1	2	3	4	5
1	0	1	+0	15	2	---	---	---	---
2	2000	2	+0	14	3	---	---	---	---
3	4000	2+1	+1	13	4	1	---	---	---
4	8000	3	+1	12	4	2	---	---	---
5	16000	4	+2	11	5	3	1	---	---
6	32000	4+1	+2	10	5	4	2	---	---
7	64000	5	+3	9	6	4	3	1	---
8	128000	6	+3	8	6	5	4	2	---
9	256000	6+1	+4	7	7	5	4	3	1
10	512000	7	+4	6	7	6	5	4	2

GLIB

Fast talking, quick thinking, social manipulators. All of these and more describe the typical Glib. Confidence men, politicians, shysters and the like often find a talented Glib amongst their number. A Glib in the Adventuring party can be a useful addition when you are faced with recalcitrant NPC's with whom you would rather avoid violence.

Prime Attribute: Charisma is the Prime Attribute for the Glib.

Combat Training: The Glib typically prefer to avoid combat, but are still able to handle themselves in a tight situation. Light Armor is the only armor allowed them, but they are proficient in all 1 handed melee weapons, thrown weapons, revolvers, semi-automatic pistols, shotguns, crossbows, and sub-machine guns

Saving Throws: The necessity of living life ready to react quickly to changing social situations reflects itself in a Glib receiving a +1 bonus to all saving throws made when interacting with another humanoid being.

Skill Training: The Glib receives a +1 bonus on any Action Check involving Persuasion, insight into the motives of others and Languages. This improves to +2 at 4th Level and +3 at 9th Level.

Silver Tongued: The Glib has the ability to place one or more intelligent beings into a trance-like state with the sound of their voice. The Glib may affect a number of beings equal to their HD +1. The target must be able to see and hear the Glib and if they fail a Saving Throw, they will be enraptured by the spiel coming from the Glib, even if it is sheer nonsense. The distractions posed by nearby combat or other dangers will give the target a +2 bonus to their saving throw. Glib may use this ability one time per day for every three levels of experience or fraction of that they possess, and must continue speaking to maintain the effect.

Alternately, the Glib may use this ability to inspire companions and allies, granting them a +1 bonus to all rolls (including attack and damage), for the duration of their speech. This may be used to affect a number of allies equal to half the Glib's Charisma score + 1 additional ally per three levels the Glib possesses.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	1500	1+1	+0	13
3	3000	2	+1	12
4	6000	2+1	+1	11
5	12000	3	+2	10
6	24000	3+1	+3	9
7	48000	4	+3	8
8	96000	4+1	+4	7
9	192000	5	+4	6
10	384000	5+1	+5	6

CAREERS

As mentioned previously, Adventuring Classes are not necessarily indicative of what the Character did before becoming an Adventurer (or during their non-adventuring hours). Your Adventurer did not simply spring fully formed from the forehead of Zeus or Cthulhu or any other entity (well, except for actually springing forth fully formed from the minds of the player, but I'm talking about in the game, not reality. No, really, that's what I'm trying to do here. Oh, where were we?)

They had lives and, most likely, jobs prior to succumbing to the siren call of the madness known as Adventuring. This background information can come in handy with granting bonuses to Action Checks that may have some bearing on tasks the Adventurer is attempting.

Each Adventurer gets three ranks they may place into any background career they desire (and the referee approves, check before you list your Adventurer as having been a designer of World Destroying Space Stations that look like Small Moons and be sure it's acceptable), and may have up to three careers prior to Adventuring. 1 rank indicates that your Adventurer was a trained professional in the career; 2 ranks indicate expertise and someone with 3 ranks is a noted master in the career. These Career ranks can be added to Action Checks that the player and referee agree have some relation to the task being attempted.

Example: Mason's Adventurer, the Tough (STR based), Tyrone Masters, was a Musician (2 ranks) and an Electrical Engineer (1 rank) before becoming an adventure. His party finds a strange rifle, that they saw being used to fire what appeared to be lightning bolts. Although Tyrone can easily fire the weapon, being a Tough, he's interested in determining it's power source. Tyrone gets a +1 for Action Checks involving examining weapons, and because of his prior Career as an Electrical Engineer, the referee allows him to add the ranks from that career to the Check as well.

Example Careers (this is by no means a comprehensive or exhaustive list)

Actor	Engineer	Rancher
Artist	Farmer	Sailor
Athlete (type)	Firefighter	Scholar
Aristocrat	Laborer (type)	Scientist
Burglar	Lawman	Singer
Con Artist	Mechanic	Soldier
Craftsman (type)	Merchant	Spy
Detective	Musician	Telephone Operator
Domestic Servant	Physician	Veterinarian
Drifter	Pilot	Welder
Driver	Priest	Woodworker
Electrician	Rancher	Writer

ACTION CHECKS

Rather than trying to have an exhaustive list of skills, the Adventurer can pretty much attempt any action they wish to try. Success or failure on an action can either be automatically determined by the referee based upon the situation and the description of what the Adventurer is doing, or, if needed, a roll of the dice can be made. Action Checks should only be made when there is some urgency to the action, whether pressed for time because enemies are approaching, or the ledge your Adventurer is standing on as she tries to pick the lock on a door is crumbling, that type of thing. Assume that any normal action, or any action that make sense based upon the Adventurer's Class and/or prior Career can reasonably be performed, given enough time and the proper resources.

Should a dice roll be called for, it is a simple procedure; Roll two six-sided dice, add them together along with any applicable modifiers, and should the results total 9 or higher, the roll succeeds.

In our previous example, Tyrone was attempting to determine the power source of the strange lightning rifle the party found. Normally, with a few hours of quiet study, this would be a given for Tyrone.

Unfortunately, he has decided that he needs to know the power source as an angry mob of goblins are trying to break open the door and the ground begins to shake as the secret volcano lair of the Goblin Mad-Scientist nears the end of its self-destruct countdown Tyrone started.

Mason rolls 2d6, getting a 4 and a 3, for a roll of 7. Fortunately, Tyrone gets a +1 because he is a Tough examining a weapon, and another +1 because he has a career in Electrical Engineering, bringing his total to 9.

This allows Tyrone to find the panel on the gun that holds the sliver of Miraculium, a rare mineral that the Referee mentioned in passing earlier that would be needed to open the only other door that will get the party out of the lab without having to face erupting volcanoes and hordes of angry Goblins.



SAVING THROWS

Quite often, during the course of Adventuring, a hazardous situation, an incoming spell, the explosion of a hand grenade or some other issue will occur that will cause the Referee to ask for a 'Saving Throw.'

Every Adventurer has a Saving Throw number (ST in the Class experience table). To make a Saving Throw, roll one d20 and add or subtract any appropriate modifiers. If your final result is equal to or higher than the ST number for your current Level and Class, you have succeeded.

Success may indicate that your Adventurer has avoided the hazard completely, or it may mean that they only take a lesser effect. For instance, if your Adventurer succeeds on a Saving Throw to avoid the effects of a fireball spell or a hand grenade, a success will usually mean they take Half Damage, rather than full damage.

As Adventurers progress in levels, the number they need to roll for Saving Throws lowers, reflecting the relative ease with which experienced and savvy Adventurers can manage to avoid serious harm.

HIT POINTS

Hit Points (HP) represents the amount of stress and damage an Adventurer can withstand before becoming seriously wounded and in danger of dying. All Adventurers have 3 +/- Constitution Modifier Hit Points prior to becoming a First Level Adventurer. This number remains static, even though the additional hit points gained through experience may fluctuate.

All Hit Points are rolled with a number of d6 (+ CON modifiers, if any), as shown in the Hit Dice (HD) column of the experience table for their Class. Hit Points are re-rolled at each level, possibly resulting in a lower total for a level than was had before. This represents the wear and tear that an Adventurer takes over the course of their adventures, and reflects that they may be recovering from some serious injuries.

Players may, rather than rolling the dice, opt to take 3HP per HD instead of trusting to fate.

Tyrone, who has a Constitution of 15, giving him a +1 bonus to Con, began life with 4 Hit Points. Being a Tough he starts level one with 1+1 HD. He takes his chances with the dice and gets fairly lucky, rolling a 4. This gives him 4+1, with an additional +1 for his CON, earning him an additional 6 Hit Points. So at level one, Tyrone has a total of 10 Hit Points.

LANGUAGES

The Adventurers will all begin speaking English (or whatever Language the referee decides is primary to their game), and one additional language for every point of Intelligence over 9 that they possess.

Sara Dashiel, with her Intelligence of 16, having been raised in the Deep South of the USA, speaks English, and due to her Intelligence, has picked up six additional languages throughout her travels and education. Her player chooses Spanish, Hebrew, Arabic, German, Russian, and Hindi. This gives her a nice array of languages to choose from.

Unless otherwise noted by the Referee, players may choose their languages. If they would prefer to roll randomly, or the Referee so chooses, the table below may be used.

D20 ROLL	1D6 ROLL			
	1	2-3	4-5	6
1	Gaelic	Norwegian	Hungarian	Cherokee
2	Berber	Korean	Nepali	Burmese
3	Vietnamese	Afrikaans	Dutch	Uzbek
4	Italian	English	Spanish	Swedish
5-6	Japanese	French	German	Arabic
7-8	Greek	Portuguese	Turkish	Hindi
9-10	Persian	Russian	Polish	Hebrew
11-12	Malay	Mandarin	Cantonese	Ukrainian
13-14	Serbian	Haitian	Bulgarian	Zulu
15-16	Croatian	Creole	Thai	Bantu
17	Bengali	Romanian	Somali	Kurdish
18	Urdu	Chinese Dialect	African Dialect	Aramaic
19	Quechua	Javanese	Rapa Nui	Maori
20	Nahuatl	Navaho	Cree	Aleut

This is by no means a complete or necessarily linguistically accurate set of languages for our modern world, but it works fine for the world of Skyscrapers & Sorcery. Should the player wish knowledge of a language not listed here, or the Referee prefer more detail to the languages available, feel free to make the modifications desired.

STARTING EQUIPMENT

All Adventurers start have a home of some kind, comparable to their background and careers, and all of the general things that one accumulates in a home. If they have access to it and the Referee agrees that it is a reasonable item, then it can likely be found in their home.

TRANSPORTATION:

Roll 1d6 on the table below and the result reflects what type of transportation and/or vehicle(s) the Adventurer may have available to them.

D6 ROLL	VEHICLE TYPE	NOTES
1	New, Utilitarian	Choose a vehicle that costs \$800 or less from the vehicles list. It is brand new and fully paid for
2	Used, Junker	Choose a vehicle that costs \$700 or less from the vehicles list. It is 3d6+2 years old, but is fully paid for. It requires \$3d6 in repairs every month, however, to keep running
3	None	Your Adventurer does not own a vehicle, but has a Bus or Train Pass that allows one free trip per week to any location the Bus or Train goes.
4	Used, Utilitarian	Choose a vehicle that costs \$800 or less from the vehicles list. It is 2d6+2 years old, but is fully paid for.
5	Used, Fancy	Choose a Vehicle that costs \$1,500 or less from the vehicle list (or two that cost \$800 or less). The vehicle(s) are 2d6+2 years old, but are fully paid for.
6	New, Fancy	Choose a Vehicle that costs \$1,500 or less from the vehicle list (or two that cost \$800 or less). The vehicle(s) are brand new, but are fully paid for.

COMMON ADVENTURING GEAR

All Adventurers start with the following items:

- Backpack or Duffel Bag
- Knife or Dagger
- 1d3+2 Changes of clothing, appropriate to status and background.
- If the Adventurer has a Career with a ranking of 2 or 3, then they have appropriate tools for that career (may or may not be portable, depending upon the career).
- \$4d6x10
- Any one 'kit' from the Kits list
- Any eight items, including weapons and armor valued at \$150 or less

KITS

The following are pre-packaged kits available to Adventurers. For the expenditure of \$150 (or one choice from the eight items the Adventurer may choose), a kit may be upgraded to a 'Master' version, granting a +1 to Action Checks appropriate to the kit. (A cost to purchase is listed)

Burglar Kit - 30' Rope, Climbing Harness, Crowbar, Folding Grapnel, Black Clothing, including a mask and gloves, Glass Cutter, Suction Cup, Lockpicks, Small tin of machine oil. (\$125)

Camping Kit - Machete, Compass, 2-Person Tent, Sleeping Bag, Mess Kit, Canteen, 30' Rope, 10' x 10' Ground Tarp, Binoculars (\$100)

Cold Weather Kit - Polarized Goggles, Snowshoes, Skis, Ski Poles, Woolen Underclothing, Hooded Parka, Heavy Gloves (counts as light armor when worn), Ice Axe (\$150)

Climbers Kit - 100' Rope, Climbing Harness, Pitons, Crampons, Climbers Hammer/Pick, Gloves, Knee and Elbow Pads (\$100)

Demolitions Kit - Blasting Caps, Coils of Wire, Detonation Plunger, Wire Cutters, Timers, Electrical Tape, Duct Tape (\$150) (Explosives separate)

Disguise Kit - Makeup, Wigs, Fake Mustaches and Beards, Facial Putty, Dental Prosthetics (\$150)

Forgery Kit - Assorted Pens, Pencils and Papers, Stencils, Seal Stamps, Wax for Impressions, Small Carving Knives. (\$150)

Investigator Kit - Magnifying Glass, Tweezers, Plastic Bags, Pocket Notebook, Pencil, Fingerprint Kit, Small Microscope, Lockpicks. (\$150)

Physician Kit - Bandages, Surgical Instruments, Sutures, Hypodermic Needles, Common Pharmaceuticals, Small Bottle of Alcohol. (\$150)

Researcher Kit - Journal, Pens and Pencils, Penknife, Camera with Flash and Extra Film, Magnifying Glass, Dictionary (\$150)

Swim Kit - Flippers, Swim Mask, Snorkel, Dive Knife, Swimming Suit, Speargun (\$150)

EQUIPMENT LISTS - ALL PRICES IN DOLLARS

FIREARMS

WEAPON	DAMAGE	ROF	RANGE	AMMO	WGT	COST
Derringer [†]	1d6-1	1	10	1 or 2	1	20
Light Revolver	1d6	2	50	6	1	50
Revolver	1d6+1	2	50	6	2	75
Heavy Revolver	1d6+2	2	30	6	3	120
Light SA Pistol	1d6-1	2	50	8	1	75
Semi-Auto Pistol	1d6	2	75	12	2	120
Heavy SA Pistol	1d6+1	2	50	10	3	150
Submachine Gun [†]	1d6+1	2	50	20	4	500
Bolt Action Rifle Lever Action Rifle	1d6+2	1	150	4	5	150
Semi-Auto Rifle	1d6+2	2	150	8	5	200
Shotgun, Dbl-Barrel	1d6+3*	2	30	2	4	100
Shotgun, Pump	1d6+3*	1	30	5	5	120
Shotgun, SA	1d6+3*	2	30	5	5	200
Assault Rifle [†]	1d6+2	2	150	30	7	1500
Big Game Rifle	2d6+2	1	300	5	10	2000
Flamethrower [‡]	1d6/rd	1	30	10	15	200
Rocket Launcher [¶]	4d6	1/2	200	1	15	250

EXPLOSIVES

WEAPON	DAMAGE	ROF	RANGE	AMMO	WGT	COST
Fragmentation [¶]	3d6	1	25	---	1	20
Flash-Bang [¶]	Stun	1	25	---	1	10
Smoke	Smoke	1	25	---	1	10
Incendiary [¶] + [‡]	2d6	1	25	---	1	20
Dynamite [¶]	1d6/stick	1	15	---	1	15
Plastic Explosives [¶]	1d6+2/ charge	1	---	---	1	50

OTHER WEAPONS

WEAPON	DAMAGE	ROF	RANGE	AMMO	WGT	COST
Bow	1d6	2	60	1	4	50
Axe, Hatchet	1d6	1	4	---	3	10
Axe, Fire/Wood	1d6+2	1	---	---	6	20
Brass Knuckles [†]	1d6	1	---	---	1	10
Club / Ballbat [†]	1d6	1	---	---	3	10
Crossbow	1d6+1	1	80	1	5	60
Knife/Dagger	1d6-1	1	4	---	1	15
Machete	1d6	1	---	---	2	10
Nightstick	1d6	1	---	---	2	14
Sling/Slingshot [†]	1d6	1/2	30	1	---	2
Spear	1d6	1	10	---	5	15
Speargun [†]	1d6+1	1/2	30 ^w	1	3	50
Staff	1d6	1	---	---	5	10
Sword	1d6+1	1	---	---	3	100
Sword-Cane	1d6	1	---	---	3	120
Unarmed Attack	1d6-2	1	---	---	---	---
Whip	1d6-1	1	4	---	2	10

Weapon Notes

[†] Can fire a 5-bullet bursts as one attack, +2 to-hit, x2 damage.

¶ Explosive damage affects all in a 5' square and 1d6 less to adjacent 5' squares too, and so on until there are no more damage dice left. Half damage with Saving Throw.

§ Catches targets on fire (unless a Saving Throw is made) for 1d6 damage per round until put out.

[†] These weapons can be used by any class; no training needed.

* Shotgun damage decreases by 2 per range increment

^w Speargun range is for under water. Half the range and -2 to hit out of water

Weapons taken as part of the initial eight items selected include a holster/scabbard as appropriate and ranged weapons come with 20 rounds of the appropriate ammunition.



ARMOR

ARMOR TYPE	AC	WGT	COST	EXAMPLES
Light Armor	-2 [+2]	5	100	Leather Coat, Ballistic Vest, Studded Leather Armor
Medium Armor	-4[+4]	10	250	Reinforced Leather Overcoat, Chain Armor, Flak Jacket
Heavy Armor	-6[+6]	20	800	Plate Armor, Bomb Disposal Suit

SHIELDS

SHIELD TYPE	AC	WGT	COST	EXAMPLES
Shield ^T	-1[+1]	4	10	Buckler, Round Shield
Large Shield ^T	-2[+2]	8	25	Knight's Shield, Tower Shield

AMMUNITION

ITEM	COST	WGT	NOTES
Handgun Ammo	10	1	Boxes of 50
Rifle Ammo	20	2	Boxes of 50
SMG Ammo	50	2	Boxes of 40
Assault Rifle Ammo	100	2	Boxes of 60
Shotgun Ammo	10	1	Boxes of 20
Big Game Rifle Ammo	75	2	Boxes of 50
Flamethrower Fuel	100	4	Fuel Tank good for 10 rounds
Rocket Launcher Rockets	100	10	Price Each
Arrows	5	1	Box of 10
Crossbow Bolts	5	1	Box of 10
Sling Bullets	5	1	Box of 20
SPECIAL AMMUNITION			
Armor Piercing	x2	---	+2 to Hit, -1 Damage
Hollow Point	x2	---	-2 to Hit, +2 Damage
Non-Lethal (rubber bullets, beanbag rounds)	x1.5	+1	Target takes 1 point of Damage and must make a Saving Throw or be Stunned for 1d6+1 rounds.

WEAPON ACCESSORIES

ITEM	COST	WGT	NOTES
Scope	50	1	+1 to Hit on Aimed Shots. Increase Range by 50% for Aimed Shots
Weapon Mounted Flashlight	10	1	Frees up a hand and provides light as per standard flashlight
Shoulder Holster	10	1	Allows concealment of revolvers and semi-auto pistols under jackets and coats.
Weapon Case	10	1	Hard or Soft Shelled carrying case for weapon and ammunition
Belt Holster	5	1	Holster for handgun or scabbard for 1 handed melee weapon
Extra Magazines	2	---	Replacement Magazines for Semi-Auto Pistols, SMGs, SA Rifles, Assault Rifles (<i>not interchangeable, just the same price</i>)
Speed Loaders	2	---	Allows reloading of revolvers as one action.
Extended magazines	10	---	Increase Ammo Capacity by 50%
Suppressor	50	1	Reduces the sound of a shot, giving a penalty to Action Checks to hear the shot a -2 penalty

LUGGAGE AND CONTAINERS

ITEM	COST	WGT	NOTES
Backpack	10	2	Soft Military style pack
Duffle Bag	5	2	Large Duffle with cross body strap
Garment Bag	1	---	Holds 1 to 2 outfits with a minimum of wrinkling
Suitcase	15	2	Hardbody suitcase with locks
Briefcase	5	1	Leather Briefcase with locking clasp
Trunk	10	5	Large (4' x 3' x 3') Steamer-style trunk with lock
Framepack	25	3	Large backpack with frame. Reduces effective weight of contents by 75%
Purse or Messenger Bag	10	1	Crossbody bag for holding smaller items.

CLOTHING

ITEM	COST	WGT	NOTES
Business Wear	100	2	3 Piece Suit with necktie or Nice Dress/Skirt outfit with jacket
Casual Wear	20	2	Jeans or Khakis with casual shirt
Formal Attire	250	2	Tuxedo or Evening Gown
Fatigues	25	2	Military Style Fatigues
Coat	25	2	Outerwear, for cool weather
Jacket	10	1	Lighter weight outerwear, windbreaker style
Overcoat	75	2	Long Overcoat, typically worn over Business or Formal Wear
Parka	50	2	Heavy, insulated coat for cold weather
Casual Footwear	15	1	
Dress Footwear	25	1	
Formal Footwear	50	1	
Rugged Footwear	25	2	Combat or Hiking Boots
Belt	2	---	
Necktie or Bowtie	2	---	
Thermal / Wool Underclothes	10	1	Insulated shirt and long underwear

MISCELLANEOUS EQUIPMENT

ITEM	COST	WGT	NOTES
Film Camera	50	1	20 photos to a roll of film
Color Camera Film	2	---	For Film Cameras - 20 photos per roll
B&W Camera Film	1	---	For Film Cameras - 20 photos per roll
Disposable Camera	3	---	20 photos per camera
Instant Camera	5	1	Feeds out square photo that develops over a 2 minute period
Instant Camera Film Cartridge	2	---	10 photos per cartridge
Portable Telephone	150	1	Requires Service Contract (\$100/month)
8mm Movie Camera	50	3	Battery Powered (4 hours per battery)

ITEM	COST	WGT	NOTES
8mm Color Movie Film	5	---	2 hours of film
8mm B&W Movie Film	3	---	3 hours of film
8mm Camera Battery	5	1	Spare Battery (4 hours) / Rechargeable
Walkie-Talkie	25	1	10 mile range, 4 channels
Walkie-Talkie, Military Grade	150	2	25 mile range, 8 channels
Bolt Cutters	5	1	
Duct Tape	10	1	50' per roll
Electrical Tape	1	---	100' per roll
Fake ID	100	---	Illegal to possess
First Aid Kit	5	1	1 use - Allows Action Check to restore 1d6 hit points
Musical Instrument, Small	10	1	Flute, Harmonica, Jaw Harp, Etc.
Musical Instrument, Med.	20	3	Violin, Guitar, Trumpet, Etc.
Musical Instrument, Large	50	8	Cello, Bass Drum, Tuba, Etc.
Musical Instrument, Huge	100	20	Drum Set, Piano, Organ, Etc.
Handcuffs	5	---	Steel, with key
Lockpicks	50	---	Allows Action Checks to open locks without Penalty
50' Rope	10	3	Will support up to 500 pounds
Climbing Harness	10	1	When used with ropes, gives +1 to Saving Throws against falling if a climbing Action Check is failed
Pitons (10)	10	10	Metal Spikes for Climbing or blocking doors open or closed
Metal Detector	20	8	Searches for metal objects under ground and/or debris



ITEM	COST	WGT	NOTES
Blasting Caps (10)	20	---	Used to detonate explosives
Detonator, Timer	5	---	Set a delay for explosives of 1 second to 10 minutes for explosives
Detonator, Wired	2	---	Used in Conjunction with Plunger Detonator
Plunger Detonator	2	2	Sends a signal to a wired detonator
Flashlight	5	1	Creates a cone of light, bright out to 20' x 10' wide. 12 hours (4 batteries)
Lantern, Battery	10	3	Creates a sphere of bright light in a 15' radius. 12 hours (block battery)
Lantern, Oil	5	4	Creates a sphere of bright light in a 10' radius. 1 Pint of fuel lasts 8 hours
Batteries	1	---	Set of four Batteries
Block Battery	4	1	Boxlike Battery with terminals. Approximately 10" x 4" x 4"
Pint of Fuel Oil	2	1	Small metal container of fuel oil
Portable Stove	5	5	Two Eye, oil powered cook stove
Mess Kit	1	---	Combined Plate, Bowl, Utensils and collapsible cup
Canteen	1	1	Holds one quart of liquid
Flask	1	---	Holds one pint of liquid
Tent, 2 person	10	10	Sleeps two comfortably
Tent, 4 person	50	25	Includes stakes and ropes
Sleeping Bag	10	2	
Sleeping Bag, Arctic	25	3	For near to below freezing conditions
Personal Hygiene Kit	2	1	Keep yourself clean and healthy at home and in the field.



