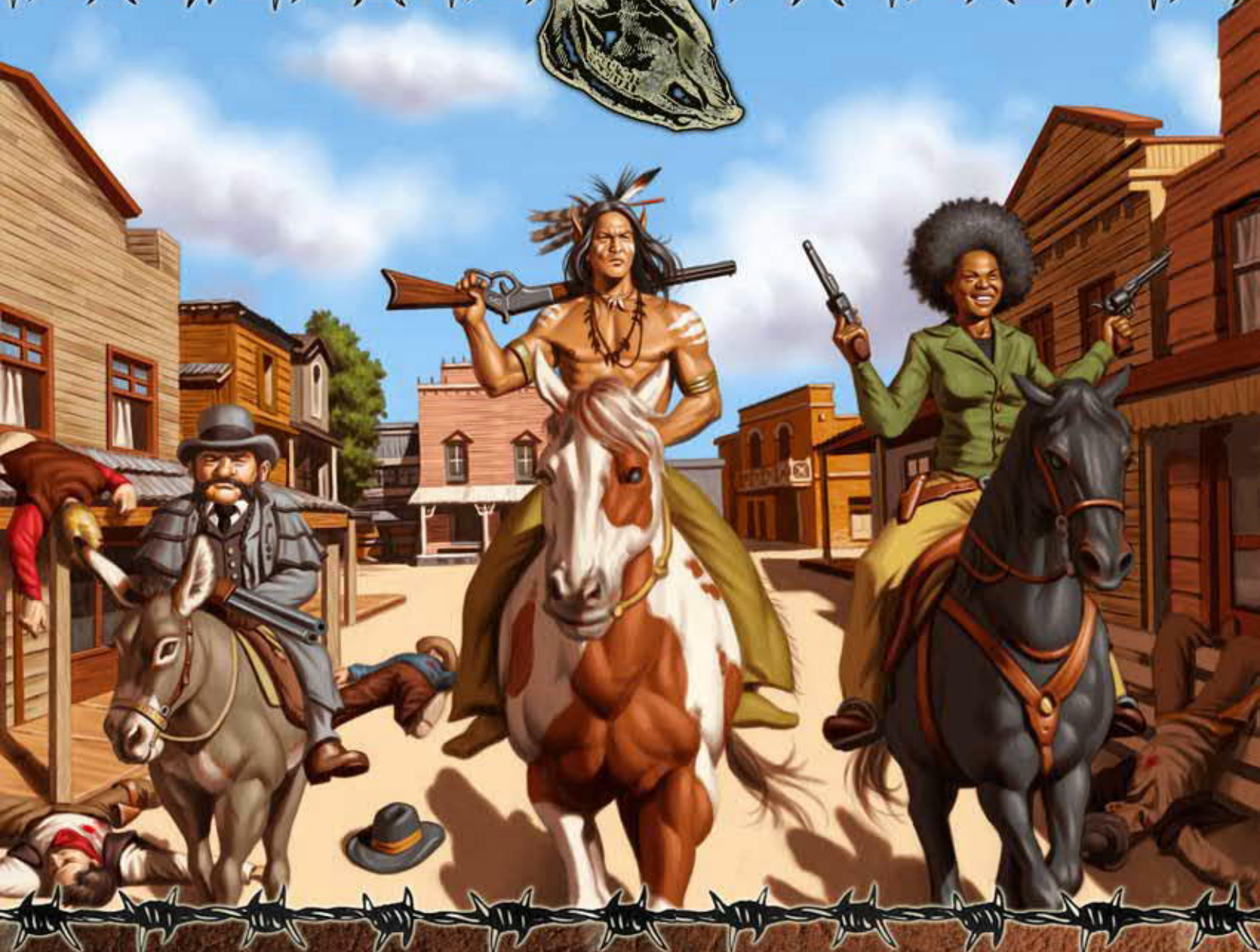


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WESTWATER



WILD WEST
ROLE-PLAYING GAME



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WESTWATER

Forward

After a harrowing two weeks travelling through the scorching badlands; two weeks that resulted in the death of two of our fine horses and had us bereft of food and water, we finally arrived at the graveyard. The last words of Billy (rest his soul) told us that a bag of Confederate gold was buried in one of the graves, only the name was unbeknownst to us. Only that the first letter of the last name was a "B".

The only thing keeping us from searching for the grave with much haste was our parched throats, so when Wayne and his keen eyes spotted a spring, that was our immediate priority. As we drank like men possessed, we failed to notice the pack of Rock Wolves surround us until it was nearly too late. The huge beasts seemed to be starving worse than us, and I knew that there would be no scaring them off. They were desperate for meat. I reckon I could feel the heat of their fetid breath. Their lips were curled in snarls, dripping frothy saliva and revealing two inch long yellowed fangs.

I checked my revolver to see how many bullets I had remaining. Five. Better make them count.

Westwater is a role-playing game emulating the classic role-playing experience of the early 1980s, utilizing Wizards of the Coast's OGL gaming license. It is a retro clone of sorts, in that the mechanics are those very similar to a basic version of an extremely popular fantasy role-playing game. The rules herein are highly inspired by the work of Tom Moldvay, only applied to a western theme with a few house rules.

For a bit of history, back in the 80s my gaming group and I loved playing in the Wild West, and while there was an existing game for that genre (Boot Hill from TSR inc.), we preferred the more rules lite approach that Moldvay presented. We had played many sessions using those rules in a Wild West gaming world, which are now captured here in this guide.

It is my sincere hope that you enjoy this game as much as we did.

Roderic Waibel

15 May 2013

Acknowledgements

I wish to extend my great thanks to the ideas and inspiration of Dave Arneson, Gary Gygax, Tom Moldvay, Fritz Lieber, Frank Mentzer, Terry Brooks, Jeff Dee, David Trampier, Louis L'Amour, Lloyd Alexander, Erol Otus, and Bill Willingham, for creating and fostering the spark of imagination within a boy's head.