TRANSPORTATION

There are a myriad different types of vehicles in the world. A few basic ones are listed here. The following information applies to all vehicles.

Passengers - Each vehicle will have two ratings for passengers. The first number is the minimum number of crew needed to operate the vehicle. The second number is how many additional passengers the vehicle will hold in reasonable comfort and safety.

Cargo - Most vehicles have at least a small space for some type of cargo. Whether the trunk of car or the trailer of a transfer truck, there is a bit of space to store things. This is measured in cubic feet (cf).

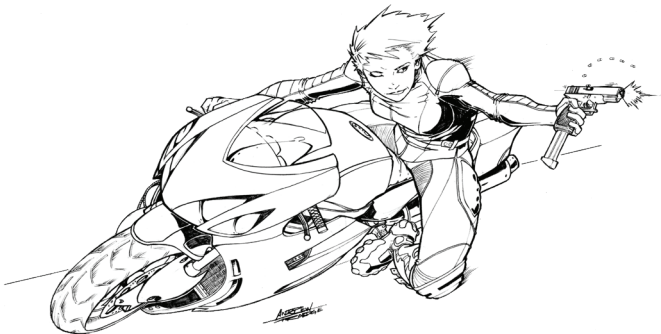
Armor Class - Vehicles have an armor class, just like Adventurers. Standard civilian vehicles do not typically have a very high Armor Class. Even moving vehicles are also somewhat easier to hit than a moving person. Armor plating can be added to standard vehicles.

Hit Points - As vehicles get hit by weapons fire or crash into obstacles, they will take damage. When a vehicle reaches 0 or fewer hit points, it is inoperable and beyond repair.

Control - The control score is a modifier that applies to Action Checks associated with operating that vehicle. Some vehicles handle better than others.

Speed - The speed listed is the maximum speed of the vehicle. Most operations of the vehicle will be performed at half or less of the maximum speed, unless otherwise specified.

Cost - The standard cost in dollars of a brand new off the lot model. A used vehicle will usually cost less, but a luxury version may cost more. A vehicle can often be rented at one tenth it's listed cost per week, but a deposit equal to one quarter of the vehicle's value must be paid up front, subject to return depending upon the condition of the vehicle.



WHEELED VEHICLES

VEHICLE	PASS	CARGO	SPD	CTRL	HP	COST
Dirt Bike	1 (+1)	0	80	+1	8	250
Motorcycle	1 (+1)	0	120	+2	12	500
Compact Car	1 (+3)	4 cf	110	+0	15	500
Midsize Car	1 (+4)	12 cf	140	+1	25	800
'Muscle' Car	1 (+3)	10 cf	160	+2	35	900
Sports Car	1 (+1)	8 cf	200	+3	18	1100
Luxury Car	1 (+4)	15 cf	160	+0	30	1200
Limousine	1 (+7)	20 cf	160	-1	45	2000
Military Jeep	1 (+3)	6 cf	100	+0	25	500
SUV	1 (+5)	30 cf	160	-1	40	1200
Minivan	1 (+7)	30 cf	100	-1	25	900
Full Sized Van	1 (+9)	50 cf	100	-2	30	1200
Pickup Truck	1 (+1)	64 cf	100	-1	30	600
Box Truck	1 (+1)	300 cf	100	-2	30	1200
Semi Truck Cab	1 (+1)	4 cf	100	-2	60	2500
Semi Trailer (requires cab)	0	3200 cf	---	add'l -1	30	800
Passenger Bus	1 (+80)	400 cf	110	-3	90	3000

Airborne Vehicles

VEHICLE	PASS	CARGO	SPD	CTRL	HP	COST
Helicopter	1 (+3)	24 cf	200	+0	20	2500
Cargo Helicopter	1 (+5)	300 cf	200	-1	35	5000
Single Prop Plane	1 (+1)	120 cf	350	+0	20	1500
Dual Prop Plane	1 (+9)	200 cf	400	+0	35	2500
Small Jet Plane	1 (+15)	200 cf	550	+1	35	5000
Cargo Plane	2 (+10)	5000 cf	400	-1	50	4000

AQUATIC VEHICLES

VEHICLE	PASS	CARGO	SPD	CTRL	HP	COST
Canoe	1 (+3)	4 cf	8	-1	4	50
Jon Boat	1 (+5)	8 cf	20	+0	6	75
Sailboat	1 (+11)	60 cf	80	-1	12	250
Speedboat	1 (+5)	30 cf	120	-2	20	800
Yacht	3 (+20)	1200 cf	100	-1	70	3000

Vehicle Modifications

Vehicles can be modified if an Adventurer so desires and possesses the skill, knowledge or the funds and access to someone with the skill and knowledge. Any Modifications made (successfully) by the Adventurer can be made for half the listed price, to account for not having to pay someone else for labor.

Vehicle Modification Terms

Cost - Listed in Dollars or in a fraction or multiplier of the base (new) cost of the vehicle, i.e.; cost, quarter, half, double, triple, etc.

(If a vehicle costs \$1000 new and the Cost is listed as cost, then the upgrade costs \$1000 as well, double would be \$2000, well, you get the picture.)

Time - The average time in 8-hour work days the modifications take to effect. The time can be cut in half by tripling the price.

MODIFICATION	COST	TIME	NOTES
Amphibious	cost	24	Allows ground vehicles to float, and water vehicles get wheels
Self Sealing Tires	200/tire	---	Cannot benefit from do it yourself. Tires will re-inflate 1 round after puncture. +2 HP per tire to the vehicle
Heavy Armor	triple	5	Provides vehicle armor of -6 [+6], but subtracts 2 from the vehicles control rating
Light Armor	cost	1	Provides vehicle armor of -2 [+2]
Medium Armor	double	3	Provides vehicle armor of -4 [+4], but subtracts 1 from the vehicles control rating
Offroad Package	half	4	Removes offroad penalties from standard vehicles or gives +1 to vehicles designed for offroad use
Performance Kit	half	2	May purchase up to four times. Each time increases control rating by 1
Self Destruct	cost	1	Causes 5d+4 explosive damage. Saving Throw for half damage
Communications	250	1	50 mile range, 10 frequency channels

This is by no means a comprehensive equipment list, but it will give the players and the referee a good reference on the average cost of various goods in the world of Skyscrapers & Sorcery.

ARCANE MAGIC

Occultists are able to learn and cast arcane magical spells and rituals. They have a limited number of spells that they may prepare at one time, based upon the level of experience of the Occultist and the power level of the spell. An Occultist may prepare a number of spells of a particular difficulty level equal to the number of spells he can cast that day. An Occultist must have at least one hand free for spellcasting, and be able to speak and move. If any of these conditions are not met, they will be unable to cast the spell.

For instance, Sara Dashiel, a level four Occultist, can prepare 4 first level spells, and 2 second level spells. She stumbled across an abandoned arcane library early in her adventuring career and has managed to accumulate a total of 9 first level spells, 5 second level spells and 3 third level spells into her spellbook. She has to decide which 4 first level spells and which 2 second level spells that she want to have prepared for the day, and the third level spells will have to wait until she reaches level five, at which time she will be able to memorize 1 level three spell as well.

Prepared Spells

Occultists have a number of spells per level that they may prepare ahead of time for instant casting. Any prepared spell may be chosen, expending one slot per spell. Prepared spells are not 'lost' after casting and may be cast multiple times, as desired. To regain the use of the 'slots' used requires the Occultist to spend four hours in either quiet meditation or comfortable sleep.

Changing Prepared Spells

Prepared spells may be changed by spending 5 minutes per level of the spell being prepared in study. The Occultist must have their spellbook on hand in order to change prepared spells, but it is not necessary for casting spells that are already prepared.

Learning Spells

Occultists start play knowing 1d3 first level spells of their choice and automatically gain knowledge of one random spell when they gain the ability to cast spells of a new power level (*they gain one random 2nd level spell at level 3, one random 3rd level spell at level 5, etc.*).

Learning additional spells after character creation involves either finding a teacher or a source of information about that spell (tome, etc.) and making a successful Action Check to learn the spell.

If the spell is of a power level the Occultist can prepare, there is no negative modifier to the Action Check. However, if the spell is of a level the Occultist is unable to prepare, the level of the spell is applied as a negative modifier to the Action Check.

Should the caster fail when making this check, he cannot check again until he has gained a level of experience. Rolling an unmodified 2 on the check means he can never learn that spell from this particular source, and must seek out a new teacher or copy of the spell, after he has gained a level of experience.

To learn a new spell requires 16 hours of instruction per level of the spell, or twice that if attempting to learn from a written source or from research.

Teachers, if willing to teach a spell at all, will typically charge \$100 per level of the spell, although some might be willing to teach in exchange for a favor of some type (referee's option).

Ritual Casting

Occultists can use their spellbooks to cast any spell they have learned as a ritual. Ritual casting involves complete concentration (no other actions may be taken, slow movement of only up to five feet per round is allowed), and the spell must be pronounced in a loud, clear voice, accompanied by intricate hand gestures.

Ritual Casting requires thirty minutes per level of the spell being cast, so high level Rituals can take hours to complete. At the end of the Ritual, a successful Action Check must be made to activate the spell. As with learning a spell, if the spell is of a level higher than the Occultist can prepare, they have an Action Check penalty equal to the level of the spell.

'Bonus' Spells

Occultists with exceptional Intelligence are able to cast more spells in a day than the average. These bonus spells (+1 for INT 14-17; +2 for INT 18+) may be used by the Occultist for casting any power level spell they are able to prepare.

For example: Sara, from our earlier example, can prepare 4 first level and 2 second level spells. Due to her Intelligence of 16, she has access to one 'bonus spell' per day. During a combat with a clan of ill-tempered Ogres she stumbled across during her trip through lower Appalachia, she has used all four of her first level and both of her second level spells, when the matriarch of the Ogre Clan steps out of the cabin door holding a double barreled shotgun in her hands. Sara can use that bonus spell to either cast a first level spell OR a second level spell, but at that time she will be well and truly out of spells until such time as she meditates or rests. Fortunately, Sara also carries a large revolver for situations such as this.

FIRST LEVEL OCCULTIST SPELLS

Alarm Range: 1 mile / level Duration: 4 hours + 1 hour/level

The Occultist designates an anchoring spot for the Alarm spell, and will be aware of anything larger than a rat that comes within 30 feet of that spot for the duration. The Occultist can concentrate and see and hear whatever is within range of the Alarm anchor point.

Arcane Signature Range: Touch Duration: Until dispelled

Creates a unique magical mark, invisible to the untrained eye (requires the ability to see magical energy). Typically used to identify items belonging to an Occultist or to mark territory.

Control Sentient Range: 120' Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence and will follow directions given them as if the caster were their only true friend.

Detect (type) Range: INT miles Duration: special

The Occultist must declare what it is he wishes to detect upon casting this spell (gold, undead, dogs, rare books, cigars, etc.) If the item is within INT feet of the caster, she will know immediately where it is. If it is farther away, but within range, she will get a general sense of direction and distance, and become aware of when the object is within INT feet. Unless a specific object is designated, the spell will locate the largest/most powerful concentration of the object within range.

Heightened Awareness Range: Touch Duration: 1d6 x 10 minutes

The target of this spell receives a magical boost to their senses, granting them a +2 to all perception related Action Checks for the duration and allowing them to go first in combat without having to roll for initiative.

Hold Portal Range: INT x2' Duration: 2d6 minutes

This spell magically holds a door, window, lid, or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell effect with a successful Action Check to open the portal.

Intangibility Range: Self Duration: 1d6 rounds

The Occultist becomes intangible for the spell's duration, but is unable to move or interact physically with the world around him. The caster is immune to physical damage for the duration, but energy attacks (electrical, fire, etc.) will still do them harm.

Literacy Range: Self Duration: 30 minutes / level

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown non-magical languages. It is especially useful for treasure maps. This spell does not translate magical scripts or the spoken word.

Memory Stream Range: Self Duration: 1d3+1 Minutes

The Occultist is able to hear and see a montage of past impressions and sensory data from immediate area. The Adventurer has no control over what information comes to their mind, but the strongest, most significant memories attached to the area (Referee's discretion) will leap to mind most strongly. The Occultist is unable to move or act while receiving the Memory Stream, and must, at the end of the duration, make a Saving Throw or be knocked unconscious for 1d3+1 minutes, overcome by the information they received.

Night Vision Range: Special Duration: Until Sunrise

This spell grants the Occultist and 1d6+1 additional designated targets (must be within 30' at the time of casting) the ability to see in up to complete darkness as if it were daylight (albeit in shades of gray) until the next sunrise.

Pedantic Overload Range: 60 ft. Duration: 1d3+1 minutes

Forces the target to stop everything, drop their defenses and begin to involuntarily recite everything they know about one particular mundane subject. A successful Saving Throw results in the target being slightly distracted for 1d3 rounds (-2 to attacks and Action Checks)

Power Leech Range: Touch Duration: Instantaneous

Caster gains 1 hit point per each of 1d6+level 'hours of power' drained from any energy power source or device they can touch. This causes any attached devices to 'gray out' and flicker as they lose power.

Protective Ward Range: Self Duration: 1 hour / level

Creates a magical field of protection around the caster to block out all beings who bear ill intent towards the caster, causing them to suffer a -1 penalty to-hit the caster, and the caster gains +1 on all saving throws against such attacks.

Regenerating Tissue Range: Touch Duration: Special

The Occultist can touch a wound, causing it to slowly regenerate. 1d6 hit points, plus an additional 1 hit point per caster level will return to the target at a rate of 1 minute per point healed. Interruptions during the process will cause the process to fail and inflict 1 additional point of damage.

Shape Metal Range: Touch Duration: Instantaneous
 The Occultist can liquify metals and alloys on touch, affecting up to one cubic foot of material per level. This spell can be used to sculpt metal into new shapes, should the caster have some aptitude or talent for such things. It can also be used to inflict 1d6 damage +1 per caster level on metal-based lifeforms, golems, robots and the like, or to make spontaneous modifications to the hull of a ship, metal wall, etc.

Shared Thoughts Range: 1 mile / level Duration: Concentration
 This spell allows the Occultist to communicate mentally with one other person within range. The communication granted is two-way. If the target is unwilling, a successful Saving Throw will prevent the connection.

Slumbertime Range: 240 ft Duration: Referee's discretion
 This spell puts enemies into an enchanted slumber. It affects creatures based on their hit dice.

Numbers Affected by Slumbertime

VICTIM'S HD	NUMBER AFFECTED
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

Sobering Thoughts Range: Touch Duration: Instantaneous
 The target of this spell has any and all effects of intoxicants immediately removed from their system. Unwilling targets get a Saving Throw to remain intoxicated.

Telekinesis Range: INT x Level Duration: Concentration
 This spell allows the Occultist to move and manipulate an object of up to 1 pound in weight, plus one additional pound per caster level. Items can only be moved at a maximum speed of 6 squares/hexes (30') per round.



SECOND LEVEL OCCULTIST SPELLS

Arachne's Web Range: 30 ft. + 10 ft./level Duration: 8 hours
Fibrous, sticky webs fill an area up to 10 x 10 x 20 feet. It is extremely difficult to get through the mass of strands—it takes one round if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 round. Human-sized creatures take longer to break through— 2d3 rounds.

Arcane Lock Range: 5 ft. Duration: Permanent until dispelled
As with a Hold Portal spell, but it is permanent until dispelled. Creatures with magic resistance can permanently shatter the spell effect with a successful Action Check to open the portal. Any Arcane spell caster of 6HD or higher can open the portal on a successful Action Check, and an Open Portal spell will automatically open it as well (*although the spell is not permanently destroyed in these cases*). The caster may open the portal any time they desire without disrupting the spell.

Fog Bank
Range: 150 ft + 10 ft./level Duration: 1d3 x 10 minutes per level
A bank of fog billows out from the target point. The fog obscures all natural sight, beyond 5 feet. A creature within 5 feet has concealment (-4 [+4] to AC). Creatures farther away have total concealment (-10 [+10] AC, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

Improved Intangibility Range: Self Duration: 2d6 Minutes
This improved version of the Intangibility spell causes the Occultist to become both translucent and intangible, unable to affect, or be affected by physical objects. They are still subject to damage from energy attacks. Also the Intangibility may be activated and deactivated during the duration, but it takes a full combat round to make the transition from one state to the other.

Levitation Range: 20 ft./level Duration: 10 min./level
This spell allows the Occultist to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand. Levitation allows up or downward movement at INT feet per round, and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast.

Magic Mouth Range: 30' Duration: Until Triggered
This spell creates an enchanted mouth that suddenly appears and speaks it's message when triggered by an event specified at the time of casting.

The message can be up to 30 words, plus one additional word per level of the caster in length and in any language the caster knows. The range of the trigger is 15' per level of the caster.

Mirror Image Range: Around caster Duration: 1 hour or until destroyed
The spell creates 2d3 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.

Mystic Bolt Range: 30 ft. + 10 ft./level Duration: Instantaneous
A bolt of pure arcane energy shoots unerringly at the target from the hand of the Occultist, taking whatever appearance the caster desires, and delivers 1d6 points of damage. This damage is increased to 1d6+1 at level five and 1d6+2 at level seven and higher.

Open Portal Range: 30 ft. Duration: Instant
This spell will force open a closed door, window, trapdoor or lid. The target portal can be physically or magically locked. Bars will be moved aside, tumblers will be dropped into place and even chains holding a portal closed will snake off and drop out of the way. The portal will open fully when this spell is cast.

Phantasm Range: 240 ft. Duration: Until negated or dispelled
This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it. The Illusion created cannot be more than 10 cubic feet per level of the Occultist in size.

Pyrotechnics Range: 240 feet Duration: 1 hour
The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (roughly 20 x 20 x 20 feet).

Sphere of Darkness Range: 120 ft. Duration: 1d3 hours
This spell creates a sphere of complete and absolute darkness, inside of which, no non-magical light will shine, nor can any non-magically enhanced vision penetrate. The sphere created is 15 feet in diameter at first level and increases in size by 5 feet for each additional level gained. The Occultist may make an Action Check to create a smaller sphere than the maximum allowed.

THIRD LEVEL OCCULTIST SPELLS

Alter Time Range: 240 ft. Duration: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60 foot radius area of effect:

1. As a Haste spell, as many as 24 creatures may move and attack at double normal speed.
2. As a Slow spell, as many as 24 creatures failing a saving throw may only move and attack at half speed.

Amphibious Adaptation Range: Touch Duration: 2 hours/level

This spell allows the target to breathe under water as well as in air for the duration of the spell.

Animal Tongues Range: Self Duration: 1 hour / level

For the duration of this spell, the Occultist is able to understand and be understood by, normal animals with whom they wish to speak. This does not grant any control ability, nor does it improve the Intellect of the animal (*or that of the caster, a fact which many cats are known to complain about when speaking to Occultists under the influence of this spell.*)

Cloak of Invisibility

Range: 240 ft. Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to normal vision, Night Vision, Improved Night Vision and to technological devices.

An invisible target cannot be attacked unless its approximate location is known, and all attacks against the invisible target are made at -4 to-hit.

Dispel Magic Range: 120 ft. Duration: 10 minutes / level

Dispel magic can be used to completely dispel most spells and enchantments, at least temporarily. An Action Check is required, with the difference in the level of the original caster and the dispelling caster used as a modifier for success.

Our Occultist, Sara Dashiel, has reached level 6 and has learned (but not prepared) Dispel Magic. She and her companions encounter a locked door covered with a magical ward of disruption (A legendary level 5 spell, requiring at least a level 9 caster, although the referee's notes mark it as having been cast by a level 10 caster). She receives a +2 for being a level 6 Occultist and a +1 for her Intelligence to her Action Check for this, for a modifier of +3. However, the original caster was four levels higher than her, so her final modifier is $+3-4 = -1$ to her Action Check. Sara spends 90 minutes casting the spell as a ritual, makes her Action Check to successfully cast the spell and then rolls to see if her spell is effective in dispelling the magical ward. She and her companions breathe a sigh of relieve as the dice turn up with a 10 on the faces, allowing it to succeed.

Gift of Tongues Range: Self Duration: 1 hour + 1 hour/level
The Occultist gains the ability to understand any spoken language he hears and her words are instantly understandable to all within hearing, regardless of their language, each will hear it in a language that makes sense to them.

Improved Night Vision Range: Special Duration: Until Sunrise
This spell grants the Occultist and up to 9 additional designated targets (must be within 30' at the time of casting) the ability to see in up to complete darkness as if it were daylight and to see in color until the next sunrise.

Improved Protective Ward
Range: 30 ft. Duration: 1 hour / level
Creates a spherical magical field of protection, 15 feet in diameter around the target area to block out all beings who bear ill intent towards the caster, causing them to suffer a -1 penalty to-hit those in the area, and those protected gain +1 on all saving throws against such attacks. In order to enter the field, beings of ill intent must make a successful Saving Throw. They are still subject to the attack penalties if this saving throw is made, but they may enter into close combat with those within the warded area. Any protected individual exiting the warded area loses the benefits of the ward.

Improved Shared Thoughts
Range: 1 mile / level Duration: Concentration
This spell allows the Occultist to communicate mentally with up to six other persons within range. The communication granted is two-way. If any of the target is unwilling, a successful Saving Throw will prevent the connection with that individual.

Improved Slumbertime
Range: 240 ft Duration: Referee's discretion
This spell puts enemies into an enchanted slumber. It affects creatures based on their hit dice.

Numbers Affected by Improved Slumbertime

VICTIM'S HD	NUMBER AFFECTED
Less than 1 to 1+	6d6
1+ to 2	3d6
3+ to 4+1	2d6
5 to 7	1d6
7+1 to 8	1d3

Mystic Bonds

Range: 100 ft. + 10 ft./level Duration: 1 hour + 10 minutes per level

The caster can target either 1d3+1 visible persons within range or may instead target a single individual who must make their save at a -2 penalty. Glowing, translucent chains of magical energy bind the target(s).

Reduction (aka The Palmer Effect)

Range: 10 ft. / level Duration: 1 hour / level or until dispelled

The target of the spell is reduced in size to 10% of it's original size. Living beings retain their Attribute scores and abilities, they are simply reduced in size. Unwilling targets get a Saving Throw to avoid the effects of the spell. The caster may dismiss the effect of this spell as a free action, and a dispel magic spell will cancel the spell effect and duration.

Rope Trick

Range: STR x 2 ft. Duration: 1 hour/level

The Occultist tosses a rope into the air, and it hangs there, waiting to be climbed. A number of man-sized individuals equal to the casters INT score can climb the rope and disappear into a small pocket dimension.

The rope itself can be pulled into the pocket dimension, or left outside. The rope can be removed from the outside if left visible.

Scrying Glass Range: special Duration: Concentration

The caster must have a clear or reflective surface upon which to cast this spell (bowl of water, mirror, window, etc.), and must concentrate upon a person or location known to him.

As long as the Occultist concentrates, they can see and hear everything within a 30 foot radius of the spot or person they are targeting. If a person, the point of view moves with them.

Beings with an Intelligence of 13 or higher get a Saving Throw to realize they are being watched, although they will not know from where. The target or person must be within 10 miles per level of the Occultist.

Sensory Overload

Range: 120 ft. Duration: Instantaneous

This spell forces the sight, smell, hearing, touch and taste senses of the target to be inundated with stimuli in an instant, causing disorientation and pain. Targets will take 1d6 points of damage, plus an additional 1d6 points of damage for every 3 levels of the caster, and be stunned for 1d3+3 rounds. A successful saving throw will reduce the damage by half and the target will only be stunned for 1d3 rounds.

FOURTH LEVEL OCCULTIST SPELLS

Ballistic Shield Range: Self Duration: 2 hours

The Occultist becomes nigh-invulnerable to small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected. This grants a damage reduction to incoming damage from non-magical projectiles of 10 points. Any damage that exceeds that amount will get through in the form of blunt force damage from the blow.

Control Monster Range: 60' Duration: Until dispelled

This spell affects living monsters and animals, as well as affecting Sentient beings. For creatures of less than 3 HD, up to 3d6 targets may be affected. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence and will follow directions given them as if the caster were their only true friend.

Confusion Range: 120 ft. Duration: 1 hour/level

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine the creature's behavior:

Confusion Reaction

ROLL	REACTION
2-5	Attack the caster and his allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 7th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 minutes, minus the caster's level), but are required to make a saving throw at this time. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's duration has run its course.

Dimensional Portal

Range: 10 ft. casting, 500 ft. teleport Duration: Instantaneous

Dimensional Portal is a weak form of the Teleport spell that can be managed by less powerful casters. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's given range.

Elemental Weapon Range: 30 ft. Duration: 10 minutes / level
This spell imbues the targeted weapon with a link to the one of the following elemental planes of the caster's choice at the time of casting [ice, fire, electricity] and the weapon does an additional 1d6 damage of that elemental type on a successful attack.

Elemental Wall

Range: 60 ft. + 10 ft./level Duration: Concentration
The caster must decide what element the wall will be comprised of upon casting this spell; earth, air, fire, water, ice, or electricity. The spell can be in any shape with a maximum size of 10 cubic feet per level of the caster. Walls will retain their shape for 1d3 rounds after the caster ceases concentrating on maintaining them.

The element chosen will have differing effects; chosen by the Referee, with the following suggestions:

Earth: Walls of Earth prevent forward movement and ranged attacks.

Air: A Saving Throw is required for a creature to pass through the wall of air at half normal movement, and ranged weapon attacks are made with a -4 penalty.

Fire: Any creature moving into the fire will take 3d6 fire damage (Saving Throw for half damage) and any combustibles will ignite each round they are in contact with the flames. Ranged attacks with wooden ammunition will be negated and those with metal ammunition will do half damage.

Water: A Saving Throw is required for a creature to pass through the wall of air at half normal movement, taking 1d6 damage each round from drowning, and ranged weapon attacks are made with a -4 penalty.

Ice: Walls of ice prevent forward movement and attempts to climb over them are subject to a -4 Action Check penalty.

Electricity: Walls of electricity will short out any electrical or electronic devices brought within 5 feet of them, and do 3d6 damage to any who touch the wall (Saving Throw for half damage). Ranged attacks through the wall of electricity are made at a -8 penalty.

Forest of Deception

Range: 500 ft. Duration: Until negated or dispelled
One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception. Any disguised creature that initiates an attack will be revealed.

Improved Cloak of Invisibility

Range: 300 ft.

Duration: Until dispelled or an attack is made

This spell creates a 15 foot radius hemispherical area centered upon the target location that becomes invisible to normal vision, Night Vision, Improved Night Vision and to technological devices.

An invisible target cannot be attacked unless its approximate location is known, and all attacks against the invisible target are made at -4 to-hit. If the spell is targeted to an individual, it moves with them.

Passwall

Range: 30 ft.

Duration: 30 minutes + 10 minutes/level

This spell creates a hole through any material up to the density of solid granite. The hole or tunnel is up to 10 feet deep and is large enough to allow the passage of an average sized human. At the end of the duration, the hole seals itself, leaving no trace of its existence.

Phantasmal Terrain

Range: 200 ft. + 10 ft. / level

Duration: Until touched by an enemy or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example. The maximum area affected is a number of cubic feet equal to the range.

Plant Growth

Range: 120 ft.

Duration: Permanent until dispelled

Up to 300 ft. x 300 ft. (90,000 sq. ft.) area of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted.

Polymorph

Range: See below

Duration: See below

The caster must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.

2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

If the target of the Polymorph is unwilling, a successful saving throw will still result in their being transformed, but the effect will wear off in 2d6 combat rounds.

FIFTH LEVEL OCCULTIST SPELLS

Animal Growth Range: 120 ft. Duration: 2 hours

This spell causes 1d6+2 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal.

Animate Dead

Range: Referee's discretion Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated +1 additional undead per level of the caster. The corpses remain animated until destroyed or dispelled.

Anti-Magic Shell Range: Caster Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

Fly Range: Touch Duration: 1d6 minutes + 1 minute/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Referee rolls for the duration of the spell in secret and does not disclose this information to the Player.

Move Water Range: 500 ft. Duration: See below

The caster must announce which of the two options are being cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 2d6+2 minutes.
2. Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 1d3+1 minutes.

Remove Curse Range: Touch Duration: Instantaneous

This spell removes the effect of one curse from an item or person.

Summon Elemental Range: 240 ft. Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack or leave (most likely, attack).

Teleport

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location (an Action Check is required when cast):

1. If the caster has only indirect experience of the destination (known only through a picture or map) there is a -5 penalty —with failure resulting in the teleporter taking 10d6 damage as they appear completely or partially inside another object.
2. If the caster has seen but not studied the destination there is an -4 Action Check penalty. Half of failures will place the traveler 2d6 × 10 feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveler 2d6 × 10 feet above the targeted location, possibly resulting in a deadly fall.
3. If the caster is familiar with the location or has studied it carefully there is a -1 Action Check penalty, with 1 in 6 failures arriving below and 5 in 6 arriving above the targeted location. In either case, the arrival is 1d6 × 10 feet low or high.

Toxic Cloud

Range: Close

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 20 feet in radius. The cloud moves away from the caster at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. The toxins in the cloud will do 4d6 damage to any caught within it's area, and leave them weak and uncoordinated (-4 to attacks and Action Checks) for 3d6 minutes after exposure. A successful saving throw will reduce the effects by half.

True Sight

Range: Self

Duration: 10 minutes / level

This spell allows the Occultist to see the true nature of anything in his line of sight. Invisible and ethereal objects and creatures are revealed, hidden doors and openings obtain a glowing outline visible only to the caster, items hidden deep within shadow are revealed in stark contrast to their surroundings and the caster can see colors as if it were a bright sunlit day, regardless of the actual light level of the area.

MIRACLES OF THE FAITHFUL

The Faithful are able to learn the secrets to channeling their beliefs into miraculous effects. There is a limited amount of this miraculous energy that one mortal body can channel without having to rest and/or meditate, and this is reflected in the number of Miracles of each power level the Faithful may channel at their experience level.

The Faithful must spend four hours in quiet meditation or restful sleep in order to regain the focus and inner strength necessary to call forth the miracles available to them.

Faithful do not require a written tome of any type to maintain a record of the Miracles they know. It is committed to the very fiber of their being and nothing less than a major crisis of faith or a major head trauma can dislodge the knowledge from them.

Faithful can learn as many Miracles as they can find information or inspiration regarding, and may channel any they are able to use without prior preparation.

Learning Miracles

The Faithful begin play without the inner strength necessary to channel their Faith into Miracles, but gain such strength at Level 2, when they automatically come into the knowledge of one randomly determined Miracle and one of their choice from the first level list.

Every time the Faithful gains the ability to channel a new power level of Miracles, they gain one randomly determined Miracle of that power level.

Additional Miracles may be learned through studies of the teachings of other bastions of Faith (Scrolls and Prayer Books, often found through Adventuring), or by instruction from an extraplanar being or another individual of great faith (either of whom must be at least 2 HD higher than the Faithful being taught). There will typically be some cost to the teaching, although it may not be in standard coin.

If the Miracle is of a power level the Faithful can channel, there is no negative modifier to the Action Check. However, if the Miracle is of a level the Faithful is currently unable to use, the level of the Miracle is applied as a negative modifier to the Action Check.

Should the Faithful fail when making this check, he cannot check again until he has gained a level of experience. Rolling an unmodified 2 on the check means he can never learn that spell from this particular source, and must seek out a new teacher or source of information, after she has gained another level of experience.

As with Occultists learning arcane magics, the Faithful must spend 16 hours per power level of the Miracle being learned in training, or twice that if attempting to garner the secrets without the benefit of instruction.

FIRST LEVEL MIRACLES OF THE FAITHFUL

Armored In Faith Range: Self Duration: 1 hour/level
Provides a -2 [+2] bonus to the Faithfuls Armor Class

Darkness of the Soul
Range: 100 ft. + 10 ft./level Duration: 1 hour + 1 hour/level
This Miracle causes night-time darkness to fall upon the area with a radius of 20 feet per level of the Faithful.

Detect Intent Range: 20 ft. / level Duration: 1 hour / level
The Faithful is able to detect the base intentions and emotions of a thinking being. This gives general information such as anger, love, confusion, hunger and the like. The caster must consciously focus on a being to learn this information.

Detect Magic Range: 60 ft. Duration: 30 minutes / level
The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell. No information is revealed other than the presence of magical energy.

Healing Touch Range: Touch Duration: Immediate
The Faithful is able to heal 1d6+1 points of damage to the target.

Illuminating Faith
Range: 100 ft. + 10 ft./level Duration: 1 hour + 1 hour/level
A person or object is targeted, which then produces a light about as bright as a torch with a radius of 20 feet.

Purify Food and Drink Range: 30 ft. Duration: Instantaneous
This Miracle causes 5 cubic feet per level of food and water to be made pure, removing spoilage and poisons.

Putrefy Food and Drink Range: 30 ft. Duration: Instantaneous
This Miracle causes 5 cubic feet per level of food and water to be made spoiled and poisoned.

SECOND LEVEL MIRACLES OF THE FAITHFUL

Animal Tongues Range: Self Duration: 1 hour / level

For the duration of this Miracle, the Faithful is able to understand and be understood by, normal animals with whom they wish to speak. This does not grant any control ability, nor does it improve the Intellect of the animal (*or that of the caster, a fact which many cats are known to complain about when speaking to Faithful under the influence of this Miracle.*)

Blanket of Faith Range: 30 ft. Duration: 1 hour / level

The target is bathed in a slightly glowing aura, which protect them from the natural elements. While under the effect of this Miracle, the recipient is comfortable and dry, unable to be affected by natural heat, cold, wind, snow or rain

Blessings of Faith Range: 60 ft. Duration: 30 minutes / level

This Miracle can affect $2d3+1$ targets within range as designated by the Faithful. Recipients receive a +1 bonus to all Attacks, Saving Throws and Action Checks for the Duration.

Bonds of Faith

Range: 100 ft. + 10 ft./level Duration: 1 hour + 10 minutes per level

The caster can target either $1d3+1$ visible persons within range or may instead target a single individual who must make their save at a -2 penalty. Glowing, translucent chains of magical energy bind the target(s).

Curse of the Faithless Range: 60 ft. Duration: 30 minutes / level

This Miracle can affect $2d3+1$ targets within range as designated by the Faithful. Recipients receive a -1 penalty to all Attacks, Saving Throws and Action Checks for the Duration. A successful Saving Throw avoids the effect of this Curse.

Holy Light Range: Self Duration: 10 minutes / level

The Faithful is surrounded by a glowing light that brightens in the presence of undead and demonic creatures, and causes them to avoid the faithful, unless they make a successful saving throw, in either case, they will take 1 point of damage per round when within 10 feet of the Faithful.

THIRD LEVEL MIRACLES OF THE FAITHFUL

Afflicted Caress

Range: Touch Duration: Until Cured

The target of this spell, unless successful on a saving throw, is the recipient of a disease as determined by the referee. On a successful saving throw, the target experiences a few moments of nausea, retching and reeling for 1d3 rounds, resulting in a -2 penalty to all actions while so affected.

Blessed Weapon

Range: 30 ft. Duration: 30 minutes / level

The targeted weapon glows with the power of the Faithful and does an additional +2 damage to successful attacks, or +6 damage if the target of the attack is undead or demonic in origin.

Curative Touch

Range: Touch Duration: Immediate

This Miracle will immediately remove the presence of any one disease in the target.

Improved Armored In Faith

Range: Self Duration: 1 hour/level

Provides a -4 [+4] bonus to the Faithfuls Armor Class

Righteous Indignation

Range: 30'

Duration: 30 minutes / level

This Miracle provides the target with a +2 bonus to Damage rolls for the duration (+4 damage to Undead and Demonic targets), and counts as a magical attack.

Remove Curse

Range: Touch Duration: Instantaneous

The targeted item/person has the effects of one curse removed.

Speak with Plants

Range: 30 ft. Duration: 1 hour/level

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

That which was Lost shall be Found

Range: WIS miles + 1 mile/level

Duration: until located

The Faithful declares what it is they wish to find upon channeling this Miracle (gold, undead, dogs, rare books, cigars, etc.) If the item is within WIS feet of the caster, she will know immediately where it is. If it is farther away, but within range, she will get a general sense of direction and distance, and become aware of when the object is within WIS feet. Unless a specific object is designated, the spell will locate the largest/most powerful concentration of the object within range.

FOURTH LEVEL MIRACLES OF THE FAITHFUL

Antitoxin Range: Touch Duration: Immediate
Immediately removes all toxins and their effects from the target.

Everlasting Darkness of Hopelessness

Range: 30 ft Duration: Permanent until dispelled
This target creates a globe of impenetrable darkness with a 30 foot radius. Any Undead or Demonic creatures within it's confines will be able to see perfectly, and will receive a +1 bonus to all actions. Any normal light source brought within the area of the globe is immediately snuffed out and any magical light is dimmed to a faint point of light, being dispelled completely if it gets within 10 feet of the target point of this Miracle. This darkness cannot be expunged by non-magical means, but can be dispelled, or if brought within 10 feet of the Everlasting Light of Faith, they will permanently cancel one another.

Everlasting Light of Faith

Range: 30 ft Duration: Permanent until dispelled
The target glows with a warm light, illuminating a 30 foot radius and providing all living beings within it's glow a comfortable environment. Undead and Demonic creatures within the glow of this light are at a -1 penalty for all actions. This light cannot be extinguished by non-magical means, but can be dispelled, or if brought within 10 feet of the Everlasting Darkness of Hopelessness, they will permanently cancel one another.

Improved Blanket of Faith Range: 60 ft. Duration: 1 hour / level
Up to 1 target per level of the faithful may be chosen within the range of this Miracle. Targets are bathed in a slightly glowing aura, which protect them from the natural elements. While under the effect of this Miracle, the recipients are comfortable and dry, unable to be affected by natural heat, cold, wind, snow or rain.

Improved Healing Touch Range: Touch Duration: Immediate
The Faithful is able to heal 3d6+3 points of damage to the target.

Sticks to Snakes Range: 100 ft. Duration: 15 minutes / level
The caster may turn as many as 1D6/level normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Truly Armored In Faith Range: Self Duration: 1 hour/level
Provides a -6 [+6] bonus to the Faithfuls Armor Class

FIFTH LEVEL MIRACLES OF FAITH

Improved Holy Light Range: Self Duration: 10 minutes / level

The Faithful is surrounded by a glowing light that brightens in the presence of undead and demonic creatures, and causes them to flee the faithful, unless they make a successful saving throw or are cornered, in either case, they will take $1d3+1$ points of damage per round when within 10 feet of the Faithful.

Insect Plague Range: 500 ft. Duration: 24 hours

A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 x 20 feet, with roughly corresponding height). Any creature with fewer than 2 HD exposed to the cloud of insects will flee in terror (no saving throw).

Questions of Faith Range: Caster Duration: 3 questions

Extraplanar beings grant answers to three questions the caster poses. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to one casting per week or so. The Referee may rule that a caster may cast a double strength Commune spell composed of six questions once per year on a date that has special meaning to the Faithful.

Nurturing Feast Range: 30 feet Duration: Instantaneous

This Miracle summons forth a trestle table loaded with enough food and pure water to satisfy two dozen individuals. Those who partake in the feast will feel refreshed and rested and will be healed of $2d6+2$ Hit Points of damage each.

Revivification Range: Line of sight Duration: See below

Revivification allows the Faithful to raise a body from near death or recent death, provided it has not been dead too long. The normal time limit is 1 day, but for every caster level higher than 8th, the time limit extends another 2 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally.

This spell only functions on races that can be used for Player Characters (i.e., "human-like").

This Miracle is draining on the Faithful as well, and after Reviving the target, the Faithful must rest and will be unable to channel any miracles for 2d6 days.

REFEREE'S SECTION



The following pages contain the rules information, adversary statistics and the like that the Referee needs to run a game. The players do not have to know any of this information, and your Referee may ask you to avoid all or part of this section to avoid spoiling the fun of the game for yourself and the other players.

TIME IN GAME

Most of the time, the game moves at the “Speed of Plot.” This means that if the Adventurers are leaving New York City and traveling to Atlanta, Georgia and the Referee has no side trips or encounters planned for them, and the players don’t specifically state that they are making side trips or special stops, the Referee can say something along the lines of “Your Adventurers load up their van in New York City, make stops for meals and spend a couple of uneventful nights in hotels along the way and arrive in Atlanta early in the morning, two days later.” (Or however long you want it to take for them to arrive in Atlanta). Unless time is pressing for an action, things take as long as the Referee and the players want them to take. Shopping trips, research stops and the like can all be determined at the Referee’s whim.

When things get sticky for the Adventurers and time drops down to the ticking second hand of the clock, whether it be in actual Combat situations, or simply because the Adventurers hear a clock ticking and think there may be a bomb behind the door they are trying to open, or they know that barracks full of sleeping Goblins is likely to be bearing down on them soon since Mr. Oh so graceful Tough tripped over a decorative suit of armor and sent it crashing to the ground, then it is perhaps time to go to Turns and Rounds (or ‘Combat Rounds’).

With a slight change from the standard of the original source material and to represent the more cinematic pace of this setting, a turn represents one minute (approximately ten rounds), and a combat round represents a few seconds (typically around six).

MOVEMENT

Base movement rate for all Human Adventurers is calculated in terms of twelve 5’ squares (or hexes) per 6-second combat round. Adventurers can move carefully at half their listed movement rate, or can run at double their rate. Referees must arbitrate movement, the effects of terrain, and how it affects or is affected by combat.

Typically, an Adventurer may move at their base movement rate and make one attack or other action unless a specific rule or the Referee’s ruling says otherwise.

The movement rate of an Adventurer is affected by the amount of equipment they are carrying. Some Referees will insist on tracking encumbrance faithfully, others will simply estimate it. Find out the preferred method of your Referee.

The base amount of weight an Adventurer may carry before it affects their movement is listed below. Adventurers may add their Strength score to this amount.

WEIGHT CARRIED	0-65	66-90	91-140	141-290	291+
MOVEMENT	12	9	6	3	1

Experience and Advancement

Adventurers get better at what they do as they get more Experienced. Experience is gained by defeating opponents (not necessarily killing them, simply outwitting the opponent can often be a better option for the Adventurers), completing adventures, and accumulating treasure. All of these things combine to move the Adventurer forward towards the benefits of the next experience level of his Class.

Adventurers gain the XP award of an Adversary as listed on their description (or use the chart to the right), and specific Adventures may have an XP reward listed for reaching certain milestones or goals during the adventure.

Monetary Experience

For every \$10 or 10 Gold Pieces of monetary treasure (*coins, gemstones, banknotes, bearer bonds, etc.*) your Adventurers find during the course of the Adventure, they gain an additional 1 XP. This may not seem like much until they find a Dragon’s Horde full of gold coins or a bandit’s hideout with the loot from the bank robberies they have pulled.

Only money found during the course of the Adventure adds to Experience. Money earned during downtime, non-monetary treasures and the like (Including Magical Items) do not add to Experience, although those items may be sold, traded or otherwise disposed of and used to increase funds.

DEFEATED ADVERSARY	XP AWARD
Level ½	10 XP
Level 1	15 XP
Level 2	30 XP
Level 3	60 XP
Level 4	120 XP
Level 5	240 XP
Level 6	400 XP
Level 7	600 XP
Level 8	800 XP
Level 9	1,100 XP
Level 10	1,400 XP
Level 11	1,700 XP
Level 12	2,000 XP
Level 13	2,300 XP
Level 14	2,600 XP
Level 15	2,900 XP

Bonus Experience

Referees should feel encouraged to grant bonus experience points for good roleplaying, teamwork and the like.

Optional: Just Assign Experience

There is nothing wrong with the Referee also just awarding the amount of Experience they want to hand out also. It is your game, have it advance at the pace you desire.

COMBAT

Inevitably during an Adventure, things will go sideways and someone will pull a weapon, or punch that loudmouth drunk in the nose. At that time, the game will shift to Combat Rounds until such time as the combat is resolved.

The order of events for combat is as follows:

1. Determine Initiative Order
2. The Individual or Group with the highest Initiative acts first (attacking, using items, etc.) and the results of the attacks are applied.
3. The next highest Initiative acts, and their results are applied.
4. Continue in this method until everyone has acted.
5. The combat round is completed; maintain the initiative order for subsequent rounds and repeat until combat is resolved.

Determining Initiative Order

Initiative may be rolled either individually by Adventurer or once for the group depending upon the preference of the Referee and the players.

If group initiative is rolled, the Adventurer with the highest Dexterity gets to choose who goes first on their side, and then that person chooses the next person to act, and so on, until everyone on the side has acted. The referee makes those decisions for the adversaries, of course.

If individual initiative is rolled, the individual on either side with the highest initiative goes, then the next highest and so forth, until all have acted. In the inevitable case of a tie for initiative order, Player Characters (Adventurers) get priority, then the individual with the Highest Dexterity for that Initiative result resolves any further ties.

All Initiatives are determined by rolling 1d6, regardless of which method listed above is used. The combat round counts down from 6, with each individual acting on their turn, as described above.

THE ATTACK ROLL

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses include the Adventurer’s base hit bonus (BHB), the Strength bonus for attacks with hand held weapons, Dexterity bonuses for ranged attacks, and any other “to-hit” bonuses.

The attack roll is then compared to the target’s Armor Class to see if the attack hits, according to whichever system you’ve decided to use. The standard system (where a lower AC is better) is resolved by comparing the “to-hit” total to the number required on the “to-hit” table.

If the attack roll is equal to or higher than the number on the table, the attack hits. In the ascending (AAC) system, if the attack roll is equal to or higher than the defender’s Armor Class, the attack hit.

AC	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
[AAC]	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
REQ. ROLL	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

MELEE ATTACK

A melee attack is an attack with hand-held weapons such as a sword, axe, unarmed or a dagger. Two combatants within ten (10) feet of each other are considered to be engaged “in combat” with each other. An Adventurer’s Strength Bonus To-Hit and Damage modifiers may also be added to melee Attack Rolls and melee damage. Base unarmed damage is 1d6-2, with a minimum damage of zero (*You cannot heal someone by beating on them ineffectually*).

MISSILE ATTACK

Missile attacks are attacks with ranged weapons such as a pistol, rifle, shortbow, or thrown knife. A character’s Dexterity Bonus for missile attacks is added to the Attack Roll roll when using missile weapons, and the Dexterity bonus for Damage is added to the Damage rolls. When firing into a melee, it is impossible to choose which opponent (or friend) will receive the attack and the Referee will determine which random target is struck.

Missile weapons have a RoF value. This indicates the Rate of Fire, or the maximum number of attacks that can be made with this weapon each round. Some weapons allow you to attack multiple times per round. The Referee will determine how exactly that happens, whether you must resolve all your attacks at one time, or if you can save some of them for later in the initiative order.

Automatic Fire is a five round burst that is treated as a single attack on a single target, gaining a +2 to hit and doing 2x the rolled damage.