Chapter 1: Introduction

Westwater is a traditional role-playing game where one of the players assumes the role of the Game Master (GM) and the other players each take on the role of a character. The GM runs the adventure and/or campaign, controlling monsters, Non-Player Characters (NPCs), and generally organizes most of the game. The other players act out their characters' actions as though they were in that role themselves. Think of it sort of like an advanced version of the pretend games we did as kids.

There are two ways to play Westwater. The first is a historical style. With this style, there are no demi-human races (dwarf, elf, or halfling), no magic of any sort, and no monsters. The maps and political borders will mirror those of the particular decade you are playing in your game. This style emulates the Wild West from a historical point of view.

The second style is to play with the full rules, which enables a Wild West/Fantasy hybrid gaming experience. The political borders of the United States are different than actual historical records to reflect a more wild landscape that includes monsters and magic.

Either style is perfectly acceptable and you shouldn't run into balance issues unless you mix both styles. It is highly recommended that when your group gets together, you decide which style your group prefers.

How to Play

In order to play Westwater, you will need at least two players (one to act as GM and the others to control their characters), some paper, this rulebook, a set of polyhedral dice, a pencil, and most importantly, your imagination.

As mentioned above, the role of the GM is to organize and run the adventure, and therefore it is recommended that this person be the most familiar with the rules. First time players do not need to be as familiar.

The rest of the players will create a character, and will go through the adventure taking that role as if the character was him or herself. How to create a character immediately follows this section.

Throughout the adventures, the characters will gain experience, which in turn increases their overall power level. Unlike most traditional games, there is no set finish point in Westwater. You can play as long as you like. You are only limited by your imagination.

How to Use the Book

Chapter One, The Introduction, explains what the book includes, what the game is about, how to play the game, and a glossary of common terms.

Chapter Two, Character Creation, is a reference for the players explaining how to create, and later advance, their characters used in the game. This part includes classes, alignment, equipment, and ability scores.

Chapter Three, Spells, contains a list of all spells available to certain character classes. If you are playing a historical style rather than a fantasy style, you can ignore this section as you will not be using spells.

Chapter Four, The Adventure, is filled with information on how to create and run the adventure. This information is primarily for the GM, but players will also find the information useful. Chapter four also covers the encounter, and the rules to use to cover the various scenarios that may come up in an actual combat exchange.

Chapter Five, Bestiary, describes many creatures that may be encountered in the character's adventures. Most of them are designed for the fantasy version of the game. If you are playing with a historical representation, you can ignore most of these.

Chapter Six, Treasure, gives instruction on how to acquire treasure, as well as describing many of the magical items that may be found. Again, if you are not playing the fantasy style of the game, you can ignore most of this section.

Chapter Seven, Game Master Information, gives a step-by-step instruction for the GM on adventure design and tips to help the campaign.

Make it Your Own

I wanted to specifically call this out, because it's the most important rule. If you want to add, change, or remove any rule to better suit your desired game experience, by all means do so. These rules are just guidelines. Ultimately the GM has the final say on any ruling, but a good GM will be fair, consistent, and will communicate with his or her players effectively.

Historical vs. Fantasy Styles of Play

This will be mentioned throughout the book, but deserves a special call out. There are two styles of play that you may use with these rules: Historical and Fantasy.

If you choose to play the Historical style, the game world will model how it was in real life during the time period of which you choose to play. There are two time peri-

ods mentioned (1840s and 1870s), and references within this book to the Historical style will focus on those time periods. You can adjust as you see fit.

In this style of play, there is no magic or monsters. The only race are humans (ignore any racial benefits for that race if playing this style). Classes such as the Holy Man may not exist, at least not as the class is defined. Magic items will not exist either. There will still be high quality and master crafted items, but nothing with a magical effect.

You should be able to use this book playing the Historical style without problems.

The other style is Fantasy. In this style, the world is much more of a fantasy world. Think of a traditional fantasy RPG, but progressed to the 19th century. There is magic, humanoid races, monsters, and treasure to be found. In the GM section, there will be a map and setting information for how the world might be using this style of play.

Additionally, it will be much easier to import other character classes into this setting. While there are no magic user classes in this book, you can easily use a magic user class from another source material if your GM approves.

Glossary of Common Terms

Alignment: The general moral compass of the character.

Armor Class (AC): A value that is used to see if you hit your target in combat, and vice versa. An optional rule is to play with Ascending AC, which will be further explained in Chapter Five.

Attack Roll (also known as “to hit” roll): Whenever your character wants to make an attack, he or she will make an attack roll. This is done by rolling the d20 and adding any modifiers to it. You then compare it to your AR V. AC0 to see what AC you have hit.

AR v. AC0 (Attack Roll vs. Armor Class 0): The baseline value for determining if you hit your target or not. See Chapter Five for a more detailed explanation.

Character: The person you as the player are taking during the adventure. Each player controls a character when playing.

Class: The occupation of your character.

Damage: Most attacks will cause damage. Each type of attack will have a different amount of damage that may be inflicted.

Dice: The set of polyhedral dice include a d4, d6, d8, d10, d12, and d20. Two d10 may be rolled to find a percentile result, with one d10 acting as the tens place, and one d10 acting as the ones place.

Experience Points (XP): Experience points are gained by overcoming challenges. When enough experience points are gained, a new level may be acquired.

Game Master (GM): The player who is running the game.

Hit Dice (HD): Tells you the type and number of dice to use when rolling for hit points. All monsters use the d8 for HD.

Hit Points (HP): Your character’s life value, represented in a point amount. Once this goes to zero, your character is dead.

Infravision: The ability to see in the infrared spectrum (heat vision).