Suppressive fire is using an automatic weapon to give cover to allies and to cause the enemy to 'keep their heads down.' The effects of such an attack will be left up to the Referee, but it is recommended that it be treated as a cone attack and those in the area of effect get a saving throw to avoid taking damage. Any who fail the Saving Throw take normal base damage for the weapon as they catch a projectile the hard way.

NEGOTIATION AND DIPLOMACY

Sometimes fighting is not the best answer. Occasionally NPC's, or even Adventurer's will realize that a fight is not in everyone's best interest and that perhaps a peaceful, or at least reasonably painless arrangement might be reached. Intelligent non-player characters are thinking beings and may very well be willing to avoid combat. Ravaging, blood-thirsty monsters with someone's head in their mouth, on the other hand, are probably not as likely to talk first (at least until they spit out the head or chew it up).

OPTIONAL RULE - SPECIAL DICE RESULTS

Many Referees and Players enjoy having an unmodified 1 or 20 on the dice mean something special. The exact effects are up to the Referee, but here is the author's suggestion:

Natural 1 - A complication arises. A weapon jams, misfires, the magazine falls out of it by accident, a tree limb catches your swing, you accidentally shoot the weapon out of your buddies hand if you were shooting into a melee. Something annoying and inconvenient, but not immediately deadly to either side.



Natural 20 - Your Adventurer gains an advantage of some type; either an extra die of damage, or possibly something that inconveniences your opponent, such as disarming them, getting a ricochet shot that causes the chandelier chain to come loose and knock them down, something of that nature. Mix it up, keep it fun.



INVISIBILITY & DARKNESS

Darkness is a commonly encountered hindrance when Adventuring. Flashlight's get dropped, candles are subject to errant breezes, someone throws the light switch to plunge the room into darkness; not to mention those magical spells and miracles that also cause sudden darkness to descend upon an area. A twilight darkness, or a darkness with some ambient light available (at the far edges of a lantern's glow for instance, or at night with a partial moon in the sky), inflicts a -2 penalty to all attacks.

Total darkness inflicts a -4 penalty to attacks as long as the attacker has some way to judge where their opponent is (See Invisible Opponents, below).

INVISIBLE OPPONENTS

An invisible opponent can only be attacked if their general location is known and the attack suffers a -4 penalty "to-hit." Note that more powerful monsters (those with sensitive smell, hearing, or those with more than 6 HD) will frequently be able to detect invisible opponents; the Referee should determine the chance of this according to the creature concerned and the situation.

MORALE

Certain monsters, such as mindless or undead creatures, are fearless and will always fight to the death.

The majority, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Referee will decide when monsters abandon battle and retreat, based upon the situation and the monster's intelligence. Referees should also use morale to determine the actions and loyalty of hirelings or other companion NPCs. If the Adventurer takes his hirelings for granted, this should negatively impact their morale and loyalty.

DAMAGE

When an Adventurer is hit, the amount of damage taken is deducted from his current Hit Points. Sometimes the damage roll will result in less than 1 Hit Point of damage, which will indicate that the attack barely hit or was deflected by clothing or armor.

When Hit Points reach 0, the Adventurer falls to the ground unconscious and dying. He continues to lose 1 Hit Point each combat round when his Initiative comes up until he reaches negative ten (-10), at which point he is dead.

When an animal or non-player Adventurer or character reaches 0 Hit Points, he's either unconscious or dead, depending on the situation behind his damage and the desire of the Referee.

HEALING

In addition to various surgical means of restoring Hit Points in a hospital, an Adventurer will recover 1 Hit Point per day, plus any applicable Positive Constitution Modifier on his own.

Four weeks of rest will return an Adventurer to full Hit Points regardless of how many Hit Points the Adventurer lost. Anyone can bind the wounds of an Adventurer who has fallen in combat and is bleeding out. This stops

the bleeding and immediately heals him to 1 Hit Point, though he will not awaken for an hour or so.

Use of a first aid kit will restore up to 1d6 Hit Points of damage received during that combat. An action check is required to use a First Aid Kit. Only one attempt may be made against a specific set of injuries, successful or otherwise. It takes 1d3+2 minutes to use a First Aid Kit to treat injuries. Adventurers with a medical related profession may add their professional rating to the number of hit points restored with a First Aid Kit.

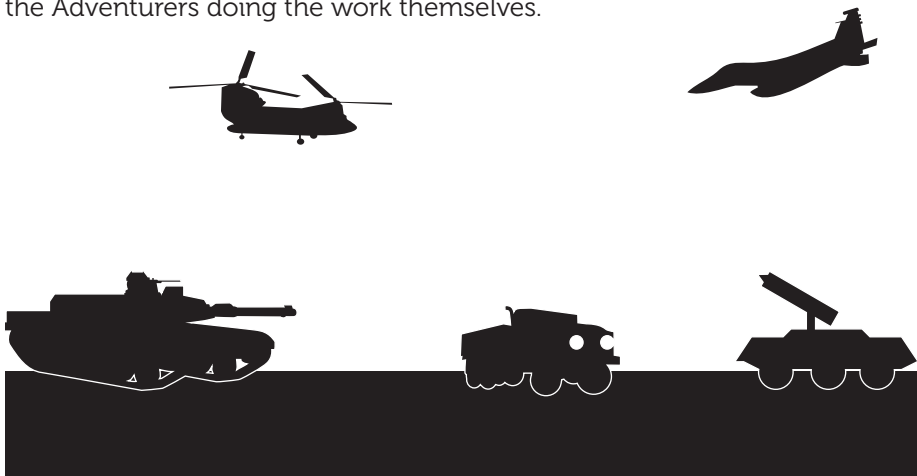
Vehicular Combat

Set in an era with automobiles, the Adventurers will inevitably get into a running gun battle or a chase involving vehicles. Combat involving vehicles is resolved just like any other combat, with the exception of damage being applied to the vehicle if it is the target of an attack. Unless otherwise specified in the description of the vehicle, it will have an Armor Class of 9 [10].

When a vehicle reaches zero hit points, it ceases to function. Cars will roll to a stop, possibly in a crash, aircraft will fall from the sky, hopefully the pilot will be skilled enough to bring it down in a controlled glide, otherwise it might get messy for those aboard. Don't forget to pack parachutes if your Adventurers are taking an airplane ride.

REPAIRING VEHICLES.

Vehicles require time and resources to be repaired. Every day spent with the proper materials and tools will repair 1d3 hit points to a vehicle. A successful Action Check will double that and anyone with a profession that is appropriate to making such repairs may also add their profession rating as a bonus. Cost to repair a vehicle is \$50 per day of repair in supplies, double that if paying a professional to do the repairs instead of the Adventurers doing the work themselves.



ADVERSARIES & ALLIES

The following is not a complete list of potential allies or adversaries that the Adventurers may encounter. Creatures and NPCs from any S&W or S&W White Box compatible product may be used with little to no adjustment, and one of the beauties of White Box based roleplaying games is that adding or converting creatures and npcs to work with it is very easy.

ANIMALS

Most animals will not attack unless they are hungry, threatened, protecting their young, or cornered. That being said, having a flock of annoyed flamingos go after the Adventurers could be a great deal of fun. This is an adventure game, not a simulation of wildlife behavior, so go nuts, have fun.

Alligator / Crocodile

ARMOR CLASS	5 [14]	SAVING THROW	13
HIT DICE	3+1	ATTACKS	Bite [1d6+4] Tail Slap [2d6+4]
TOTAL HIT BONUS	+3		
MOVEMENT	6 land 12 water	SPECIAL	Grab / Drown
LEVEL / XP	4/90		

Alligators and Crocodiles will attempt to latch onto a victim when they bite (Saving Throw to avoid being Grappled) and if near water, attempt to pull the victim into the water until drowned.



Bear, Black

ARMOR CLASS	7 [12]	SAVING THROW	15
HIT DICE	3		
TOTAL HIT BONUS	+3	ATTACKS	Claw (1d6) or Bite (1d6+1)
MOVEMENT	12		
LEVEL / XP	4/90	SPECIAL	Keen Sense of Smell Roar

Bear, Polar

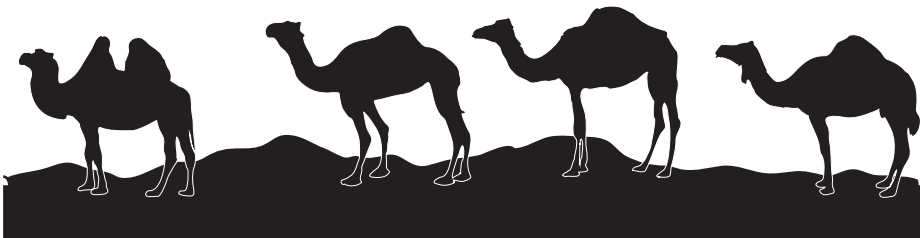
ARMOR CLASS	5 [15]	SAVING THROW	13
HIT DICE	8		
TOTAL HIT BONUS	+8	ATTACKS	Claw (1d6+4) or Bite (2d6+2)
MOVEMENT	12 9 Swim		
LEVEL / XP	9 / 1100	SPECIAL	Keen Sense of Smell Roar

Bears have a keen sense of smell, and can let out an intimidating roar that will cause all enemies within the immediate vicinity to make a Saving Throw or be frozen with fear for 1d3 combat rounds.

Camel

ARMOR CLASS	8 [11]	SAVING THROW	13
HIT DICE	2		
TOTAL HIT BONUS	+2	ATTACKS	Bite (1d6)
MOVEMENT	18		
LEVEL / XP	2/30	SPECIAL	Endurance Spit

Camels have remarkable endurance, able to travel for several days without rest or water. Twice a day, a camel can regurgitate the contents of it's stomach and spit it up to 10 feet at a single target. A saving throw is required to avoid being nauseated (gagging and suffering a -2 penalty to all rolls) for 2d6 combat rounds.



Cat, Large Hunting

ARMOR CLASS	5 [14]	SAVING THROW	15
HIT DICE	3+1		
TOTAL HIT BONUS	+3	ATTACKS	Bite (1d6+3) Claw (1d3+2) Claw (1d3+2)
MOVEMENT	18		
LEVEL / XP	3/60	SPECIAL	Keen Senses Stealth Pounce

This category covers such cats as mountain lions, leopards, cheetahs and the like. Referees should feel free to give specific special abilities to cats as they desire, such as reflecting the Cheetah's sprinting prowess.

All large hunting cats share the traits of having excellent night vision and exceptionally keen senses of smell and hearing. They also move very quietly, receiving a +2 to any Action Checks to avoid being heard. A large hunting cat can pounce for an attack up to twice it's movement distance, but only gains one of it's three regular attacks, but with a +2 to damage.

Boar, Wild

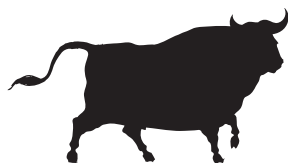
ARMOR CLASS	8 [11]	SAVING THROW	14
HIT DICE	2+1		
TOTAL HIT BONUS	+2	ATTACKS	Tusk (1d6+1)
MOVEMENT	10		
LEVEL / XP	2/30	SPECIAL	Charge Toughness

Boars will charge their opponents, moving up to twice their base movement, and getting a +1 to attack and damage on their attempt to gore their target. They are tough and tenacious creatures, receiving a Saving Throw when they reach 0 hit points to continue fighting for an additional 1d3 combat rounds

Cow

ARMOR CLASS	9 [10]	SAVING THROW	19
HIT DICE	1+1		
TOTAL HIT BONUS	+1	ATTACKS	Bite (1d6)
MOVEMENT	12		
LEVEL / XP	1/15	SPECIAL	---

Your standard, run of the mill dairy cow.



Dog, Feral

ARMOR CLASS	7 [12]	SAVING THROW	18
HIT DICE	1		
TOTAL HIT BONUS	+1	ATTACKS	Bite (1d6-1)
MOVEMENT	18		
LEVEL / XP	1/15	SPECIAL	Keen Senses

Dog, Guard

ARMOR CLASS	7 [12]	SAVING THROW	17
HIT DICE	2		
TOTAL HIT BONUS	+2	ATTACKS	Bite (1d6)
MOVEMENT	18		
LEVEL / XP	2/30	SPECIAL	Keen Senses

Dog, War

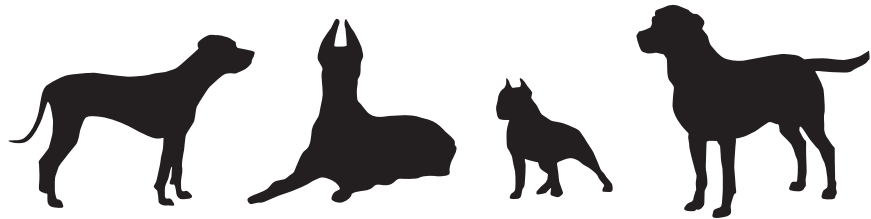
ARMOR CLASS	6 [13]	SAVING THROW	15
HIT DICE	3		
TOTAL HIT BONUS	+3	ATTACKS	Bite (1d6+1)
MOVEMENT	18		
LEVEL / XP	3/60	SPECIAL	Keen Senses

Dogs have Keen senses, with excellent low light vision and an extraordinary sense of smell that they use for tracking.

Donkey/Mule

ARMOR CLASS	9 [10]	SAVING THROW	16
HIT DICE	2		
TOTAL HIT BONUS	+2	ATTACKS	Bite (1d6-1) Kick (2d6+2)
MOVEMENT	12		
LEVEL / XP	2/30	SPECIAL	Pack Animal Sure Footed

Donkeys and Mules are not the fastest creatures around, but they are hardy and able to carry heavy loads for long distances. They are also quite sure footed.



Horse

ARMOR CLASS	9 [10]	SAVING THROW	18
HIT DICE	2+1		
TOTAL HIT BONUS	+2	ATTACKS	Bite (1d6-1) Kick (2d6+2)
MOVEMENT	24		
LEVEL / XP	2/30	SPECIAL	---

Primate, Ape

ARMOR CLASS	6 [13]	SAVING THROW	15
HIT DICE	4		
TOTAL HIT BONUS	+4	ATTACKS	Claw (1d6+2)
MOVEMENT	12 9 Climb		
LEVEL / XP	4/120	SPECIAL	Keen Senses

Primate, Gorilla

ARMOR CLASS	6 [13]	SAVING THROW	14
HIT DICE	5		
TOTAL HIT BONUS	+5	ATTACKS	Claw (2d6+2)
MOVEMENT	12 9 Climb		
LEVEL / XP	5/240	SPECIAL	Keen Senses

Primate, Monkey

ARMOR CLASS	7 [12]	SAVING THROW	18
HIT DICE	1		
TOTAL HIT BONUS	+1	ATTACKS	Bite (1d6-1)
MOVEMENT	18 18 Climb		
LEVEL / XP	1/15	SPECIAL	Keen Senses

Primates possess an excellent sense of smell and keen night vision.

Many more types of animals exist in the world, this is but a small sampling of types of normal animals the Adventurers may encounter in their travels.

MONSTERS

Typically of much greater threat to the Adventurers, however, are Monsters, those creatures that are supposed to only exist in myths, legends and nightmares.

Angels & Demons, Lesser

ARMOR CLASS	6 [13]	SAVING THROW	16
HIT DICE	6		
TOTAL HIT BONUS	+6	ATTACKS	Claw (2d6+2)
MOVEMENT	20 30 flying	SPECIAL	Shapeshift Invisibility Damage Resistance
LEVEL / XP	6/400		

Angels & Demons, Greater

ARMOR CLASS	4 [15]	SAVING THROW	14
HIT DICE	8		
TOTAL HIT BONUS	+8	ATTACKS	Claw (3d6+3)
MOVEMENT	30 60 flying	SPECIAL	Shapeshift Invisibility Damage Resistance
LEVEL / XP	8/800		

Angels & Demons, Superior

ARMOR CLASS	2 [17]	SAVING THROW	12
HIT DICE	10		
TOTAL HIT BONUS	+10	ATTACKS	Claw (4d6+4)
MOVEMENT	50 100 flying	SPECIAL	Shapeshift Invisibility Damage Resistance
LEVEL / XP	10/1400		

Opposite sides of the same coin, Angels and Demons are the servants and messengers of extraplanar beings of greater power. Both types can change their shape at will, appearing as any person or type of being they so desire, or not appearing at all, being able to cloak themselves from mortal view at will, although animals seem to be able to detect their presence regardless of their form or normal visibility.

Angels & Demons are immune to the damage of most mortal weaponry, able to be damaged only by Arcane Magic, the effects of Miracles, and by weapons of Silver or Cold or Meteoric Iron construction.



Banshee

ARMOR CLASS	0 [19]	SAVING THROW	9
HIT DICE	7		
TOTAL HIT BONUS	+7	ATTACKS	Claw (1d6+2)
MOVEMENT	12 12 fly	SPECIAL	Damage Resistance Magic Resistant Deathly Wail
LEVEL / XP	11 / 1700		

Banshees are horrid fey creatures that are typically found in swamps and other desolate places.

Their shriek (once per day) can affect a cone like area in front of them, 60 feet long and 15 feet wide at it's end point, which necessitates a saving throw from those who are in the targeted area. Those who fail the saving throw take 6d6+6 damage. Those who succeed in the save take 1d6+1 damage and are disoriented for 1d6 rounds (-2 to all actions).

Banshee's can only be damaged by magic, silver and cold iron. They are immune to mind-controlling spells, including slumbertime.

Banshee's are magic resistant, able to shrug off the effects of any magic with a 2 in 6 chance of success.

They can travel over water and other terrain as if it were land, but crossing running water causes them to lose their magic resistance for 3d6 hours.

They look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks and are found in all parts of the world and there are legends of such creatures in many cultures.

Barghest

ARMOR CLASS	4 [15]	SAVING THROW	13
HIT DICE	6+1		
TOTAL HIT BONUS	+6	ATTACKS	Bite (2d6) Claw (1d6) Claw (1d6)
MOVEMENT	18	SPECIAL	Great Leap
LEVEL / XP	6/400		

A monstrous dark-furred dog-like creature of fey origins, The Barghest is a swift combatant, able to strike with two claws and bite within a combat round.

They can also leap up to twice their base movement from a standing start as a full round action. If leaping at a target the target must make a Saving Throw or be knocked prone and take 1d6 damage from the impact.

Bogeyman

ARMOR CLASS	4 [16]	SAVING THROW	15
HIT DICE	6+1		
TOTAL HIT BONUS	+6	ATTACKS	Strike (1d6+2)
MOVEMENT	24 8 mist	SPECIAL	Shapechanger Gaseous Form Fear Aura
LEVEL / XP	10/1400		

The bogeyman is a shapeshifter who can instinctively take the form of it's victim's darkest fears. It may shapeshift once per round, but cannot take a form larger than the size of a polar bear. Once per encounter, the bogeyman can release a pheromone that forces all within a 20 foot radius to make a saving throw or be overcome by fear (either flee at top speed, or function at a -4 penalty to all actions; player's choice). The bogeyman can take gaseous form (typically a slightly glowing, bilious green cloud of gas) as a full round action and then move at a slower speed, able to gain access to any area a gas could reach.

Chupacabra

ARMOR CLASS	7 [12]	SAVING THROW	16
HIT DICE	3		
TOTAL HIT BONUS	+3	ATTACKS	Bite (1d6+2) or Claw (1d6-1)
MOVEMENT	24 12 jump	SPECIAL	Blood Drain Keen Senses
LEVEL / XP	4/120		

A blood-thirsty creature the size of a large dog, with a leathery, almost reptilian appearance and small spines on it's back and head; the chupacabra is infamous for stalking and feeding off livestock in remote areas, although it will gladly accept human blood if it is hungry or cornered.

If the chupacabra successfully bites a victim, it will drain 1d3+2 hit points of blood automatically each round that the victim fails a saving throw (1 point if the saving throw is successful) to get out of the grip of the creature's strong jaws. Any blood the chupacabra drains from it's victim will also heal the monstrous creature of damage taken.

The chupacabra possesses night vision and an extraordinarily keen sense of smell, able to find their prey from miles away.

Cockatrice

ARMOR CLASS	6 [13]	SAVING THROW	13
HIT DICE	5		
TOTAL HIT BONUS	+5	ATTACKS	Bite (1d6-1)
MOVEMENT	6 18 fly		
LEVEL / XP	7/600	SPECIAL	Calcifying Bite

This monstrosity has the appearance of an oversized rooster with bat-like wings and a long, scaly tail. Those bitten by a cockatrice must make a saving throw or have their body calcify, becoming immobile and stone-like in appearance. Calcification takes 1d3+1 rounds to complete, inflicting 1d3 damage each round and slowing their reactions by -2 and halving their movement each round until they can no longer move on the final round.

Those calcified by a Cockatrice can still breathe, see and hear, but are unable to speak, move or eat. If not killed by the pain of the transformation, most victims of a cocktrice eventually starve to death.

Soaking the victim in a bath of warm water and vinegar for 4d6 hours has a 4 in 6 chance of removing the effects.

Dire Bear

ARMOR CLASS	3 [16]	SAVING THROW	10
HIT DICE	10+2		
TOTAL HIT BONUS	+10	ATTACKS	Bite (3d6+5) or Claw (2d6+4)
MOVEMENT	18 12 swim		
LEVEL / XP	10/1400	SPECIAL	Keen Senses Roar (as Bear)

Dire Boar

ARMOR CLASS	5 [14]	SAVING THROW	12
HIT DICE	4+2		
TOTAL HIT BONUS	+4	ATTACKS	Tusk (2d6+2)
MOVEMENT	12		
LEVEL / XP	4/120	SPECIAL	Charge Toughness

Dire Ape

ARMOR CLASS	3 [16]	SAVING THROW	12
HIT DICE	8+1		
TOTAL HIT BONUS	+8	ATTACKS	Claw (3d6+3)
MOVEMENT	18 12 climb	SPECIAL	Keen Senses
LEVEL / XP	8/800		

Dire Wolf

ARMOR CLASS	4 [15]	SAVING THROW	12
HIT DICE	6		
TOTAL HIT BONUS	+6	ATTACKS	Bite (2d6+2)
MOVEMENT	24	SPECIAL	Keen Senses
LEVEL / XP	6/400		

Dire beasts are more primeval versions of their modern descendants, a throwback to the prehistoric eras when these beasts could hold their own against creatures such as dinosaurs and dragons.

Larger, naturally armored, often with external plates of bone or hardened cartilage or hair, the Dire version of an animal is often a nightmarish sight to behold, appearing as some twisted, hellbeast to the average person. Rare individual Dire Beasts are rumored to possess great intelligence and even the ability to speak.

Doppelganger

ARMOR CLASS	6 [13]	SAVING THROW	12
HIT DICE	4		
TOTAL HIT BONUS	+4	ATTACKS	Claw (1d6-1) or by weapon
MOVEMENT	12	SPECIAL	see below
LEVEL / XP	5/240		

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm type spells such as control sentient and slumbertime, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw bonus (+5) against magic of all kinds.

Dryad

ARMOR CLASS	5 [14]	SAVING THROW	16
HIT DICE	2		
TOTAL HIT BONUS	+2	ATTACKS	unarmed (1d6-2) or by weapon
MOVEMENT	12		
LEVEL / XP	3/60	SPECIAL	Control Sentient Tree Portal

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Control Sentient spell with a -2 saving throw.

Those who are thus controlled are often either sent away to never return to the tree, or kept as a plaything by the dryad until she loses interest or the person dies.

A dryad can merge with any tree as part of their normal move and may also portal from any tree they touch to any other within 100 feet.

Dwarghan ‘Dwarf’

ARMOR CLASS	8 [11]	SAVING THROW	14
HIT DICE	1+2		
TOTAL HIT BONUS	+1	ATTACKS	by weapon (+1 damage)
MOVEMENT	10		
LEVEL / XP	1/15	SPECIAL	Magic Resistant (1 in 6)

Slightly shorter than the average human, with a somewhat stockier build, dwarghan claim to have mingled with humankind for centuries. They tend to be avaricious by nature and are sticklers for the letter of a contract.