Level: The level of experience of your character. Levels are gained by accumulating experience points. The higher the level, the more powerful your character is as additional hit points are gained, combat proficiency increases, and spells may also be gained if applicable.

Non-Player Character (NPC): The in-game personalities controlled by the GM, and not by the players.

Player Character (PC): This is the character that the player is controlling during game play.

Race: The species that your character belongs to. Choices are human, dwarf, elf, or halfling.

Saving Throw: A mechanic used to see if your character avoids certain harmful scenarios, such as resisting poison or avoiding a trap.

Use of the Word “Level”

Throughout this book you will encounter the term “level” several times, and it may have a different meaning depending on the context used. For example, it is used when describing your character class level, such as a “5th level scavenger”. In this context, the person being referenced is of 5th level, and you would assign stats (like hit points, etc) to them as appropriate.

“Level” is also used to describe spells. A “spell level” is a measure of how difficult that spell is to cast. For example, if your character can cast level 1 and 2 spells, level 3 spells are too difficult and cannot be cast until that character reaches a high enough character level to do so. Character level and spell level are not related on a one-to-one basis. I.e., a 3rd level character cannot cast 3rd level spells.



And finally, level is also assigned to adventures. An adventure level designation is used to give the GM an idea of the recommended range of character levels needed to have a good chance of survival in the adventure. For example, an adventure level 3-4 is designed for characters of 3rd or 4th level. Character lower than that may find it too challenging, and characters higher level than that may find it too easy.

How to Use the Dice

As previously mentioned, there are several types of dice in a polyhedral set: d4, d6, d8, d10, d12, and d20. When you see a term like “d6”, the “d” tells you that the context is dice, and the number represents the die type used. A term of “d6” means you use the six-sided dice.

If you see a number before the “d”, that tells you how many of that die type to roll. For example, “3d6” means you roll three six-sided dice and tally the result.

You may also see something like, “2d10+3”. In this instance, you would roll two ten-sided dice, tally the result, and add three to the final number.

If using 2d10 to roll a percentile roll (a value from 1 to 100), you need to assign one of those dice to represent the tens place and one to represent the ones place. For example, if you have an orange d10 assigned as the tens place, and a blue d10 as the ones place and roll a 5 on the orange d10, and a 9 on the blue d10, your percentile roll would be 59%.



Chapter Two: Character Creation

How to Create a Player Character

Step 1: Determine what kind of character you want to play. A fighter type? An outlaw? A holy man? The very first step is to get an idea of what type of character you want, and the rest will fall into place. A great source of inspiration is to look at movies, TV, or literature for heroes to emulate.

Step 2: Roll for abilities. There are six: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. These will be explained in greater detail below. To determine these abilities, roll 4d6, taking the highest three results and tally them. For example, if you rolled a 2, 3, 3, 6, you would drop the 2 and your final result is 12.

Repeat this for all six abilities. After you have six results, assign them to your abilities in any order you choose. Note any modifier for unusually low or high ability scores as illustrated on the ability chart.

Step 3: Choose a class and race (if applicable) that best fits your abilities and the archetype you wanted.

Step 4: Write down any special abilities associated with that class. Also note how many experience points your character will need to achieve 2nd level.

Step 5: Look at the Hit Die type of the class you have chosen. Start out with maximum hit points for that die type and add any bonus from Constitution. For example, if you are playing a gunslinger class (uses a d8 for hit dice) and have a +1 bonus to hit points for a high Constitution, you would start with 9 hit points.

Step 6: Determine your character's alignment (see appropriate section below).

Step 7: Roll 3d6 and multiply the result by 10. That is your starting money.

Step 8: Purchase any equipment by looking at the equipment tables. If buying armor, note the AC value of the armor and note your final AC to your character sheet.

Step 9: Reference the AR V. AC0 to see what your character's AR V. AC0 value is, and notate that on your sheet.

Step 10: Name your character.

Character Abilities

As mentioned, there are six character abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. These abilities help define the attributes of your character.

Each character class has what is called a "prime requisite ability." This is the ability that is most important to that class. Depending on that ability score, an experience bonus or penalty is assigned, as referenced in the below chart:

Prime Requisite

Score	Adjustment to Experience gained
3-5	-20% penalty
6-8	-10% penalty
9-12	no adjustment
13-15	+5% bonus
16-18	+10% bonus

Strength: "Strength" measures muscle power and the ability to use that power in the form of carrying capacity and increased damage with melee or thrown weapons. It also affects the ability to hit with melee weapons.

Intelligence: "Intelligence" measures the book smarts of a character. This includes learning capacity, pattern recognition, and ability to solve problems.

Wisdom: "Wisdom" measures the common sense of the character. Whereas Intelligence tells the character that it's raining, Wisdom tells the character to find shelter.



Dexterity: “Dexterity” measures the coordination and nimbleness of the character. It is used for avoiding attacks, making attacks with ranged weapons, and sleight of hand tricks.

Constitution: “Constitution” measures the hardiness and endurance of the character. A high Constitution will help avoid getting sick and fatigued, and increases hit points.

Charisma: “Charisma” measures the likeability of the character. This isn’t just physical appearance, but speaking ability and being able to win others to your way of thinking.

Ability Score Adjustments

After you have rolled and assigned all of your abilities, you have the option of adjusting them. You may choose to subtract 2 points from any one ability to increase another by 1 point. This may be done as many times as you wish.

Strength

Score	Adjustments
3	-3 to hit, damage
4-5	-2 to hit, damage
6-8	-1 to hit, damage
9-12	No adjustments
13-15	+1 to hit, damage
16-17	+2 to hit, damage
18	+3 to hit, damage

Regardless of any adjustments, any successful attack will always do at least 1 point of damage. The “to hit” bonus only applies to melee weapons. Dexterity affects the “to hit” of missile weapons. The bonus to damage only applies to melee or thrown weapons.

Intelligence

Score	Adjustments
3	has trouble with speaking, cannot read or write
4-5	cannot read or write
6-8	can write simple words
9-12	reads and writes native language
13-15	+1 additional language
16-17	+2 additional languages
18	+3 additional languages

Wisdom

Score	Saving Throw Adjustments
3	-3 on magic-based saving throws
4-5	-2 on magic-based saving throws
6-8	-1 on magic-based saving throws
9-12	no adjustments
13-15	+1 on magic-based saving throws
16-17	+2 on magic-based saving throws
18	+3 on magic-based saving throws

The bonus to saving throws only applies when resisting spells, and not any other type of magic (from an item, etc).

Dexterity

Score	Adjustment
3	-3 “to hit” rolls, +3 AC, -2 initiative
4-5	-2 “to hit” rolls, +2 AC, -1 initiative
6-8	-1 “to hit” rolls, +1 AC
9-12	no adjustment
13-15	+1 “to hit” rolls, -1 AC
16-17	+2 “to hit” rolls, -2 AC, +1 initiative
18	+3 “to hit” rolls, -3 AC, +2 initiative

“To hit” roll adjustments only apply to thrown or other missile weapons. Melee weapons are affected by Strength.



Constitution

Score	Hit Point Adjustment
3	-3 points per level
4-5	-2 points per level
6-8	-1 point per level
9-12	no adjustment
13-15	+1 hit point per level
16-17	+2 hit points per level
18	+3 hit points per level

Regardless of penalty, each character will always gain at least one hit point per level.

Charisma

Score	Reaction Adj	Max # henchmen	Henchmen Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	-	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

The adjustment for reactions may either help or hinder the first impression when talking to an encountered creature or person (see Monster Reactions).

Ability Checks

There may come a time during your adventure when you are asked to make what is called an ability check for your character. What this means is that the GM has assigned an ability to a task you are wanting to accomplish. In order to see if your character succeeds you would roll 1d20 and if the result is at or below your ability score, then it is a success. This will be explained further in Chapter Four.

Hit Points and Hit Die

Hit points are a representation of your character's life total. Once they reach 0 or below, the character has died. This pool is an abstract representation of physical damage, fatigue, luck, and experience. Once you understand and accept that HPs are an abstract value, it will be easier to understand how the combat system works.

For example, a high level character may have 50 HP, which is several times that of a 1st level character. If both characters are struck by a bullet that inflicts 12 points of damage, the bullet may kill the 1st level character while leaving the higher level character with several HP left over. Even though the attack and damage was the same, the way to picture this is that the high level character has the experience and luck to avoid taking a direct hit. He still takes the 12 points, but in the context of his total hit points, it becomes less severe of a wound.

Hit Dice is basically just a descriptor of what type of dice you use when rolling for new hit points. At every level gained, a new hit die is rolled and added to the total maximum value and current value of your hit points.

Unless otherwise noted, you can never have more HP than your total maximum value.

For example, Marcus is a 4th level Outlaw. The outlaw uses a d6 for hit die type. Marcus has a maximum HP value of 20, and currently sits at 14 HP. He gains enough experience to gain a level, so he rolls an additional d6, resulting in 6. He adds 6 to both his maximum amount and current amount.

Character Races & Classes

Character classes are the professions that each of your characters have selected. There are several to choose from, with each one filling an archetype. There are also character races that you can choose from. If you are playing a realistic historical style and not a fantasy style of game, you can ignore all of the races but human, and ignore all of the classes that deal with magical or supernatural powers.

A Note on Ethnicity

While not specifically called out below, each race may have various ethnicities associated with it, much like what we have in real life. I.e., all races can have Caucasian, Mongoloid, Negroid, and other ethnicities within that core race. There are no mechanical differences except appearance between the ethnicities of a specific race.

Race as Class

True to the B/X rules in which this game is modeled after, the races are a class unto themselves. You would not normally select a race and then a class. Each race below will have its own level progression table and special abilities.

However, if you prefer to play where race is separated from class, you may easily do so. Simply ignore the Level Progression, AR V. AC0, Spell Matrix (for elves), and Saving Throw tables included under each race. You would still factor in racial special abilities as described in the race description. Then choose the appropriate class from the traditional human classes further on.

Races

Dwarf: Dwarves resemble short, stocky humans. While standing between 4 and 4.5 feet in height, they weigh as much as a full human adult. Most dwarf males sport long beards as a sign of pride and prestige, but this may vary depending on the exact culture of a particular dwarven clan. Dress and skin tones may also vary depending on individual clan culture.

For example, a mountain dwarf might be stockier and have pale skin, while a hill dwarf will be thinner and have darker skin.

If choosing a dwarf as a race, the character will have infravision up to 60', will gain a +1 bonus to all saving throws to resist poison and disease, and be able to detect secret doors and passages on a roll of 1 or 2 on the d6.

If using race-as-class, the prime requisite of the dwarf is Constitution.

Min XP	Level	# HD	Title
0	1	1d8	Veteran
2,200	2	2d8	Warrior
4,400	3	3d8	Fighter
8,800	4	4d8	Hero
17,000	5	5d8	Weapon Master
35,000	6	6d8	Range Master
70,000	7	7d8	Champion
140,000	8	8d8	Superhero
270,000	9	9d8	Lord
400,000	10	9d8+3*	Lord
530,000	11	9d8+6	Lord
660,000**	12	9d8+9	Lord

*Constitution bonuses no longer apply. Each level hereafter only 3 additional HP are gained.

** Maximum level for dwarves is 12.

AR V. AC0 Chart

Level	AR V. AC0
1-2	20
3-5	18
6-8	15
9-10	12
11-12	9

Saving Throws

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	9	13	10	12	13
4-6	7	11	8	10	12
7-9	5	9	7	8	10
10-12	3	7	5	6	8
13-14	2	6	3	5	6

Elf: Elves are much taller than dwarves, yet smaller than humans, averaging about 5' in height. They are slender and have delicate features. Most elves have an affinity towards nature and avoid large cities and settlements.