Elementals

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful occultist. These beings can also be “chained” within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

ARMOR CLASS	2 [17]	SAVING THROW	14/10/6
HIT DICE	8/12/16		
TOTAL HIT BONUS	+8/+12/+16	ATTACKS	Strike (2d6)
MOVEMENT	see below		
LEVEL / XP	9/1100 13/2300 17/3400	SPECIAL	see below

Air elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 feet tall. Air Elementals fly with a movement of 36.

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d6+4 minutes. Earth Elementals are slow moving, with a movement of 6.

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a saving throw (as determined by the Referee). Fire Elementals have a movement of 12

Water elementals cannot move more than 60 feet from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing (or in) a body of water. These powerful beings can overturn small boats, and can overturn a ship if given 1d6+4 minutes to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted. Water Elementals have a movement of 6, or 18 when in or on water.



Elf

ARMOR CLASS	8 [11]	SAVING THROW	16
HIT DICE	1		
TOTAL HIT BONUS	+1	ATTACKS	by weapon
MOVEMENT	18	SPECIAL	Magic Resistance 1 in 6
LEVEL / XP	1/15		

Found throughout the world, often hidden in plain sight, Elves have fae ancestry and take an additional +1 damage from iron and steel weaponry. Able to pass for an ordinary human, Elves often display some fae trait in their appearance, whether it be metallic colored eyes, a slight point to their ears, or something similar.

Ghoul

ARMOR CLASS	6 [13]	SAVING THROW	16
HIT DICE	2+1		
TOTAL HIT BONUS	+2	ATTACKS	Claw (1d6-1) or Bite (1d6+1)
MOVEMENT	12	SPECIAL	Paralyzing Touch Magic Resistance
LEVEL / XP	5/240		

Corpse eating humanoids, these creatures are often mistaken for undead, but they are not, they exist firmly amongst the living. They possess a slight resistance to magic (1 in 6), and their claw like fingernails and their sharpened teeth exude a toxin that requires a saving throw, or the victim becomes paralyzed and unable to move or speak for 3d6 combat rounds.

Goblin

ARMOR CLASS	7 [12]	SAVING THROW	19
HIT DICE	1/2 (1d3)		
TOTAL HIT BONUS	+0	ATTACKS	by weapon or bite (1d6+1)
MOVEMENT	9	SPECIAL	Magic Resistance (1 in 6)
LEVEL / XP	1/2/ 10		

Goblins are typically vicious, nasty little creatures, standing about 2 to 3 feet in height. They have yellowish green skin, bright red eyes and a mouth full of razor-sharp teeth.

Goblins reputedly have a fondness for the flesh of human children and when many children go missing in an area in a short time, Goblins often are blamed, regardless of their culpability. They have a slight resistance to the effects of magic and although their fondness is for young flesh, they will eat pretty much anything they can sink their teeth into.

Golems

Golems are man-shaped creatures built to serve their masters, usually powerful occultists, mad scientists or high priests. They are often used as guardians by their creators.

Golem, Flesh

ARMOR CLASS	9 [10]	SAVING THROW	12
HIT DICE	12	ATTACKS	Fist (1d6+2)
TOTAL HIT BONUS	+8		
MOVEMENT	9		
LEVEL / XP	12/2000	SPECIAL	see below

A creation stitched together from human limbs and other parts, like Frankenstein’s monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects a flesh golem. Non-magical weapons do half damage to the golem

Golem, Iron

ARMOR CLASS	3 [16]	SAVING THROW	10
HIT DICE	13	ATTACKS	Fist (2d6+2) or by weapon
TOTAL HIT BONUS	+10		
MOVEMENT	6		
LEVEL / XP	16/3200	SPECIAL	see below

Iron golems are huge moving statues of iron. Non-magical weapons only inflict a maximum of 1 point of damage per attack (plus any applicable strength bonus) on these creations. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Golem, Stone

ARMOR CLASS	5 [14]	SAVING THROW	10
HIT DICE	16	ATTACKS	Fist (2d6+2)
TOTAL HIT BONUS	+10		
MOVEMENT	6		
LEVEL / XP	16/3200	SPECIAL	See below

Stone golems are massive stone statues animated by very powerful magics. They are slowed by fire spells, and spells that affect rock (and fire spells) are the only magic that affects them. Non-magical weapons only inflict a maximum of 2 points of damage per attack (plus any applicable strength bonus)

Gorgon (Medusae)

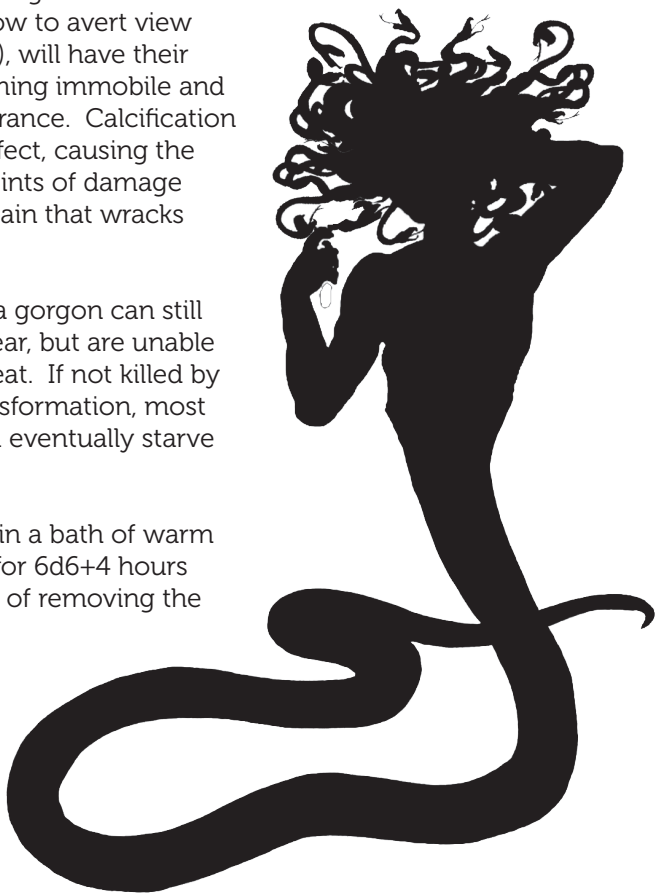
ARMOR CLASS	8 [11]	SAVING THROW	14
HIT DICE	6		
TOTAL HIT BONUS	+6	ATTACKS	Poison bite and by weapon
MOVEMENT	9		
LEVEL / XP	8/800	SPECIAL	Petrifying Gaze

Gorgons (often called medusae after the creatures from Greek myths) are an offshoot of the ancient serpent folk who once ruled the Earth. They have a female upper torso and face, with hair of writhing serpents. The gaze of a gorgon will calcify the victim, giving them an appearance of having been turned to stone. In addition to a melee attack, the serpent hair of the gorgon may attack once per round, causing no physical damage, but delivering a potentially deadly poison with their bite (4d6 damage, save to avoid).

Those who meet the gaze of the gorgon (saving throw to avert view at the last moment), will have their body calcify, becoming immobile and stone-like in appearance. Calcification takes immediate effect, causing the victim 1d6+2 hit points of damage from the extreme pain that wracks their bodies.

Those calcified by a gorgon can still breathe, see and hear, but are unable to speak, move or eat. If not killed by the pain of the transformation, most victims of a gorgon eventually starve to death.

Soaking the victim in a bath of warm water and vinegar for 6d6+4 hours has a 3 in 6 chance of removing the effects.



Gryphon

ARMOR CLASS	3 [16]	SAVING THROW	14
HIT DICE	7+1	ATTACKS	Bite (2d6)
TOTAL HIT BONUS	+7		
MOVEMENT	10 30 fly	SPECIAL	Flight
LEVEL / XP	8 / 800		

Possessing the body of a lion, the wings, head and fore-talons of an eagle, gryphons are masterful hunters. Nesting in high altitude, mountainous areas not easily accessible without wings, gryphons guard their nests and their eggs and young with a frightening ferocity. There are rumors that talented beast trainers have tamed these magnificent creatures to be used as mounts, a task said to be made simpler if they can be captured as young or even as eggs and trained from birth.

Harpy

ARMOR CLASS	7 [12]	SAVING THROW	16
HIT DICE	3	ATTACKS	Talons (1d6+1)
TOTAL HIT BONUS	+3		
MOVEMENT	6 18 fly	SPECIAL	Flight Siren Song
LEVEL / XP	4/120		

These detestable creatures have the upper body of a human female (often quite shapely and well formed, at least when young), combined with the lower body and wings of a vulture.

They possess voices that are surprisingly appealing, and touched with magical power. The song of the Harpy can be directed towards an individual, who, if a saving throw is failed are affected as by a Control Sentient spell.

Unfortunates who fall under the sway of a harpy are kept to act as slaves or breeding stock until their mistress grows weary of them, at which time they are usually killed and eaten.



Hellhound

ARMOR CLASS	4 [15]	SAVING THROW	5 HD: 15 6 HD: 14 7 HD: 13 8 HD: 12
HIT DICE	4 to 7		
TOTAL HIT BONUS	+4 to +7		
MOVEMENT	18	ATTACKS	Bite (2d6)
LEVEL / XP	5/240 6/400 7/600 8/800	SPECIAL	Fire Breathing (10 ft range 2 hp/HD save for half) Fire Immunity

Fire-breathing dogs, supposedly the hunting hounds of devils or lords of the underworld. Hellhounds take double damage from cold attacks and are immune to fire damage.

Homunculus

ARMOR CLASS	6 [13]	SAVING THROW	15
HIT DICE	2	ATTACKS	
TOTAL HIT BONUS	+2		Bite (1d3 + sleep)
MOVEMENT	6 20 fly		
LEVEL / XP	3/60	SPECIAL	Sleep-inducing Bite

A homunculus is a living, man-like creature created by a powerful occultist as a servant.



The precise abilities of a homunculus depend upon the spells and procedures used in its creation (the details of creating a homunculus are left to the game master), although virtually all are created with wings of some kind.

The most common homunculus has a sleep-inducing bite (saving throw), but others might be created with a poison bite (CL4/120XP), or might have unusual powers of perception instead (such as the ability to detect magic, evil, spells, etc).

Lich

ARMOR CLASS	0 [19]	SAVING THROW	6
HIT DICE	15		
TOTAL HIT BONUS	+15	ATTACKS	Touch (1d3-1) + paralysis
MOVEMENT	8		
LEVEL / XP	18/3800	SPECIAL	See description

Powerful occultists sometimes want to live forever, even if 'live' is a loosely defined term for those who pursue the path to becoming a powerful undead creature. An occultist intentionally pursues the path to becoming a lich, and it is a long, arduous, and irreversible path, ending with the occultist becoming 'blessed' with eternal undeath. There are rumors that some of these creatures gained this state accidentally as the result of magical research gone horribly wrong.

In their new form as a lich, the former occultist retains all of their previously acquired spell-casting abilities, and gain the ability to prepare an additional 2 spells per power level per day for each power level of spell they can prepare.

The touch of a lich transmits a deathly chill that causes minor damage, but also causes paralysis in a living creature for 2d6+2 hours, with no saving throw possible, although the lich may release the paralyzed victim at will. Creatures of less than 5 Hit Dice must make a saving throw when seeing the true form of a lich or be paralyzed with fear for 3d6 combat rounds.

Lizard-folk

ARMOR CLASS	6 [13]	SAVING THROW	18
HIT DICE	2+1		
TOTAL HIT BONUS	+2	ATTACKS	claw (1d6-1) or by weapon
MOVEMENT	8 12 swim		
LEVEL / XP	2/30	SPECIAL	Amphibious

Humanoid creatures of obvious reptilian origins, lizard-folk were the servitors of the serpent people of ancient times. Amphibious creatures, they can stay submerged beneath the water for hours at a time. Their scaly skin provides them with a small degree of protection.

Mostly primitive and devolved creatures, upon occasion, one will be hatched among them who has a greater natural intelligence and sometimes, even leadership ability. Some of these rare lizard-folk gain the abilities of casting arcane spells or channeling miracles.

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but only take half damage, but silver weapons inflict normal weapon damage, along with a +2 damage bonus for the silver. If any character is brought below 50% hit points by a lycanthrope, the character will likely become a lycanthrope himself.

Lycanthrope, Wearbear

ARMOR CLASS	2 [17]	SAVING THROW	11
HIT DICE	7+3		
TOTAL HIT BONUS	+9	ATTACKS	Bite (2d6+2) or Claw (1d6+3)
MOVEMENT	14	SPECIAL	Infectious Lycanthropy
LEVEL / XP	9/1100		

Lycanthrope, Wererat

ARMOR CLASS	6 [13]	SAVING THROW	17
HIT DICE	3		
TOTAL HIT BONUS	+3	ATTACKS	Bite (1d6+1) or Claw (1d6-1) or by weapon
MOVEMENT	18	SPECIAL	Infectious Lycanthropy
LEVEL / XP	4/120		

Lycanthrope, Werewolf

ARMOR CLASS	5 [14]	SAVING THROW	15
HIT DICE	3+1		
TOTAL HIT BONUS	+4	ATTACKS	Bite (2d6) or Claw (1d6+1)
MOVEMENT	18	SPECIAL	Infectious Lycanthropy
LEVEL / XP	5/240		

Older, more experienced lycanthropes are often capable of autonomous change (at the referee's discretion), and can shift form at will, a process that takes two full combat rounds to complete. Anyone witnessing this transformation may make a saving throw or be paralyzed by the sheer horror of the transformation for 1d3 combat rounds.

Memory Devourer

ARMOR CLASS	7 [12]	SAVING THROW	10
HIT DICE	8	ATTACKS	tentacles (x4) 1d3 or by weapon
TOTAL HIT BONUS	+8		
MOVEMENT	12	SPECIAL	Magic Resistance (5 in 6)
LEVEL / XP	12/2000		Mental Blast Brain Eating

Originally humans who were transformed by the elder god they worshipped to be more akin to his image, these humanoids have, over the centuries, bred true and are a species unto themselves. They have cephalopodic heads from which dangle four tentacles, and a human-like body, typically bluish to purple in complexion. The only food source for these beings is brains and although they can survive on the brains of any lesser creature, they consider the one most like themselves to be a true delicacy and will savor a human brain like an oenophile savors a fine wine.

Memory Devourers attack by striking out with up to four of their facial tentacles. Should even one of these manage to strike their target, it will begin to work itself in towards the victim's brain, yanking it out in 1d3+2 combat rounds, resulting in instant and irrevocable death.

Additionally, Memory Devourers have a powerful mental blast, a cone 60 feet long, 20 feet wide at it's end point. This may be used once per day and is subject to a saving throw, with the following effects:

- Natural 1 on save = Mentally induced paralysis for 4d6 rounds
- Failed save = panicked and unable to attack or make decisions for 2d6 combat rounds.
- Successful Save = Confused (-2 to actions) for 2d6 combat rounds
- Natural 20 on save = Slight headache for 2d6 days with disturbing visions when eyes are closed (no die-roll affecting effects)



Ogre

ARMOR CLASS	8 [11]	SAVING THROW	14
HIT DICE	2+2	ATTACKS	Bite (1d6+1) or by weapon
TOTAL HIT BONUS	+3		
MOVEMENT	12		
LEVEL / XP	3/60	SPECIAL	Keen Senses

The term ogre is often used to describe a shorter than average, dumb as a post giant-kin, but true ogres were once human, and still appear that way to the casual eye. Ogres are a bit harder than average and very strong (+1 damage bonus to close combat attacks), but other than possessing strong white teeth with slight points, ogres blend in well with their favorite food source, humans. Ogres also possess a keen sense of smell and hearing and can see clearly in complete darkness.

Owlbear

ARMOR CLASS	5 [14]	SAVING THROW	13
HIT DICE	5+2	ATTACKS	Claw (1d6+1) Claw (1d6+1) Bite (2d6+1)
TOTAL HIT BONUS	+5		
MOVEMENT	10		
LEVEL / XP	7/600	SPECIAL	Hug Keen Senses

This creature possesses the body of a bear, but with an owl's beak and eyes, and it has feathers in addition to the fur on it's head and upper body.

Owlbears possess extraordinarily keen senses vision and smell, able to see in complete darkness and to track their prey by smell.

Very swift attackers, owlbears may attack three times in a single combat round. On a natural 18+ on either of the claw attack rolls, the owlbear manages to grab it's victim and hugs it tightly for an additional 3d6 damage.

Rodents of Unusual Size

ARMOR CLASS	7 [12]	SAVING THROW	19
HIT DICE	½ (1d3)	ATTACKS	Bite (1d6-2) (minimum 1)
TOTAL HIT BONUS	+0		
MOVEMENT	12		
LEVEL / XP	1/15	SPECIAL	Disease

These rats are about the size of a small dog (about 4 to 5 pounds). Although not overly aggressive unless attacked or cornered, their bites do have a 1 in 6 chance of transmitting a disease to their victims

Skeeters

ARMOR CLASS	6 [13]	SAVING THROW	16
HIT DICE	1+1	ATTACKS	Sting (1d3 + blood drain)
TOTAL HIT BONUS	+3		
MOVEMENT	3 18 fly	SPECIAL	Blood Drain 1d3+1/round
LEVEL / XP	3/60		

Flying, feathered creatures with a prominent, hollow sharpened proboscis, 'skeeters latch onto their prey after the initial attack and drain blood until the prey is empty or they are full.



Skeleton

ARMOR CLASS	8 [11]	SAVING THROW	19
HIT DICE	½ (1d3 hp)	ATTACKS	Strike (1d6-1) or by weapon
TOTAL HIT BONUS	+0		
MOVEMENT	12	SPECIAL	half damage from piercing weapons
LEVEL / XP	1/15		

The animated bones of the dead, imbued with a souless semblance of life by the actions and spells of some dark and twisted master, who now controls their remains.

Spiders, Giant

ARMOR CLASS	6 [13]	SAVING THROW	17
HIT DICE	2+2	ATTACKS	Bite (1d6+1) + Poison
TOTAL HIT BONUS	+2		
MOVEMENT	18	SPECIAL	see below
LEVEL / XP	5/240		

With bodies the size of a large hound, giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck.

Those who make their saving throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a 1-5 on a d6, being able to hide well in shadows. A giant spider's bite is very poisonous, typically paralyzing it's victim (saving throw to avoid the effects), but sometimes doing additional damage (referee's preference)



Vampire

ARMOR CLASS	2 [17]	SAVING THROW	6
HIT DICE	8+2	ATTACKS	Bite (level drain) or by weapon
TOTAL HIT BONUS	+10	SPECIAL	see below
MOVEMENT	12 18 fly 6 mist		
LEVEL / XP	11 / 1700		

Vampires are very powerful undead beings. Most of them retain their intelligence and skills they had upon 'turning,' and many of them have used their time since to gain more skills, resources and power. Some, on the other hand, are simply feral, psychotic monsters who are driven by hunger.

All vampires regenerate 3 hit points of damage from normal attacks every combat round, and if they are reduced to near zero hit points, will attempt to turn to their gaseous form and return to a safe place to heal. Magic weapons do full damage to vampires and non-magical weapons only do half damage, with the exception of attacks that pierce or sever the spine of the vampire, or pierce the heart. Piercing a vampire's heart will paralyze it and allow an attacker to sever the spine of the vampire to destroy it. To successfully hit the heart is a special 'called shot' that attacks an armor class of -1 [20] and the vampire gets a saving throw to only be hindered (-4 to all rolls until the piercing item can be removed). Vampires who are pierced (or nearly pierced) through the heart cannot regenerate while in that state.

A vampire can turn into a gaseous mist or a giant bat as a single round action, and can summon a horde of 3d6 wolves, rats, or feral dogs from the surrounding area, which arrive in 1d3+2 combat rounds to assist the vampire.

Meeting the gaze of a vampire requires a saving throw at -2, or the victim is affected as by a Control Sentient spell. The bite of a vampire drains two levels of experience from the victim. Those reduced to 0 levels in this manner become wampyre (lesser vampires) under the control of the creator vampire.

Vampires can be killed by immersing them in running water (they take 2d6 damage per round immersed), severing their spine or exposing them to sunlight (5d6+5 damage per round). Contrary to legends, vampires are unaffected by garlic, mirrors or holy symbols.

Visnayakahn (fish-men)

ARMOR CLASS	4 [15]	SAVING THROW	14
HIT DICE	2+2		
TOTAL HIT BONUS	+2	ATTACKS	claw (1d6) or bite (1d6+2) or by weapon (+1 dmg)
MOVEMENT	9 18 swim	SPECIAL	darkvision waterbreathers
LEVEL / XP	4/120		

Aquatic humanoids found exclusively in areas where there are bodies of water as they can only breath out of water for 1d3 hours before they must immerse themselves for 2d6 rounds. They are roughly the size of humans and have large, glowing eyes which enable them to see in the murky depths as if it were daylight, but they are also blinded for 1d6 rounds by sudden bright lights.

Wight

ARMOR CLASS	5 [14]	SAVING THROW	10
HIT DICE	3		
TOTAL HIT BONUS	+3	ATTACKS	claw (1d6 + level drain)
MOVEMENT	9	SPECIAL	see below
LEVEL / XP	5/240		

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by mind altering spells. Wights only take half damage from all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels (1 level per hit unless a successful saving throw is made) by a wight becomes a wight.

Worg

ARMOR CLASS	6 [13]	SAVING THROW	14
HIT DICE	4+2		
TOTAL HIT BONUS	+4	ATTACKS	Bite (2d6+2)
MOVEMENT	24	SPECIAL	none
LEVEL / XP	6/400		

A wolf-like creatures the size of a draft horse, a worg is an intelligent and typically malevolent creature. They are able to understand most languages common to the area in which they hunt and some are able to communicate in those languages as well.

Wraith

ARMOR CLASS	3 [16]	SAVING THROW	6
HIT DICE	4+1		
TOTAL HIT BONUS	+4	ATTACKS	Touch (see below)
MOVEMENT	24		
LEVEL / XP	6/400	SPECIAL	see below

Powerful, older wights, Wraiths are completely immune to damage from non-magical weapons and only take half damage from silver or cold iron weapons. Magical ranged ammunition (bullets, arrows, bolts) are ineffective against wraiths, with even magical and silver ammunition only inflicting one hit point of damager per hit.

They drain 1 level of experience with a touch to a victim (no saving throw allowed). Victims reduced to 0 levels or lower by the attacks of a wraith become wights under the control of the wraith that created them.

Wyvern

ARMOR CLASS	3 [16]	SAVING THROW	12
HIT DICE	7		
TOTAL HIT BONUS	+7	ATTACKS	Bite (2d6+2) or Sting (2d6+4) + poison
MOVEMENT	6 24 fly		
LEVEL / XP	9/1100	SPECIAL	Flight Poison Sting

Less intelligent and smaller than true dragons, wyverns have a barbed sting on the end of their tail that they can use to deliver a vicious poison (*saving throw; fail takes additional 2d6 damage per round for 1d6 rounds, plus disoriented (-4) until treated, success takes no additional damage, but is still disoriented (-4) for 1d3 rounds*)

They are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvern is 4 in 6 likely to use its tail, which can lash out to the creature's front even farther than its head can reach.



Yellow Mold

ARMOR CLASS	n/a	SAVING THROW	n/a
HIT DICE	n/a		
TOTAL HIT BONUS	n/a	ATTACKS	see below
MOVEMENT	0	SPECIAL	airborn poisonous spores
LEVEL / XP	3/60		

Yellow mold is thought to be fae in origin and is most often found in subterranean areas. Yellow mold is a fungus; it neither moves nor attacks of it's own volition. However, if it is touched or struck, it may (3 in 6 chance) release a roughly 15 foot diameter cloud of poisonous spores. Those who fail the saving throw against the spores have inhaled them and will take 1d6+1 points of damage per combat round for 2d20+5 rounds. The spores cause agonizing pain in the lungs of the victim, leaving them at a -6 to all rolls due to burning pain in the lungs and throat and inability to breath normally. These growths can be destroyed by application of fire.