If choosing an elf race, the character will gain infravision up to 60' distance. Elves also gain a +1 bonus to all hearing checks and are immune to paralysis attacks.

If using the race-as-class rules, the prime requisites of elves are Strength and Intelligence.

Min XP	Level	# HD	Title
-	1	1d6	Scout
4,000	2	2d6	Brave
8,000	3	3d6	Mystic
16,000	4	4d6	Warrior
32,000	5	5d6	Hunter
64,000	6	6d6	Shaman
120,000	7	7d6	Hero
250,000	8	8d6	Wise Man
400,000	9	9d6	Chief
600,000**	10	9d6+2*	Chief

*Constitution bonuses no longer apply. Each level hereafter only 2 additional HP are gained.

** Maximum level for elves is 10.

AR V. AC0 Chart

Level	AR V. AC0
1-2	20
3-5	17
6-8	14
9-10	11

Saving Throws

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	13	13	10	13	13
4-6	11	11	8	11	11
7-9	9	9	7	9	9
10	7	7	5	7	6

Spell Matrix

Level	Spells Known Per Level				
	1	2	3	4	5
1	1				
2	2				
3	2	1			
4	3	2			
5	3	2	1		
6	4	3	1		
7	4	4	2		
8	4	4	3	1	
9	5	4	3	2	
10	5	5	3	3	1

Halfling: The shortest of the demi-humans, halflings stand an average of 3' to 3.5' tall and weigh up to 100 pounds. As a race, they tend to prefer to live in smaller communities and avoid large cities. Most halfling cultures are more laid back than other races, but they have a strong sense of curiosity about them.

If you choose a halfling as a race, your character will gain a -2 AC bonus against large sized creatures (roughly cow sized or larger, including giants and ogres). Halflings also gain a stealth ability just like the Outlaw class. If not playing race-as-class and choosing the Outlaw as your class, a bonus +15% to this ability will be gained for halflings.

If playing race-as-class, the prime requisite of the halfling is Dexterity.

Min XP	Level	# HD	Title
-	1	1d8	Veteran
2,000	2	2d8	Warrior
4,000	3	3d8	Fighter
8,000	4	4d8	Hero
16,000	5	5d8	Weapon Master
32,000	6	6d8	Range Master
64,000	7	7d8	Champion
120,000*	8	8d8	Sheriff

* Maximum level for halflings is 8.

AR V. AC0 Chart

Level	AR V. AC0
1	20
2	19
3	18
4	17
5	16
6	15
7	14
8	13

Saving Throws

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	13	11	10	11	13
4-6	11	8	8	9	11
7-8	9	5	7	6	9

Human: The most common of the races by a large percentage, humans are found everywhere. They are the most expansionist of the races, and are moving westward in ever increasing numbers. The average human stands between 5.5' and 6' tall, weighing about 180 pounds.

If you select the human as your character's race, a bonus of +20% to all experience points will be gained.

Classes

Each of the below classes will have a description of what the class is, what the prime requisite is, what the hit die (HD) type is, and a table for level progression. The table will include the minimum amount of experience points (XP) needed for the respective level, the total number of HD the character would have based on level, and any other special abilities the class may have.

Name Level: When characters reach 9th level, they will achieve what is called 'name level'. This means that their actions have become legendary enough that their official title matches the class title and certain extra benefits will be gained as described in the class description.

Gunslinger

Gunslingers are those men and women who are very skilled in using all types of weapons. Many are ex-soldiers who have had training in weapons, and have since gone on to become lawmen, ranch hands, and mercenaries. Wyatt Earp and Ben Thompson are two real life examples of gunslingers.

A gunslinger has Dexterity as the prime requisite as finesse with weapons is the most important goal, and uses the d8 for Hit Die type. They have the best AR V. AC0 of any other class to reflect their proficiency in weapons, and gain an initiative bonus as they level up.

When a gunslinger reaches name level, she no longer suffers a penalty to fire a weapon in each hand. The weapon must be able to be fired with one hand, which includes sawed off shotguns and pistols, but not rifles.

Upon reaching 11th level, the gunslinger has what is called "emptying the chamber" ability. In the initial round of combat only, the gunslinger may fire all of the remaining rounds loaded in a pistol in one attack. Only one pistol can be used as the other hand is cocking the gun after each shot. These shots can be directed at different targets as long as they are within a 60 degree arc from where the gunslinger is facing. An attack roll is needed for each shot.

Min XP	Level	# HD	Init +	Title
0	1	1d8	-	Ranch Hand
2,000	2	2d8	-	Cowboy
4,000	3	3d8	+1	Herdsman
8,000	4	4d8	+1	Fighter
16,000	5	5d8	+2	Veteran
30,000	6	6d8	+2	Wrangler
60,000	7	7d8	+2	Mercenary
120,000	8	8d8	+3	Sharpshooter
200,000	9	9d8	+3	Gunslinger
300,000	10	9d8+2*	+3	Gunslinger
400,000	11	9d8+4	+4	Gunslinger
500,000	12	9d8+6	+4	Gunslinger
700,000	13	9d8+8	+4	Gunslinger
900,000	14	9d8+10	+5	Gunslinger

* Constitution bonuses no longer apply. From level 10 on, gain 2 HP per level.

AR V. AC0 Chart

Level	AR V. AC0
1	20
2	19
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
11	10
12	9
13	8
14	7

Saving Throws

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	12	15	13	13	15
4-6	10	13	11	11	14
7-9	8	11	9	9	12
10-12	6	9	7	7	9
13-14	4	7	5	5	7

The prime requisite of the holy man is Charisma. The holy man also uses a d6 for Hit Die.

When a holy man reaches name level, they will be held in such a high regard that they will begin to attract followers. These followers will view the character as a prophet of sorts, and will be unflinchingly loyal (morale of 12). At 9th level, 1d6 followers will join, with an additional 1d6 every level thereafter. The followers will be zero level normal humans at first, but can be trained to be holy men themselves, usually at 10 levels below that of the character.

Min XP	Level	# HD	Title
0	1	1d6	Quack
1,750	2	2d6	Snake Oil Salesman
3,000	3	3d6	Medicine Man
6,000	4	4d6	Shaman
12,000	5	5d6	Spirit Talker
30,000	6	6d6	Priest
60,000	7	7d6	Witch Doctor
125,000	8	8d6	Wise Man
250,000	9	9d6	Holy Man
375,000	10	9d6+1*	Holy Man
500,000	11	9d6+2	Holy Man
700,000	12	9d6+3	Holy Man
900,000	13	9d6+4	Holy Man
1,000,000	14	9d6+5	Holy Man

- **Constitution bonuses no longer apply. Each level hereafter only 1 additional HP is gained.**

Holy Man/Woman

Also known as a witchdoctor, priest, snake oil salesman, or shaman, the holy man is one who follows the spiritual path. She calls upon the spirits or power of her god(s) to achieve divine accomplishments.

If you are playing with the fantasy style of play, this includes spell casting ability. If you are playing the historical style of play, this class does not have spell casting ability, but many of the spells may be resolved with mundane means using science, chemistry, biology, and power of thought. If playing this style, I highly suggest that the GM and player get together to determine which spells can be translated this way before choosing to play this character class.

Spell Matrix

Level	Spells Known Per Level				
	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	4	3	1	-	-
7	4	3	2	1	-
8	5	3	3	1	-
9	5	4	3	2	1
10	6	5	3	2	1
11	6	5	4	3	2
12	6	6	5	3	3
13	7	6	5	3	3
14	8	7	6	4	4

AR V. AC0 Chart

Level	AR V. AC0
1-4	20
5-7	18
8-10	16
11-14	14

Saving Throws

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	12	13	16	15	11
4-6	10	11	14	14	9
7-9	8	9	12	12	7
10-12	6	7	9	9	5
13-14	4	5	7	7	3

Monster Hunter

A monster hunter is one who dedicates his or her life to hunting and killing the most dangerous of evil beings. They don't hunt animals or beasts; anyone can do that. No, they hunt creatures of the night: undead, lycanthropes, and demons.

Most people view the hunter as some sort of carnival curiosity not to be taken seriously, but all keep their distance, and all view the hunter as a dangerous person. Abraham Van Helsing is an example of a hunter class.

Hunters prefer to work alone most of the time, but will ally themselves with others if it helps the goal in eradicating a supernatural evil. They tend to appear gaunt and withdrawn, with haunting eyes and concealing clothing.

The prime requisite of a hunter is Wisdom, and they use a d8 as their Hit Die. Hunters are generally creative people, and will often have many small various pieces of equipment on them at all times to help find and kill evil supernatural beings. These include, but are not limited to: holy water, wooden stakes, silver weapons, research texts, etc.

Because of their focus on finding and killing supernatural evil creatures, the hunter gains certain benefits. As they progress in levels, they will gain a bonus to hit and damage against any undead, demon, or lycanthrope. They will also have a tracking ability unique to them. Rather than following footprints and other markings like a traditional tracker would, they have a sixth sense to detect spores left by undead, lycanthropes, and demons, and can track them that way with a successful check.

Upon reaching 9th level, the hunter becomes immune to the effects of undead, demons, and lycanthropes.

Min XP	Level	# HD	Title
0	1	1d8	Acolyte
2,500	2	2d8	Detective
5,000	3	3d8	Investigator
10,000	4	4d8	Tracker
20,000	5	5d8	Crypto Zoologist
40,000	6	6d8	Demonologist
80,000	7	7d8	Occultist
150,000	8	8d8	Finder
250,000	9	9d8	Monster Hunter
350,000	10	9d8+2*	Monster Hunter
450,000	11	9d8+4	Monster Hunter
550,000	12	9d8+6	Monster Hunter
700,000	13	9d8+8	Monster Hunter
900,000	14	9d8+10	Monster Hunter

- **Constitution bonuses no longer apply. Each level hereafter only 2 additional HP are gained.**

Level	Track	TH +	Dmg +
1	40%	+1	-
2	45%	+1	+1
3	50%	+1	+1
4	55%	+2	+1
5	60%	+2	+2
6	65%	+2	+2
7	70%	+3	+2
8	75%	+3	+3
9	80%	+3	+3
10	85%	+4	+3
11	90%	+4	+4
12	95%	+4	+4
13	100%	+5	+4
14	105%	+5	+5

Mountain Man/Woman

Hunters, trackers, trappers, and woodsmen all fall under the mountain man class. These are men and women who prefer to live alone in the wilds rather than settle down in a town or city. They are often used as trackers and scouts by other organizations or groups.

Survival is the name of the game for mountain men, and thus Constitution is their prime requisite. In addition, they use the d10 as their Hit die. While being competent in combat, mountain men have additional skills that define them: tracking, survival, and rural stealth. Mountain men can use any weapon, but prefer to always travel lightly and carry only what they need.

Two of the most famous mountain men are Jedediah Smith and Davy Crockett.

Mountain men can move without any penalty through heavily wooded terrain, and have excellent saving throw values. They also gain a +2 reaction bonus against any normal animal.

Upon reaching name level, the mountain man will automatically take half damage from heat or cold attacks. A successful save means no damage is taken.

At 11th level, the character can charm normal animals with a base 75% chance of success. Charmed animals will treat the ranger as a friend unless mistreated.