Yeti (Sasquatch)

ARMOR CLASS	6 [13]	SAVING THROW	12
HIT DICE	5+2		
TOTAL HIT BONUS	+5	ATTACKS	fist (x2) (1d6+2)
MOVEMENT	14	SPECIAL	Immune to fear Hug attack
LEVEL / XP	7/600		

Yeti are the arctic version of a sasquatch or 'bigfoot' creature found in many climes. Large, shaggy humanoid creatures, they are protective of their territory, but otherwise try to avoid contact with humans when possible. In combat, they attack twice with their fists, and if both fists connect with the target, deliver a bone crushing hug for an additional 2d6+4 damage.

Zombie

ARMOR CLASS	8 [11]	SAVING THROW	19
HIT DICE	1		
TOTAL HIT BONUS	+1	ATTACKS	strike (1d6-1) or by weapon
MOVEMENT	6	SPECIAL	Immune to mind control spells
LEVEL / XP	2/30		

Zombies are mindless undead creatures, animated corpses, often under the control of an evil spell caster. They do not typically carry any undead contagion. Zombies are immune to mind control spells, such as control sentient, fear, or slumbertime, as they have no mental abilities capable of being affected.

Human Adversaries and Allies

Human npcs that the Adventurers will interact with are many and varied. Listed here are a few of what may be the more common types that the Adventurers come across.

Burglar

ARMOR CLASS	8 [11]	SAVING THROW	16
HIT DICE	2		
TOTAL HIT BONUS	+2	ATTACKS	by weapon
MOVEMENT	12		
LEVEL / XP	2/30	SPECIAL	stealth security specialists

Burglars are masters of stealth, gaining a +2 to any Action Checks made to move quietly or avoid detection. They get the same bonus when attempting to open locks or bypass security systems.

Bruiser

ARMOR CLASS	8 [11]	SAVING THROW	16
HIT DICE	2+2		
TOTAL HIT BONUS	+3	ATTACKS	by weapon
MOVEMENT	12		
LEVEL / XP	3/60	SPECIAL	Strong

Employed as bodyguards, general kneebreakers and bouncers, bruisers are strong, sturdy individuals who are not afraid to give or take a few punches for their employers. Bruisers get +1 to damage rolls with melee attacks.

Common People

ARMOR CLASS	9 [10]	SAVING THROW	19
HIT DICE	½ (1-3 HP)		
TOTAL HIT BONUS	+0	ATTACKS	by weapon
MOVEMENT	12		
LEVEL / XP	½ /10	SPECIAL	---

Joe the plumber, or any ordinary person you meet on the street. This is the average person, be they minions of a crime boss, deranged cultists, or an enraged mob with pitchforks and torches. This was your Adventurer before she decided to cross the line and follow her nose to fortune and glory.

Cult Leader/Necromancer

ARMOR CLASS	9 [10]	SAVING THROW	12
HIT DICE	5		
TOTAL HIT BONUS	+3	ATTACKS	by weapon
MOVEMENT	12		spells
LEVEL / XP	8/800	SPECIAL	summon demons call on followers

Deranged leaders of cults or simply deranged spellcasters who have delved too deeply into the secrets man was not meant to know, this individual has knowledge of spells equal to a fifth level Occultist.

Once per day, she can summon 1d3 lesser demons to aid her due to prior arrangements and bargains. This takes 2 full rounds to complete and the demons appear at the beginning of the 3rd round.

If faced with multiple opponents, she will also have 2d6 cultists (common people) or 2d6 zombies available to lend a hand with opponents.

Guard / Policeman

ARMOR CLASS	9 [10]	SAVING THROW	17
HIT DICE	1		
TOTAL HIT BONUS	+1	ATTACKS	by weapon
MOVEMENT	12		
LEVEL / XP	2 / 30	SPECIAL	Call for Backup

This is the average policeman or guard. Typically armed with a nightstick and a revolver or semi-auto pistol, these individuals will call for backup if they are in trouble, with another 1d6+1 of their kind arriving in 3d6 combat rounds (possibly longer, depending upon the situation as determined by the referee).

Soldier

ARMOR CLASS	7 [12]	SAVING THROW	17
HIT DICE	2		
TOTAL HIT BONUS	+2	ATTACKS	by weapon
MOVEMENT	12		
LEVEL / XP	2/30	SPECIAL	---

Your average soldier, they carry assault rifles and a knife and wear light body armor. Soldiers will not usually take initiative on situations that fall outside the orders they have been given without checking with someone of higher rank first.

Soldier, Veteran / SWAT Team

ARMOR CLASS	5 [14]	SAVING THROW	14
HIT DICE	4		
TOTAL HIT BONUS	+4	ATTACKS	by weapon
MOVEMENT	12		
LEVEL / XP	4/120	SPECIAL	---

Soldiers who have more combat experience (Sergeants, Special Forces, etc.) or SWAT Team members (often former soldiers themselves); these individuals are better armed and better trained, with access to medium armor and typically armed with Semi-Auto pistols, knives, Assault rifles or shotguns, and often carrying grenades of some type.

This is a short list of opponents or potential allies that the Adventurers may encounter during their travels. Not every person or creature has the death and dismemberment of the Adventurers foremost on their mind, but planting the seeds of paranoia and caution are part of the fun for the referee.

Also, not all 'bad guys' are necessarily full out, kill everything that looks at them crosswise evil, either. Crime bosses and warlords can be bargained with, if you have something to offer them, or you have common goals. Of course, they may decide a double cross is in order, for they fully expect the Adventurers to do the same to them, or perhaps they have a very strict sense of honor.

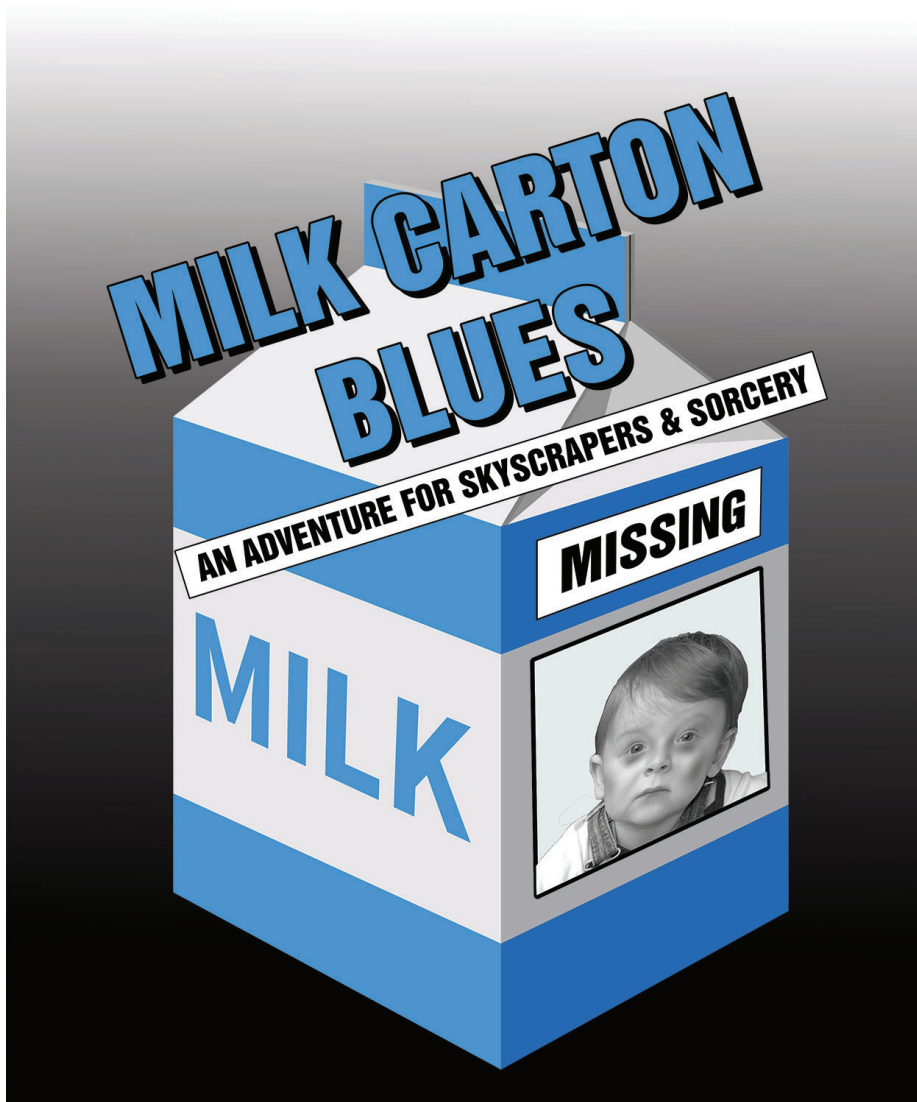
Treat your npc's as individuals and make them memorable and your players will have all the more fun interacting with them.

A short adventure, entitled "Milkcarton Blues," suitable for beginning Adventurers follows.

Take what we've presented you here, gather some friends, either around a table or via your favorite Virtual Table Top software, and go explore the world of Skyscrapers & Sorcery. Have fun, and feel free to create your own adventures and add-ons for the game. I'd love to see them, it's what makes our community grow.

Milk Carton Blues is an adventure suitable for 1-6 first level Skyscrapers & Sorcery Adventurers. The location is left intentionally vague, so the Referee can drop it into whatever area he prefers. It is designed to be a fairly isolated, rural setting, in a strange small town, but could easily be modified to be on the edges or in the 'bad section' of a city as well.

As with any Skyscrapers & Sorcery Adventure, it is purposely dark in theme, but is designed where the Adventurers can, with diligence and luck, save the day and be Heroes.



THE PREMISE

Children have been going missing in the Black Hollow area. Some people are quick to blame the Cullin Clan, after all, 'everyone' knows that Goblins steal children, but no one has actually seen them around any of the missing children. It's up to the Adventurers to do what the corrupt, lazy and incompetent local law enforcement cannot or will not do; find these children before it's too late and get them to safety.

The True Story

The Cullins have, indeed, taken the children, but at the behest of the town matriarch, Esmeralda Black. Esmeralda is an evil and selfish spellcaster who has found a dark ritual to restore and maintain her youth.

It simply requires the sacrifice of thirteen young souls at the height of the second night of the full moon. The Cullins have recently taken the last child required by her and have moved all of them to the hidden cells beneath the Black Mansion.

The Adventurers will be under a time constraint to complete this successfully and Referees are encouraged to introduce the adventure at a time when the time frame will be critical but still reasonably able to be completed (Although last second rescues are always quite exciting).

Getting the Adventurers Involved

Feel free to use any one or a mixture of these hooks, or something you, the referee prefer. Mixing the hooks is a good way to get Adventurers who have not met and are not currently together to work as a group,

- One or more of the group may be from Black Hollow or at least have relatives or close friends from the town, who contact them and ask for help to find their missing child.
- Adventurers may be passing through and having dinner at the local diner when a woman comes in screaming that her baby is missing.
- Adventurers may be stopped by the local sheriff and are being held and questioned on suspicion of being the culprits, when a woman comes into the station, screaming that she saw goblins taking her baby off into the woods while she was taking down the wash, The sheriff will grudgingly release the Adventurers.
- Adventurers are driving down a road outside of town and see dark shapes dashing across the road and an empty baby buggy rolling past them.

Location - The Cullin Clan Homestead

The Cullins live in a small clearing at the foot of a local hill, not far from the main road into town, where they eke out a minimal living mining coal from the hill, which they sell locally.

They live in a group of 'shotgun shacks' (small homes so named because if all the doors are opened, a shotgun blast fired into the house from the front doorway could fly cleanly to the other end and out the back) arranged in a horseshoe pattern around a larger, central domicile (not any more impressive appearing but about half again as large).

The houses all have black tar paper siding and rusty metal roofs, with a stovepipe chimney sticking out the top or from the walls. With the exception of the larger house, none of the houses have glass window, simply crude wooden shutters that may be opened or closed for light and ventilation as desired by the residents.

There are a pair of outhouses a few score yards into the surrounding woods, one on either side of the homestead. They are easily located by their stench, depending upon the strength and direction of the wind.

Key to the Cullin Homestead

1. Ma & Pa Cullin's House

Built in the same slapdash fashion as the rest of the houses in the homestead, the home of the patriarch and matriarch of the Cullin clan is unique in that it is about half again as large as those of the rest of the clan, it has two glass windows (one of them is cracked, but still intact), has a sleeping loft with an actual feather mattress (albeit an incredibly filthy and smelly one), and actually has a wooden floor over the dirt inside.

Searchers can possibly find a small box hidden beneath the floorboards under the cast iron stove in one corner, that contains \$500 in assorted bills and coins, several pieces of jewelry, including a mans gold ring with an onyx setting, engraved with an Old English "B" (this is a magical ring that belonged to Esmeralda Black's father, it provides a -1[+1] bonus to Armor Class if worn. There is also a silver plated pacifier (somewhat tarnished and battered) engraved with a gryphon on the handle. One of the missing children is an infant named Ellie Griffin.

Pa Cullin - Gblyn Patriarch AC: 7[12] HD: 1 Hit Points: 4 Move: 9
Save: 18 Total Hit Bonus: +1 Special: Magic Resistance: 1 in 6
Attacks: Bite (1d6+1) or Double Barreled Shotgun (1d6+3) Level / XP: 1 / 15

Ma Cullin - Gblyn Matriarch AC: 8 [11] HD: 1 Hit Points: 3 Move: 9
Save: 18 Total Hit Bonus: +1 Special: Magic Resistance: 1 in 6
Attacks: Bite (1d6+1) or Revolver (1d6+1) Level / XP: 1 / 15

2-11. Cullin Shacks

These small shacks are filthy and smell of unwashed goblin, spoiled foods and garbage. There are bugs and even rats in the shacks. Anyone wishing to take time to search through the mess can, on a 2 in 6 roll, find 3d6+2 dollars in loose change and bills, and if a 1 is rolled on the die, may roll once on the Goblin Treasures chart at the end of the adventure.

There are a total of 20 adult goblins living in these shacks, and 15 goblin children.

20 Goblin Adults AC: 7[12] HD: ½ (1d3 HP each) Move: 9 Save: 19
Total Hit Bonus: +0 Special: Magic Resistance: 1 in 6 Level / XP: ½ / 10
Attacks: Bite (1d6+1) or by weapon (knives, revolvers and clubs mostly)

15 Goblin Children AC: 8[11] HD: ¼ (1 HP each) Move: 6 Save: 19
Total Hit Bonus: +0 Special: Magic Resistance: 1 in 6
Attacks: Bite (1d3+1) Level / XP: ¼ / 5

The Cullin's tend to come across as hostile to strangers, but no more so than other people. Unless the Adventures come in shooting or overtly threatening, The Cullin's will tell them to 'git' (leave their property). If treated with a modicum of respect and / or kindness (both of which are something they seldom receive), the Cullin's can be uncharacteristically hospitable, offering the Adventurers to join them for 'possum stew. Should the Adventurers offer them alcoholic beverages, they will likely be declared friends for life and honorary members of the clan.

Either approach has a chance of Pa Cullin telling of their being required by 'Miz Black' to snatch young'uns and bring them to the hidden cells beneath her mansion.

12. The Hound Pen

This noisy and noisome alcove in the hillside is blocked off by a crudely made and unpainted wooden picket fence and gate. The gate is secured by a simple loop of rope. Inside the pen is filled dirty straw, there are two troughs filled with fresh water and several large wooden bowls of meat and bones. There are 14 hounds in this pen. These are the Cullin's pets and hunting dogs

Hunting Hounds [14] AC: 7[12] HD: 2 Move: 18 Save: 17
Total Hit Bonus: +2 Attacks: Bite (1d6) Special: Keen Senses
Level/XP: 2/30 Hit Points: 4, 7, 4, 6, 9, 7, 10, 3, 8, 5, 7, 6, 8, 10

13. The Well

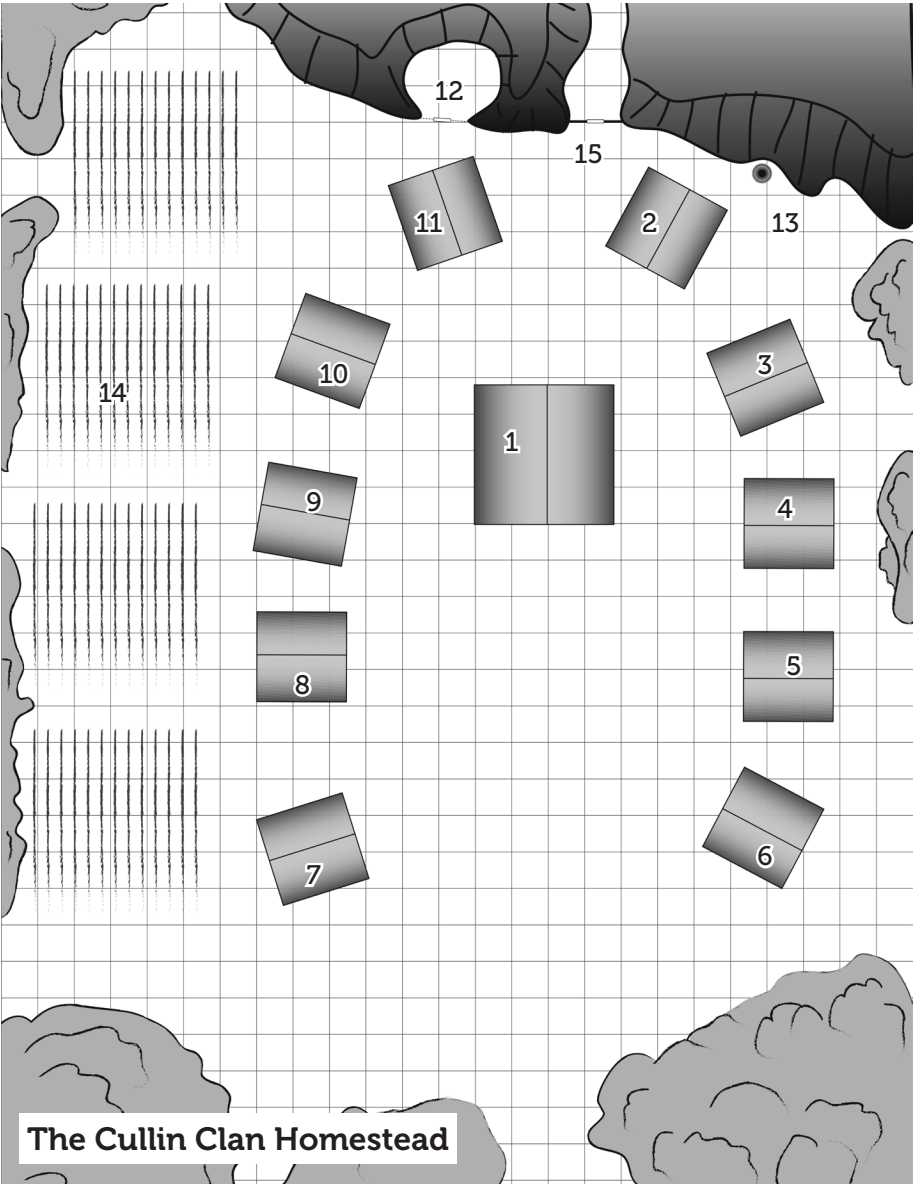
There is a stone well here with a bucket on a rope. This is the communal water supply.

14. The Corn Fields

The Cullin's grow a crop of corn in the tilled fields, and sell any surplus they may have to locals or passersby when they can. They grow a surprisingly delicious sweet corn that which has been specially bred over the generations by the Cullin clan.

15. The Mine Entrance

A stout wooden door with a bar across it and a hand carved wooden sign that reads "Cullin Coal Mine - NO SMOKIN' - GIT!"



The Cullin Mines

This small mine has a decent supply of coal, but the Cullin's lack the equipment to mine it properly, so it primarily supplies them with a bit of coal that they sell to locals who still burn coal for their heat. They also have used the mine to keep the children out of sight until they were ready to be moved to the Black Mansion.

The chamber they used to house the children is the same one the clan shelters in during extremely inclement weather when their shacks are not quite adequate to protecting them from the elements, albeit with the addition of locked and barred doors.

Key to the Cullin Mines Map

NOTE: any open flame within the mine (or flame producing spells) has a 1 in 6 chance of causing an explosion from methane gases in the air, doing 4d6 fire damage to anyone within thirty feet of the flame source (save for half damage)

1. Entryway

The large wooden door from the outside opens up into a roughly hewn passage with a ceiling that ranges from five to six feet high. The floor of the mine is littered with loose coal and other stones, as well as the occasional bit of trash and puddles of water.

Compared to the Cullin homes, the interior of the mines smells like a spring meadow. The air from outside flows through several small vents that lead to the surface, which also cause the puddles in the floor. In several locations throughout the mine, there are open barrels, positioned to catch the rainwater that comes through the vents, although these do often overflow as well in the rainy season.

Just inside the doorway is a large niche shelf carved into the rock, with a ring of keys, half a dozen battery powered lanterns, with a dozen extra batteries, and an old copper bell laid out on it. The keys fit the various locks in the mine.

2. Locked door

Turning off the main passageway, this passage is blocked by a heavy, surprisingly well built door, with a heavy oak bar across it at about a foot from the ground, and a large padlock and hasp just above that.

One of the keys from the entryway will fit this lock. Opening this door reveals another narrow, uneven passage, about twenty five feet in length, ending in another, identical, locked door.

3. Sleeping Chamber

Opening the door to this large chamber releases a smell reminiscent of the odors of the Cullin houses. The ceiling of this chamber ranges from eight to twelve feet in height.

It has a couple of dozen pallets of dry, but dirty straw in various spots around the walls, with dirty blankets piled up on them. A few empty, but still smelly slop buckets (bedpans, bucket toilets, if you've never heard the term slop bucket).

There are three open topped barrels of rain water spread about the chamber beneath the vents.

Searching this chamber reveals a small, yellow plastic ball, a partial set of wooden blocks and a discarded, child-sized blue sweater with a green giraffe embroidered on it (the sweater matches the description of what Aaron McIntyre was wearing when last seen if the Adventurers have received descriptions of the missing children).

4. Storage Room

A locked and barred wooden door identical to the ones at locations two and three opens onto the Cullin's storage area. The ceiling in this chamber is twelve to fifteen feet in height.

There are ten empty, opened crates, five barrels of dried beans, six crates of corn meal, a meal grinder, a pair of cooked pigs hanging from the ceiling.

5. The Pond

This chamber has a ceiling that ranges from fifteen to thirty feet in height. There is a large pool of water against the far wall, that is fed from a spring in the wall. There are blind, albino crayfish in the pool, that can be easily caught using the net propped against the wall. A large, locked chest sits on a ledge behind the pool, which is accessible by stepping up on stones protruding from the wall, forming crude steps to the ledge. The key to the chest is hidden in a small niche in the bottom of the lowest step.

Contents of the chest:

- \$150 in loose change, \$800 in loose bills, mostly ones and fives
- A heavy revolver, missing the cylinder, 30 loose handgun rounds,
- A red silk robe, human sized, embroidered with green snakes,
- 4 silver goblets, each with a 'B' engraved and stems carved into entwined snakes (valued \$20 each)

6. Spider Den

The ceilings of this chamber range from five to ten feet in height. The room is mostly filled with spider webs. A giant spider and her brood have made their nest in the room and will attack anyone or anything that comes inside. Moving through the webs requires a saving throw each round in the webs. A success enables those in the webs to fight and move, albeit slowly (only five feet per round).

If anyone decides to burn the webs, go back and read the first entry regarding the mine and fire.

Giant Spider AC: 6 [13] HD: 2+2 Save: 17 Move: 18

Total Hit Bonus: +2 Attacks: 1d6+1 + Poison

Hit Points: 9 Level / XP: 5 / 240

Special: 5 in 6 chance of surprise attack. Paralytic poison, Save or be unable to move for 3d6 minutes

Giant Spider Hatchlings (as many as the referee desires)

AC: 9[10] HD: ½ (1d3 HP each) Save: 19 Move: 12 Total Hit Bonus: +0

Attacks: 1d3-1 Special: None Level / XP: ½ / 10

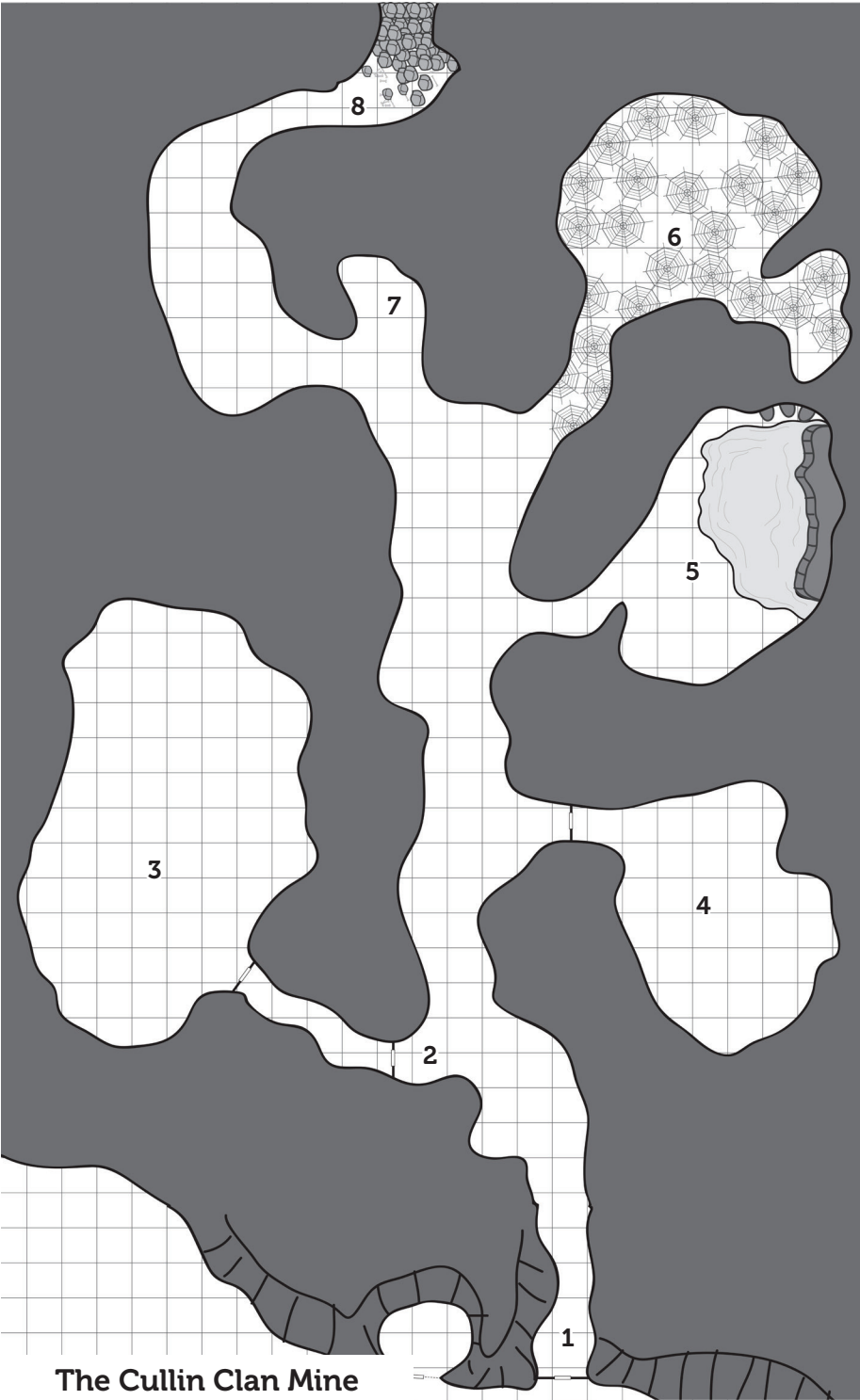
Among the webs in this room can be found a myriad assortment of bones and trash, as well as the following items: A double barrel shotgun, a small body pack containing 24 shotgun shells, a silvered hunting knife, \$15 in assorted change, and a single smoke grenade

7. Weakened Floor

The floor in this alcove is weakened by a sinkhole that is developing beneath it. There is a 1 in 6 chance per person in the area that the floor will give way (i.e, 3 people = 3 in 6 chance, etc) and collapse into the ten foot deep hole, inflicting 1d6 damage on those who fail saving throws.

8. Cave In

The passage here is blocked by a massive cave-in. Several broken skeletons, obviously those of Goblins, can be seen around the edges of the cave-in debris. There is nothing of value here, and attempting to dig out the cave-in would take several days labor and proper equipment. The area beyond the cave-in may be developed further by the referee if they wish to expand it for this or future adventures.



The Cullin Clan Mine

Black Mansion

A Victorian style, three story house that has seen better days, the Black home (referred to as a mansion by the locals), is painted a dark gray color, which is peeling in many places, with dark red shutters and a dark red, tile roof. There is a widows walk (balcony) on the third floor, and apple trees growing around the house.

Key to the Ground Floor Map

1. Old Well

There is an old, covered well amongst the trees here. The well has been covered for years, since indoor plumbing was installed three decades prior. If curious adventurers pry open the covering for the well, there is a 3 in 6 chance of awakening the giant constrictor snake that lives in a small alcove ten feet down from the surface. The well continues down for thirty feet, ending in an underground stream that is ten feet deep below the well opening.

Giant Constrictor Snake AC: 5[14] HD: 6 Hit Points: 24 Move: 10
Total Attack Bonus: +6 Attacks: Bite (1d3) + Constrict (1d6+2)
Saving Throw: 14 Special: Constrict Level / XP: 7 / 600

Constrict: after a successful hit, the constrictor snake will loop itself around it's target and begin to squeeze, doing an automatic 1d6+2 damage, and with a 1 in 6 chance, may also pin the victim's arm to where it cannot be used (odd/even = right/left). A successful saving throw on successful rounds will enable the victim to break free of the snake's grasp.

2. Parking

This area is covered in gravel and packed down from years of vehicles being driven over it and parking here. There is a small covered shed in the midst of the trees, sheltering a 20 year old, but clean and serviceable luxury car, with vanity plates that read BLACK1. The keys are in the switch (no one locally would even think of stealing Esmeralda's car), and the car will crank easily, as it is well maintained. There is a pump shotgun, a box with 20 rounds of shotgun ammo and a shovel in the trunk.

3. Front Entry

This covered porch is clean and contains only two wooden rocking chairs, one to either side of the door. There is an oak railing around the perimeter of the porch, with small columns holding up the ceiling and roof. An ornate, pewter knocker in the shape of an ouroboros (a serpent swallowing it's own tail) is in the center of the solid looking oaken door. An electric lamp is mounted to the right side of the doorway, providing light as needed at night. The house has a medium shade hardwood flooring throughout, with expensive rugs in many of the rooms.

If the Adventurers knock, the door will be answered 1d6+2 rounds later by Jenkins, the butler. He will tell adventurers that Mrs. Black is not receiving visitors and that they should make an appointment. Referees will have to decide if the Adventurers can convince him to let them in (it should be extremely difficult). Jenkins is a retired mercenary and has worked for Mrs. Black for the past ten years and is very loyal to her.

He serves her as driver, bodyguard and butler. If the Adventurers try to force their way past Jenkins, he will react by grabbing the shotgun from the rack by the door and firing. If the Adventurers break into the house and he encounters them, he will first call the local sheriff if possible, then he will try to kill the intruders. Jenkins is privy to the plans of Mrs. Black.

Jenkins (Rudolph Jenkins) AC: 8[11] Hit Dice: 4+1 Hit Points: 18
Saving Throw: 14 Movement: 12 Total Hit Bonus: +4 Special: ---
Attacks: Pump Shotgun (1d6+3) or Semi-Automatic Pistol (1d6)

Jenkins always carries a semi-automatic pistol in a small of the back holster and typically has one loading magazine in a pocket. He typically has 3d6 x \$10 in his wallet

4. Foyer

There is a gun rack on the wall, partially concealed when the front door is opened. There is always a loaded pump shotgun and a bolt action rifle on the rack, with two full boxes of ammunition for each in the small drawers at the bottom of the rack. There is an ornate and expensive looking rug on the floor from the door to the front hallway (value \$75), a door on either side of the room and additional doors visible down the hallway.

A tiffany lamp sits on a side table just inside the doorway, and the foyer is paneled in a dark wood paneling from the floor to about waist level, with a dark floral pattern wallpaper going to the ceiling. The interior of the house is clean and kept somewhat cool, although an air conditioner cannot be readily seen (there is one, but it is very expensive and efficient and the air ducts are disguised by the molding near the ceiling), but a light, steady, cool breeze can be felt in every room of the house. The house is kept somewhat dark, as Mrs. Black prefers lamps to overhead fixtures, although many of the rooms have ceiling fixtures.

5. Coat Closet

This closet is used to store the coats and hats of visiting guests. It is currently empty, although there is a loaded, heavy revolver laid upon the far end of the shelf in the corner of the closet.

6. Coat Closet

This closet is used to store the coats and hats of the residents of the house. It currently holds a knee length fur coat (value \$500), a woman's dark gray woolen overcoat, a man's black wool overcoat, a man's tweed jacket, a driving cap, a chauffeurs cap and two black umbrellas. A loaded, heavy revolver is hidden on the top shelf between the hats.

7. Sitting Room

This large room, wallpapered in a design of dark gray flowers with thorned vines on the upper portion of the wall, has three love seats, and half a dozen comfortable chairs, each with small tables beside them.

There is a long, small table between the side windows of the room. Two glass decanters of liquor and several crystal glasses sit upon a silver tray on the table.

Several lamps stand just behind the chairs in the room, to provide light as needed. Several portraits of men and women adorn the walls, all of them having what appears to be a familial resemblance. Engraved brass nameplates on the bottoms of each portrait give the names of each individual. They are portraits of the past four generations of the Black family.

The names on the portraits read (going in what appears to be a reverse chronological order based upon the clothing styles in the paintings: Esmeralda Black, Hezekiah Black, Reginald Phillips Black, Genevieve Cauldor Black, Major Trenton Black, Senator & Mrs. Farley Black

8. Dining Room

This room is dominated by a polished walnut table, ten feet wide and twenty feet long, with ten chairs placed around it. A silver candleabra sits in the center of the table, and a buffet and china cabinet stands against two of the walls.

There is an electric wine cabinet in one corner of the room and a shelf of cut crystal wine glasses above it. The china cabinet contains a full set of fine dining china in the glass display case, and a set of ordinary 'day to day' dishes in the cabinets at the bottom, with a full set of silver cutlery in the drawers of the cabinet.

This room is paneled from floor to ceiling and on the wall between the two outside windows is a large painting with a scene of a dark, antlered figure leading a pack of hounds on a chase after what appears to be a tribe of natives.

9. Kitchen

This large room is a restaurant quality kitchen, gleaming with stainless steel appliances. There is a door that leads into the dining room as well as one that leads towards the back of the house.

10. Cook's Quarters

This door leads to the quarters of Miss Rebecca Callahan, the cook. Miss Callahan brings in help as needed on the rare occasions that Mrs. Black entertains more than a single person.

Miss Callahan was once the chef at a five star restaurant in New Orleans, but she got into debt with a loan shark who was willing to kill her as a lesson to others who owed him money, but Mrs. Black paid off her debt with the understanding that Miss Callahan would be her personal chef for a period of ten years in return.

That was eight years prior and Miss Callahan looks forward to her indentured servitude coming to an end, as she fears Mrs. Black and Jenkins. She is not privy to the plans of Mrs. Black, but 'knows' that Jenkins has been eating an inordinate number of peanut butter and jelly sandwiches of late.

11. Empty Storage Closet

12. Bathroom

This bathroom is used by visitors and by Miss Callahan, the cook. The room is done up in dark green marble and brass. There door at the back of the room leads to a large, walk in shower.

13. Stairs Down

This locked door (-2 to Action Checks to attempt picking the lock, Jenkins and Mrs. Black have the keys), leads down to the cellar.

14. Storage Room

This storage room is used to house cleaning supplies and bathroom supplies.

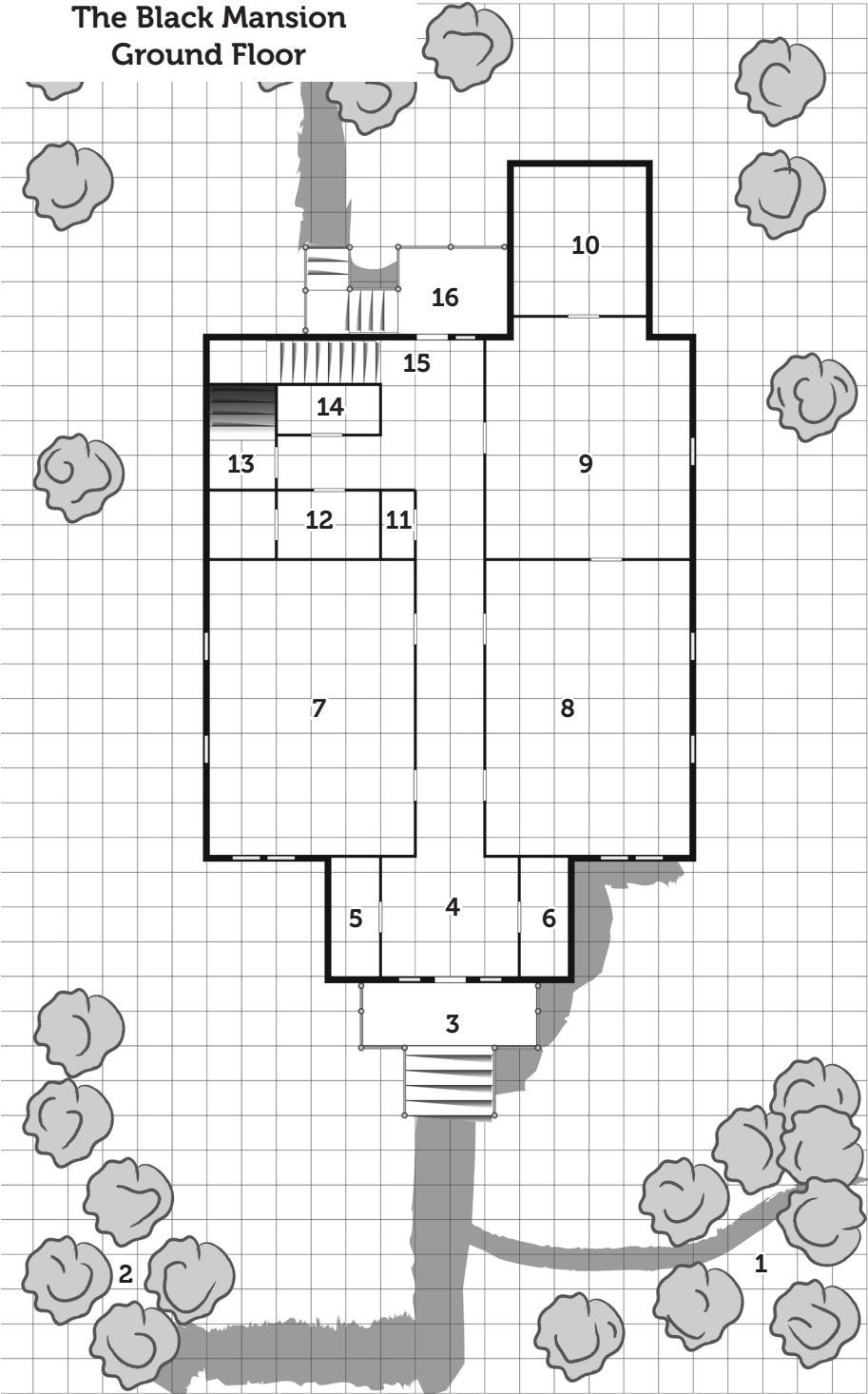
15. Stairs Up

These stairs lead up to the second level of the house.

16. Back Door

This porch is partially covered by the roof to Miss Callahan's room, and leads down to a path that leads into the woods. There is an electric light just outside the door, providing illumination as needed.

**The Black Mansion
Ground Floor**



Key to the Second Floor Map of Black Mansion

The second floor of the house has a muted, brown and green striped wallpaper on the walls of every room, except the library, which is paneled with a dark wood paneling, and the bathroom, which has light brown marble tile walls and floors. The floors of the rest of the second floor are of a medium shade hardwood that complements the paneling in the library.

As with the first floor, there are electric lights in the ceiling of most rooms, but Mrs. Black prefers lamps for herself. The second floor contains guest rooms, staff rooms and the library.

17. Stairwell

This is the stairwell to the ground floor.

18. Stairwell

Behind this locked door is the stairwell that leads to the third floor and Mrs. Black's personal rooms. Mrs. Black, Jenkins and the maid Evette have keys to this door.

19. Upstairs Foyer

A small closet used to store linens is beside the stairwell up, and a door leads to the Library here. A tall floorlamp sits in the corner, providing illumination for this small nook.

20. Second Floor Bathroom

This bathroom has dark green marble counter tops, and brass fixtures, with a shower in the far corner of the room.

21 - 25. Guest Rooms

These five rooms are for those occasions when Mrs. Black has guests. Each room has a large, comfortable bed, a dresser, a wardrobe cabinet in lieu of a closet, a comfortable chair and a small writing desk.

26. Maid's Room

This is the quarters of Evette Harris, Mrs. Black's maid. Evette is in her early twenties, and although very pretty, is none to bright, which suits Mrs. Black perfectly. Evette is the daughter of John Harris, the owner of the local hardware store. Her mother died when she was a child and she has worked for Mrs. Black since she was in her teens. She enjoys the fact that her job is not difficult, and has a slight crush on Jenkins. She likes working for Mrs. Black as she seldom raises her voice and allows Evette to take every weekend off. Her room is furnished in the same fashion as the guest rooms, with a few personal items added. Evette has a small wooden box in the bottom of her wardrobe cabinet where she puts away a bit of money every week, hoping to eventually be able to go on a

vacation to a real city. She currently has \$350 in the box. She is unaware of Mrs. Black's plans.

27. Jenkins' Quarters

This room is where Jenkins lives. It is furnished in a similar fashion to the other rooms on this floor, but Jenkins has added a bookcase beside his chair, where he keeps an assortment of adventure and mystery novels, as well as a few 'adult' magazines on the bottom shelf. There is a half full bottle of Bourbon and a glass on the shelves as well. A few photographs are on the shelves and furniture of the room, mostly showing Jenkins in what appears to be a generic, unmarked military uniform, with a group of similar men and women. These are photos from his days as a mercenary.

There is a semi-automatic shotgun and a big game rifle on a gun rack on the wall beside the short entry hallway, with a box of ammunition for each on the shelf of the rack.

There is a walk-in closet in the room, which holds an assortment of clothing for Jenkins, as well as being his personal armory. There are two combat knives, 2 switchblade knives, a taser, six sets of handcuffs with keys, two collapsible batons, a bolt action rifle, two heavy revolvers, two semi-automatic pistols and holsters/scabbards for each.

He keeps three full boxes of ammunition for each weapon. There is also a spare set of keys to all the locks in the house and the cellar hanging on the back wall of his closet behind his clothing.

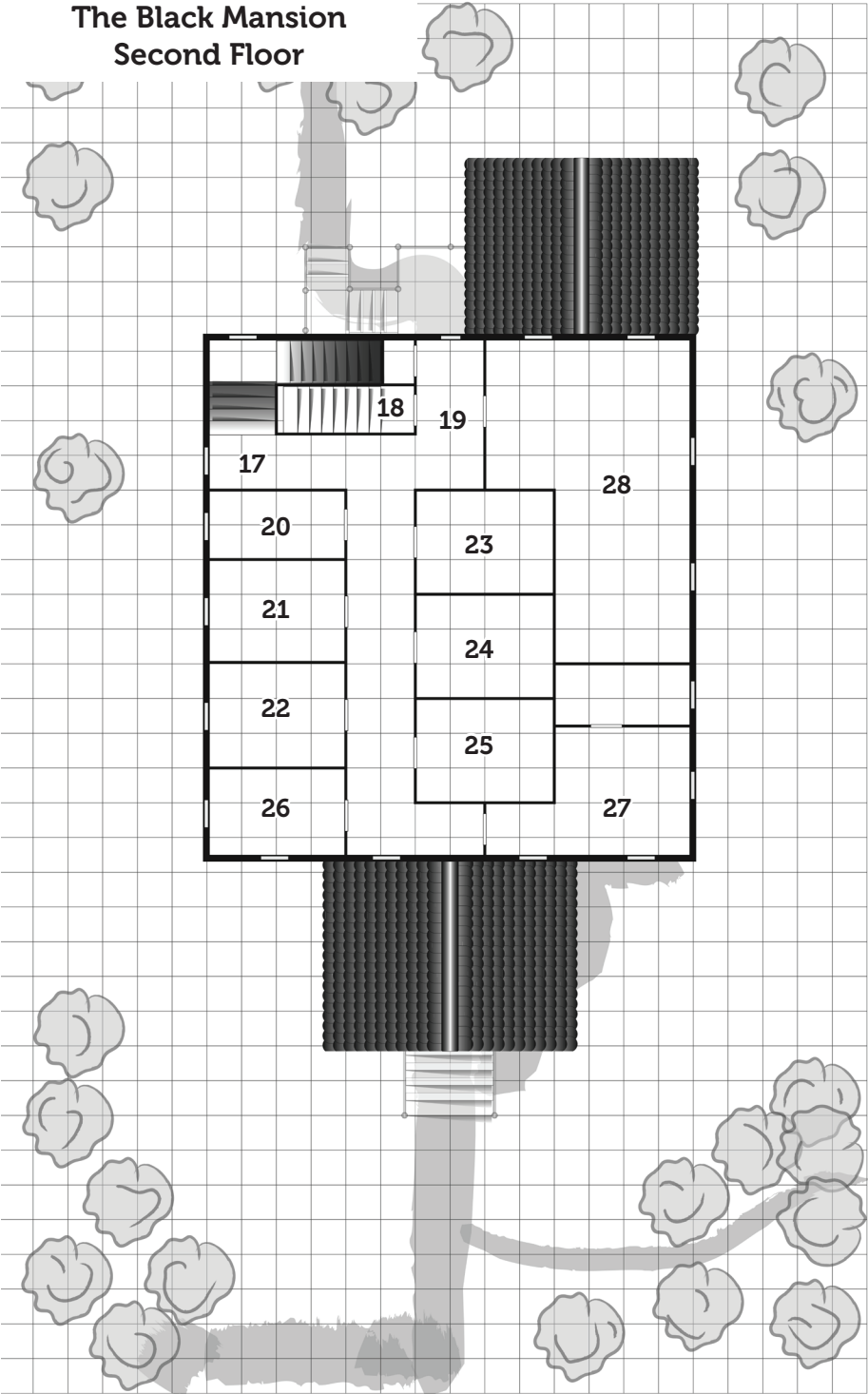
28. Library

This large, paneled room has bookcases along the interior walls, and four comfortable chairs, with lamps and tables beside them in the outer corners and between the windows of the room.

The titles on the shelves range from classic literature, to modern 'self-help' books, to books about astrology and astronomy and chemistry, as well as a few, generic scientific texts. There are an assortment of popular occult subject books as well. There is also a well-stocked liquor cabinet against the back wall

Searching the library will require several hours, and will fail to turn up anything of particular value in the room. There are no hidden passageways, nor first editions or hollow books in this room. For all intents and purposes, it appears to be a library that is meant to be easily accessed by guests and residents alike.