The final ability is gained at level 13, when the character will have the ability to speak with all types of normal animals.

AR V. AC0 Chart

Level	AR V. AC0
1-3	20
4-5	18
6-8	16
9-10	14
11-12	12
13-14	10

Saving Throws

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	14	15	11	15	15
4-6	12	13	9	14	14
7-9	10	11	7	12	12
10-13	8	9	5	9	9
14	6	7	3	7	7

Min XP	Level	# HD	Title
0	1	1d10	Outdoorsman
2,500	2	2d10	Woodsmen
5,000	3	3d10	Trapper
10,000	4	4d10	Hermit
20,000	5	5d10	Hunter
40,000	6	6d10	Scout
80,000	7	7d10	Survivalist
130,000	8	8d10	Ranger
180,000	9	9d10	Mountain Man
230,000	10	9d10+3*	Mountain Man
350,000	11	9d10+6	Mountain Man
500,000	12	9d10+9	Mountain Man
650,000	13	9d10+12	Mountain Man
800,000	14	9d10+14	Mountain Man

- Constitution bonuses no longer apply. Each level hereafter only 3 additional HP are gained.

Level	Track	Survival	Stealth
1	35%	50%	35%
2	40%	55%	40%
3	45%	60%	45%
4	50%	65%	50%
5	55%	70%	55%
6	60%	75%	60%
7	65%	80%	65%
8	70%	85%	70%
9	75%	90%	75%
10	80%	95%	80%
11	85%	100%	90%
12	90%	105%	95%
13	95%	110%	100%
14	100%	115%	105%

Tracking: Depending on conditions, the character may have a bonus or penalty to tracking. Several creatures in a group might grant a +10% bonus per creature for instance. Likewise, heavy rain may impart a -25% penalty. A check is needed every hour.

Survival: Mountain men automatically know how to find enough food and shelter for themselves when out in the wilds. A skill roll is only needed when attempting to find food and shelter for others that are with the character.

Stealth: The stealth ability for the mountain man applies only when in the wilds. The character does not know how to be stealthy in urban environments. This ability is a combination of the hide in shadows and move silently ability from the core B/X rules.

AR V. AC0 Chart

Level	AR V. AC0
1-2	20
3-5	18
6-8	16
9-10	14
11-12	12
13-14	10

Saving Throws

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	9	13	10	12	13
4-6	7	11	8	10	12
7-9	5	9	7	8	10
10-12	3	7	5	6	8
13-14	2	6	3	5	6

Outlaw

For reasons often their own, outlaws prefer to live outside of the law (hence the name) and follow only their own desires. They are bandits, frequently engaging in illegal activity to further their own agenda. Some are outlaws because of a disillusion with the government, while others are just greedy and don't care who gets hurt as long as they make money.

Regardless of the personal motivations of the character, all outlaws are proficient in combat as well as avoiding detection. Jesse James and Billy the Kid are two very famous outlaws.

Outlaw characters have Dexterity as a prime requisite, and use the d6 as their hit die type. Outlaws have a sneak attack ability, allowing them to inflict double normal damage with any attack that is made with surprise to an unsuspecting foe. This is defined as any target that is unaware of the outlaw's presence when the attack comes.

Upon reaching name level, the outlaw will have gained such a reputation that he or she will begin to attract followers. 1d10 followers will want to join starting at 9th level and every level beyond, typically being 10 levels less than the outlaw. Unlike the holy man, the class of these followers can be of any type, not just outlaws.

Min XP	Level	# HD	Title
0	1	1d6	Ruffian
1,500	2	2d6	Gambler
3,000	3	3d6	Bandit
6,000	4	4d6	Card Shark
12,000	5	5d6	Rogue
20,000	6	6d6	Brigand
40,000	7	7d6	Highwayman
75,000	8	8d6	Robber
125,000	9	9d6	Outlaw
175,000	10	9d6+2*	Outlaw
225,000	11	9d6+4	Outlaw
300,000	12	9d6+6	Outlaw
400,000	13	9d6+8	Outlaw
500,000	14	9d6+10	Outlaw

- **Constitution bonuses no longer apply. Each level hereafter only 2 additional HP are gained.**

Level	Sleight of Hand	Stealth	Locks	Traps
1	25%	40%	25%	25%
2	30%	45%	30%	30%
3	35%	50%	35%	35%
4	40%	55%	40%	40%
5	45%	60%	45%	45%
6	50%	65%	50%	50%
7	55%	70%	55%	55%
8	60%	75%	60%	60%
9	65%	80%	65%	65%
10	70%	85%	70%	70%
11	75%	90%	75%	75%
12	80%	95%	80%	80%
13	85%	100%	85%	85%
14	90%	105%	90%	90%

Sleight of Hand is used for any hand movement relying on distraction or nimbleness, such as picking pockets or palming cards. A successful roll means the act was completed without being discovered. This base % is increased by 5% if the character has a Dex of 13-15, by +10% if Dex is 16-17, and +15% if Dex is 18.

Stealth is the number needed to roll at or below in order to be hidden from detection. The character can move at half speed and remain stealthy. A roll is only needed once per round if creatures are on alert (like a guard). Otherwise only one roll per turn is needed. This base % is increased by 5% if the character has a Dex of 13-15, by +10% if Dex is 16-17, and +15% if Dex is 18.

Locks are the chance needed to pick locks. This base % is increased by 5% if the character has a Dex of 13-15, by +10% if Dex is 16-17, and +15% if Dex is 18.

Traps is the chance for finding and disarming traps and snares. The chance to find traps is a passive ability that the character always has, even if they are not actively searching. If the character is actively looking for traps, this increases by +25%.