**The Black Mansion
Second Floor**



Key to the Third Floor Map

This level of the house is Mrs. Black's personal living space. The walls are all wallpapered in a dark floral pattern. The flooring is the same medium dark hardwood as is found in the rest of the house. There are no ceiling fixtures on this floor, simply lamps placed throughout to suit Mrs. Black's tastes.

29. Hallway and stairs down.

The stairs from the second floor open up onto the main hallway of this floor. All of the doors are kept closed by Mrs. Black. A set of double french doors lead out to the widow's walk at the front of the house.

30. Esmeralda's bedroom

This is Mrs. Black's bedroom. A large, comfortable canopy bed is located between the windows, and a dressing table and a dresser and a nightstand to either side of the bed complete the furnishings. There is a semi-automatic pistol in a holster that is mounted to the back of the nightstand closest to the entry. A box of ammunition for the pistol is in the nightstand drawer, along with a cleaning kit, a recently released novel, and a few personal items. There is a decanter of vodka on the dresser, along with an ice bucket and a pair of glasses.

The door at the far end of the room opens onto Mrs. Black's closet, which is filled with tasteful and expensive clothing. A loaded double barreled shotgun sits in the corner of the closet as well, and a box of shotgun ammunition on the top shelf of the closet, nestled between a set of expensive looking designer high heels.

31. Master Bath

This bathroom is decorated in black marble with gold plated fixtures and has a large tub against the far wall as well as a shower in the corner. There is an assortment of expensive makeup and hair care products in this room.

32. Private Office

This is Esmeralda's private study and sitting room. A large, oak desk dominates the room, and the wall between the study and her bedroom is lined with floor to ceiling bookcases. There are a pair of chairs directly in front of her desk in case she has visitors and a comfortable chair with a footstool and side table in the far corner of the room. A stocked liquor cabinet is against the wall to the right of the door as you enter the room.

The books in this room contain a more esoteric range of subjects, including books on black magic, herbalism, alchemy and more detailed books on modern sciences, with concentrations on mathematics, chemistry and biology.

The desk is kept locked and Esmeralda has the only key to the lock. The lock is very well made (-2 to Action Checks to pick lock). Inside the desk are a loaded semi-automatic pistol, a half full box of ammunition for the pistol, Mrs. Black's personal banking ledger, which reveals that she has just over a million dollars in the local bank and another four million in various banks around the country and world.

The ledger and files in the desk also reveals that she owns controlling interest in every business in town, and in a couple of nationally known pharmaceutical companies. There is a bundle of money in the drawer, \$2,000 in assorted bills.

There is also a list with the names of the 13 missing children with check marks by each name, and doodles on the page that look like a ceremonial circle. On the bottom of the page is a checklist that any occultist or faithful will automatically recognize as items needed for human sacrifice rituals.

33. Storage Closet

This closet contains clean extra linens for Mrs. Black's bedroom and bath.

34. Widow's Walk

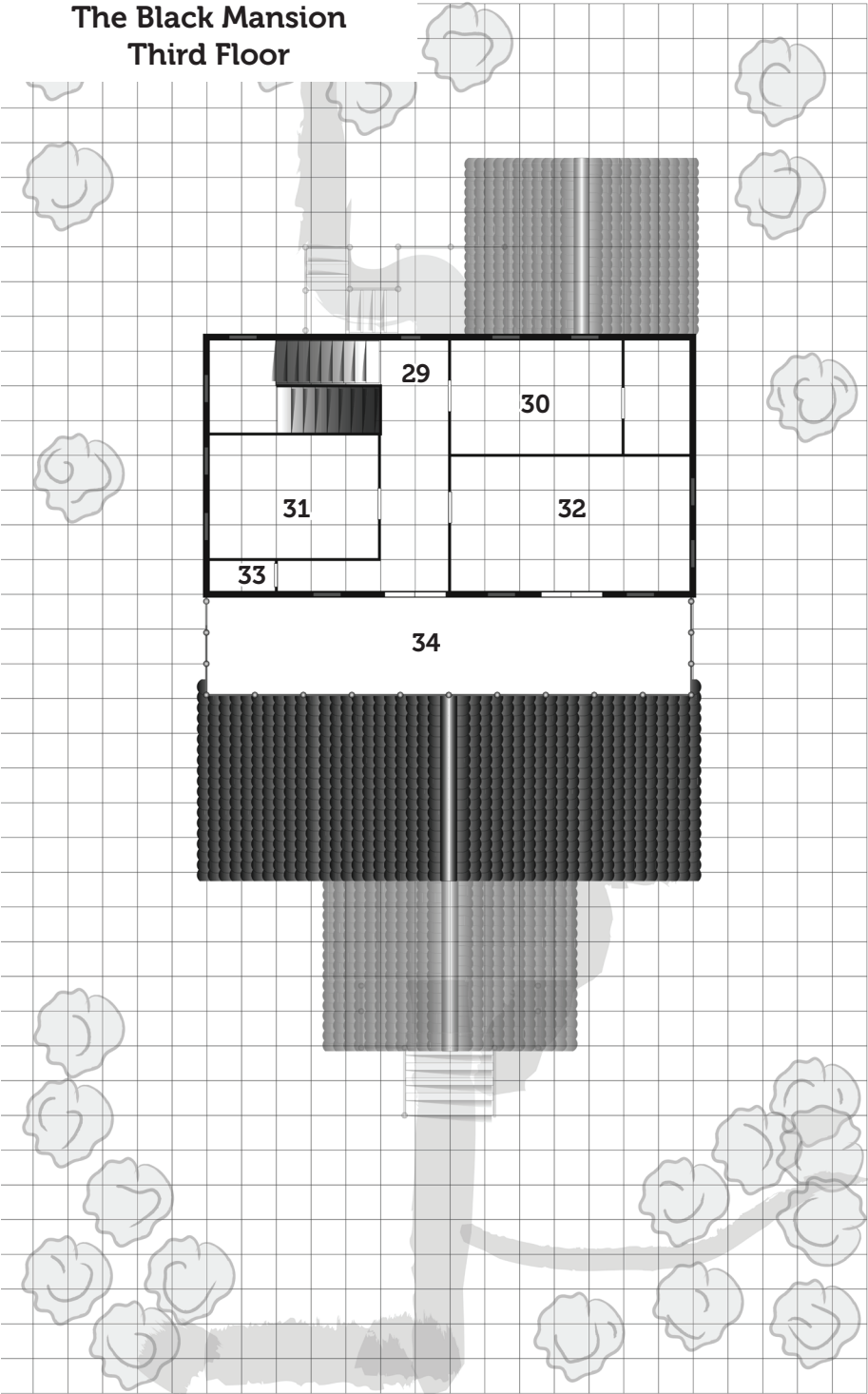
This balcony overlooks the front of the house and can be accessed from the french doors in the hallway or the ones in the private office.

There are a half dozen well made wooden rocking chairs with small tables beside them. The third floor roof extends all the way to the end of the widows walk to minimize the exposure from the sun and to keep rain off those on the widow's walk. There is a powerful telescope against the rail, from which one can either watch the stars, or, if focused downhill, can see the center of the small town of Black's Hollow.

A weatherproof cabinet against the wall contains a small refrigerator and freezer, as well as housing a well-stocked liquor cabinet.



**The Black Mansion
Third Floor**



Key to the Cellar Map

The immediately visible part of the cellar appears to be an ordinary basement, concrete floors, block walls and bare support beams. There are electrical light fixtures in the ceiling.

35. Stairs up

These stairs lead up to the first floor of the house and open up into the main room of the cellar.

36. Cellar Main Room

This large room houses the laundry area of the house and general storage. The far back corner is dominated by a washer and dryer setup, with clothing racks and an ironing board. An old, overstuffed chair with a small table sits nearby, with a small stack of magazines sitting on the table. (Evette uses this area to relax and read when she is doing laundry). Assorted old furniture and boxes of records and books are stored down here. In the alcove formed by the stairs from the first floor, the walls are covered by storage shelves. Hidden among these storage shelves is a switch that opens a hidden door that leads to the ritual chamber.

37. Wine Cellar

This locked room contains the wine collection of Mrs. Black. A locked, glass fronted case on the wall immediately opposite the door contains several bottles of expensive cognac. Jenkins and Mrs. Black both have the keys, plus there is a key hanging on the side of the nearest wine rack. The case has a second keyhole concealed behind a cognac bottle. Unlocking this lock will open the hidden doorway concealed behind the case.

38. Ritual Room

This room is where Mrs. Black will perform her ritual at midnight on the second night of the full moon. There is a black marble table along the wall, holding a bronze athame (ritual knife), a cup carved from black marble in the shape of a hollow skull with ruby eyes (value \$150), and a folded, red silk shawl, embroidered with necromantic symbols in black, metallic threads.

There is a large, permanent ritual circle on one side of the room, carved from the floor of the room and inlaid in bronze. This is where Mrs. Black performs her rituals. The three smaller circles currently each contain an imp, summoned by Mrs. Black to assist in the ritual. The seven smaller circles are where her potential victims are held until she is ready for them.

Imps (3) AC: 8[11] HD: 1 Hit Points: 3, 2, 4 Saving Throw: 18 Move: 9
Total Attack Bonus: +1 Attacks: Bite (1d6) or Claw (x2) (1d3+1)
Special: None Level / XP: 1 / 15

39. Access Tunnel

This long tunnel is lit by recessed light fixtures and has a stone tile on the floor and walls and leads to the holding cells. About halfway down the hall is a drainage grate. If the Adventurers find this area before the ritual begins, they will hear crying children and a harsh, grating voice occasionally shouting for silence, usually punctuated by the sound of something striking metal.

40. Holding Cells

This area has 27 stone walled cells, each with a barred, locked door. 13 of these cells are being used to hold the children destined for the ritual. Guarding the children is Mrs. Black's homunculus, Ralph. Ralph appears to be a short, bald, ugly human wearing an ill-fitting suit. He is armed with a wooden baseball bat and is charged with guarding the children until time for the ritual.

Ralph (Homunculus) AC: 6[13] HD: 2 Hit Points: 7 Saving Throw: 15 Movement: 9 (16 Climb) Total Hit Bonus: +2 Special: Sleep-inducing bite Attacks: Bite (1d3+sleep) or Baseball Bat (1d6)

Sleep Inducing Bite: On a successful bite, the victim will fall asleep for 1d3+2 minutes unless a saving throw is made.

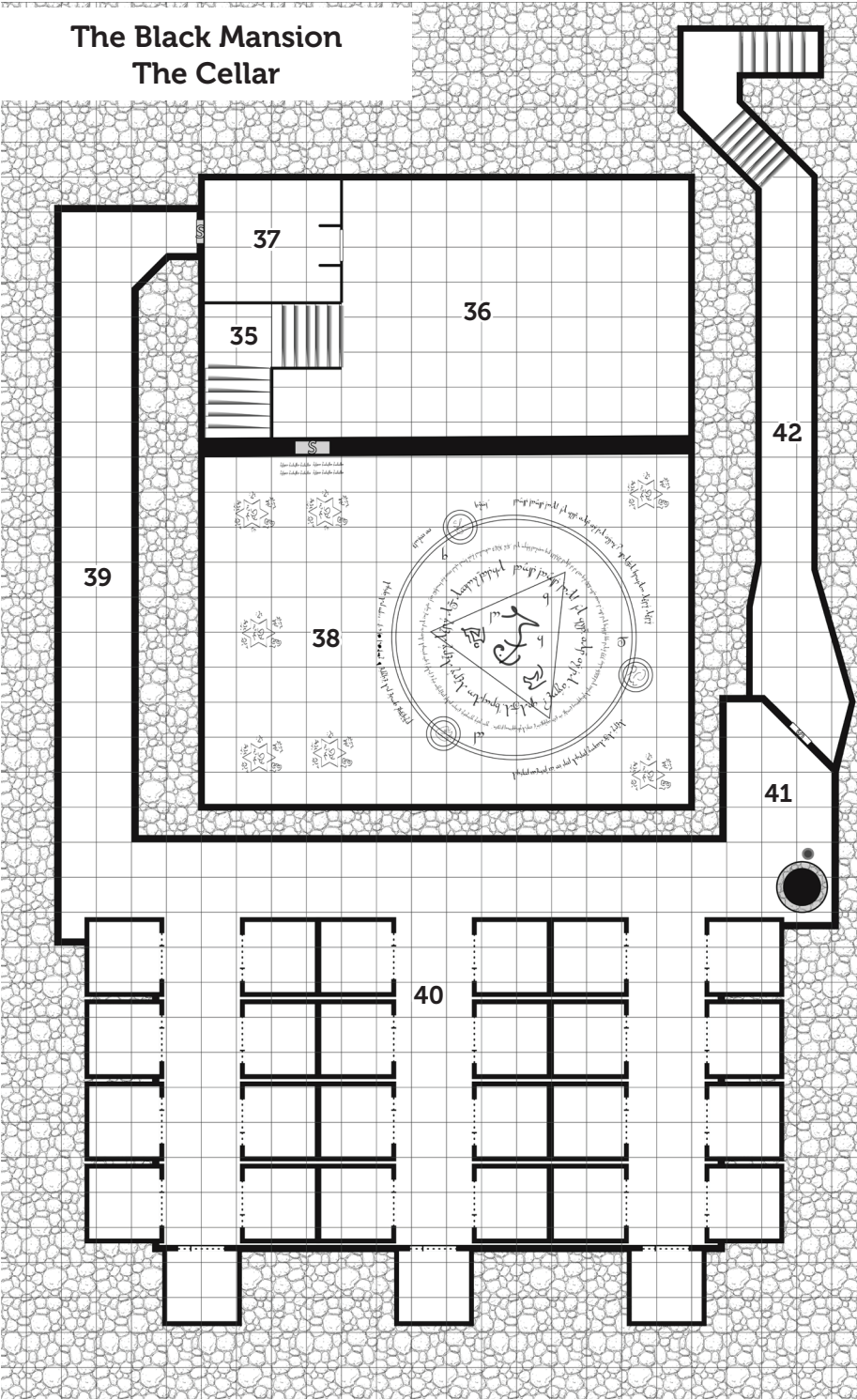
41. The Well and Secret Door

There is a well here, used to provide water to the prisoners. It goes down ten feet to the underground stream that flows beneath the house (same stream as the well on the surface). There is a ring of keys hanging on the wall in the oddly shaped alcove near the well. These keys fit the holding cells. There is a 'secret' door here, not completely closed, which is used by the goblins when they bring the children to the cells. Anyone getting close to the keys will automatically notice that a section of the wall is protruding about an inch, pulling on it will reveal the doorway to area 42.

42. The Rear Entrance

This unlit hallway goes from the holding cell area up a set of stairs to exit in the trees, about 200 yards away from the house. The exterior exit is concealed in a large hollow stump. The goblins use this passageway to bring the children into the holding cells for Mrs. Black. The door to the outside is supposed to be kept locked, but there is a 4 in 6 chance that they forgot and left it unlocked.

The Black Mansion
The Cellar



"Wandering Monsters"

In addition to Jenkins and the other staff of the house, Mrs. Black may be found at whatever location the referee deems best, so her stat block has been left for the end of the adventure here. If you need stats for the local sheriff or any of his deputies, use the guard / policeman from the adversaries listings.

Mrs. Esmeralda Black - Witch

Str: 9 Int: 18 (+2) Wis: 14 (+1) Con: 10 Dex: 11 Cha: 18 (+2)

AC: 7[12] (magical necklace - AC -2[+2]) Hit Dice: 5 Hit Points: 24

Saving Throw: 14 Movement: 12 Special: Spellcaster

Total Attack Bonus: +2 Attacks: semi-auto pistol (1d6) or by weapon

Level / XP: 7/600

Spells: 5/3/1 +2 bonus spells

Mrs. Black knows the following spells:

Level One: Arcane Signature, Control Sentient, Hold Portal, Detect (type), Pedantic Overload, Protective Ward, Sobering Thoughts

Level Two: Fog Bank, Levitation, Open Portal

Level Three: Rope Trick, Mystic Bonds

Mrs. Black is an attractive woman in her mid-fifties, with silvery hair, coiffed into a current and fashionable style. She dresses in expensive, dark colored clothing and is very well-spoken and soft spoken unless she is angered, at which time a hint of steel appears in her voice. She has a faintly detectable, cultured southern accent, she was born and raised in New Orleans.

It is left up to the individual referee as to which spells Mrs. Black has prepared and what she may use in combat. Just remember that she is an exceptionally intelligent and resourceful opponent, and if she gets away, can become a good recurring villain to plague the Adventurers with. The goal of the adventure is to stop the ritual and save the children, not necessarily to kill Mrs. Black (which could lead to other, legal related complications for the Adventurers).

Mrs. Black has a small, leather bound (okay, human-skin bound, should anyone look closely) book that she keeps with her at all times. This book contains the ritual for prolonged life and renewed youthfulness that she plans to use.

Concluding the Adventure

If all or most of the children are rescued and returned to town, the Adventurers will be hailed as local heroes. The Sheriff will officially arrest Mrs. Black and Jenkins if they are captured by the Adventurers, or if either escaped capture, will state that he is putting out an "All Points Bulletin" for their capture. He will, of course, release Mrs. Black as soon as the Adventurers are out of town.

If Jenkins is killed or injured and Mrs. Black is not caught in the act of endangering the children, she will implicate Jenkins and point to his mercenary background and state that he must have been involved in child trafficking, using the old pre-antebellum cellar area for his own, nefarious deeds, and will publically thank the Adventurers for exposing his evil schemes.

Awarding Experience

In addition to experience gained from any encounters, the following experience rewards may be available to the Adventurers, subject to the Referee's personal adjustments:

- +20 XP for each child rescued and returned home
- +50 XP for finding and destroying the ritual book
- +25 XP for dealing peacefully with the Goblins
- +50 XP for capturing or exposing Mrs. Black and/or Jenkins

The Goblin Treasures *(roll 1d6 across and 1d6 down)*

1d6	1-2	3-4	5-6
1	Shiny pewter bracelet	Filthy Silk Handkerchief, embroidered EB	List of 13 names and locations (the missing children)
2-3	Child's hat Bright yellow with a flower	Silver Ring -1[+1] AC	A set of keys (these fit the hidden back entry to the cellar)
4	Leather Purse with \$25	3d6+2 Shotgun shells	4d6x2 dollars in change
5	Torn Teddy Bear small snake nesting inside	Opossum skeleton assembled with duct tape and bread ties	A working wristwatch
6	2d6+2 rounds of ammunition	A rare baseball card worth 2d6 x \$10	A broken wristwatch

NAME	CLASS	LVL	XP
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CAREERS (RANK)

STRENGTH	ATTRIBUTE MODIFIERS		BHB (BASE HIT BONUS)
INTELLIGENCE			SAVING THROW
WISDOM			HIT DICE
CONSTITUTION			HIT POINTS
DEXTERITY		CURRENT HP	
CHARISMA			ARMOR CLASS
		ARMOR WORN	

LANGUAGES

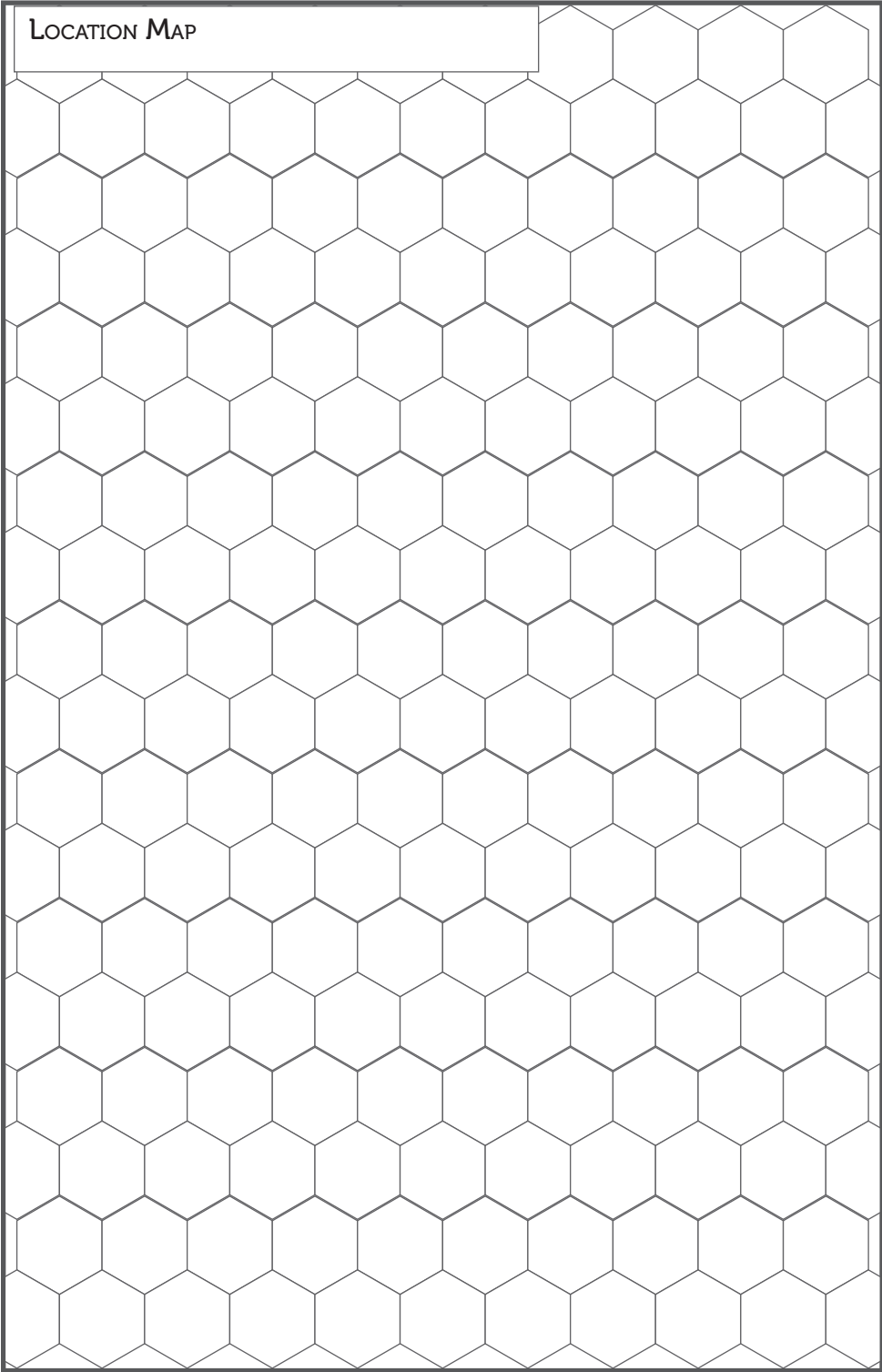
WEAPONS	ATK BONUS	DAMAGE	RoF	AMMO	WGT	NOTES

TRANSPORTATION	PASSENGERS	CARGO	SPEED	CONTROL	HP	NOTES

EQUIPMENT OF NOTE	SPELLS / CONTACTS / NOTES

CLASS ABILITIES

LOCATION MAP



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Skyscrapers & Sorcery, Copyright 2015 Sleeping Griffon Productions; Author Anthony C. Hunter

NAME	CLASS	LVL	XP
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CAREERS (RANK)

<div>STRENGTH</div>	ATTRIBUTE MODIFIERS	<div></div>	BHB (BASE HIT BONUS)
<div>INTELLIGENCE</div>		<div></div>	SAVING THROW
<div>WISDOM</div>		<div></div>	HIT DICE
<div>CONSTITUTION</div>		<div></div>	HIT POINTS
<div>DEXTERITY</div>		<div></div>	CURRENT HP
<div>CHARISMA</div>		<div></div>	ARMOR CLASS
		ARMOR WORN	

LANGUAGES

WEAPONS	ATK BONUS	DAMAGE	RoF	AMMO	WGT	NOTES

TRANSPORTATION	PASSENGERS	CARGO	SPEED	CONTROL	HP	NOTES

EQUIPMENT OF NOTE	SPELLS / CONTACTS / NOTES

CLASS ABILITIES