AR V. AC0 Chart

Level	AR V. AC0
1-3	20
4-7	18
8-10	16
11-12	14
13-14	12

Saving Throws

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	14	15	11	15	15
4-6	12	13	9	14	14
7-10	10	11	7	12	12
11-13	8	9	5	9	9
14	6	7	3	7	7

Scavenger

Scavengers are those who got dealt a bad hand in life. They weren't born to riches, and have no highly desirable skill or education. They are men and women who have barely managed to scrape out an existence by begging or finding enough sustenance to live off of.

That is not to say that scavengers don't have their skills. Scavengers have a unique ability to find valuable items when otherwise no other person would be able to. If you need to find a buried treasure or other lost item, the scavenger is the one to have with you. They also have an uncanny ability to avoid hostile effects. This translates into a bonus to his or her base AC as well as very good saving throws.

The prime requisite of a scavenger is Wisdom, and they use a d6 as their Hit Die.

Upon reaching name level, the scavenger will have earned himself the reputation of a great treasure hunter. He will no longer ever be at risk of getting lost, and if randomly selecting an item, will always choose the most beneficial one.

Min XP	Level	# HD	Scavenge	AC bonus	Title
0	1	1d6	25%	-	Urchin
1,000	2	2d6	30%	-1	Street Rat
2,000	3	3d6	35%	-1	Grave Robber
4,000	4	4d6	40%	-1	Finder
8,000	5	5d6	45%	-2	Treasure Hunter
16,000	6	6d6	50%	-2	Seeker
30,000	7	7d6	55%	-2	Cryptologist
60,000	8	8d6	60%	-3	Explorer
100,000	9	9d6	65%	-3	Scavenger
150,000	10	9d6+1*	70%	-3	Scavenger
225,000	11	9d6+2	75%	-4	Scavenger
300,000	12	9d6+3	80%	-4	Scavenger
400,000	13	9d6+4	85%	-4	Scavenger
525,000	14	9d6+5	90%	-5	Scavenger

***Constitution bonuses no longer apply. Each level hereafter only 1 additional HP is gained.**

The scavenge % is the percentage that the character will find a useful item after 1d4 turns of searching.

AR V. AC0 Chart

Level	AR V. AC0
1-2	20
3-4	18
5-8	16
9-11	14
12-14	12

Saving Throws

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	10	13	10	10	11
4-6	8	12	8	8	9
7-9	6	11	6	6	7
10-12	5	9	4	9	5
13-14	4	7	3	7	3

Alignment

Each character has what is called an alignment. The alignment is a very rough guideline of what drives the character from a moral perspective. I caution you against getting caught up in a character's alignment as a "must do X" hard and fast rule. Rather, the alignment helps guide the character, but everyone is free to act how they choose.

If a character does consistently act against their alignment, then the GM is free to shift that character's alignment into a more appropriate one.

There are three alignments that character may choose from: law, neutrality, and chaos.

Law (or lawful): This alignment means that the character has a strong desire for maintaining order and the good of the group. Lawful characters will almost always keep their word unless it's impossible to do so, and will always strive to bring order and harmony to any group they belong to.

Neutrality (or neutral): Neutral characters recognize that the world has a certain balance to it. They will generally keep their word, and don't actively try to disrupt things, but will look out for themselves first and foremost.

Neutral characters recognize that there must always be a balance between good and evil, and may "switch sides" depending on how they perceive this balance to be shifting.

Chaos (or chaotic): Creatures with a chaotic alignment view anarchy and selfishness as the primary goal. They care only about their own means, and don't care what rules they break or who they hurt in the process. A chaotic creature will almost never keep its word if a better opportunity comes along.

Good vs. Evil

In real life, the line between good and evil is often a very gray area that no one can agree on where the line should be drawn. Cultural relativism is an important factor when trying to judge the morals of one person

or the other.

Luckily for us, this is a fantasy role-playing game and we have the luxury of applying modern sensibilities to the game world.

It is for this reason why I am calling out the intention of what good and evil is in this game. Generally, we play these games because we like our characters to be heroes. To be the knight in shining armor, so-to-speak. Good and evil will be more tightly defined in this game than what they are in real life to help assist the style of play as intended.

This isn't to say that you are prevented from playing evil characters, or having your characters engage in evil activities. It is your game, after all. But I strongly advise a word of caution if you do. Playing evil characters or having your characters engage in evil acts can, and often does, result in severe disruption at the game table. This game is not going to be catered to fulfill such desired play.

Rather, the game will be designed under the assumption that your characters are the "good guys." This alone can create many complex scenarios within the game world as your characters are exposed to situations where doing the right thing may not be what they thought it was.

Historical vs. Fantasy Styles of Play

Admittedly the line between good and evil is a tough one when playing the historical style of play. Everyone you're dealing with are fellow humans; humans that as organized nations or groups often hate each other. That doesn't mean that one group is more good or more evil than another. It means that prejudices exist that taint how we view others.

If you choose to play in a historical style of play, I won't dictate how you have to play your game sessions, only that it is strongly suggested that you do not classify any particular ethnic group as "the bad guys."

With the fantasy style of play, this distinction is much, much easier. We don't have to get caught up in historical reality. In the fantasy style of play, we have clearly defined good vs. evil groups. Humans, elves, dwarves, and halflings are largely good. Orcs, goblins, and monsters are largely evil. We as players can focus on enjoying the game without needing to get caught up in ambiguous moral areas.

Weapons and Equipment

Weapons

Item	Cost in \$	Damage	Year Avail
Ax	3	1d8	Any
Bow	4	1d6	Any
Hatchet	1	1d6	Any
Knife	1	1d4	Any
Pistol, 2-shot derringer	8	1d4	1865
Pistol, black powder	5	1d8	Any
Pistol, cap and ball revolver	13	1d8	1836
Pistol, cartridge revolver	25	1d8	1866
Pistol, volcanic	30	1d8	1855
Rifle, black powder	20	1d10	Any
Rifle, repeating cartridge	60	1d8	1866
Rifle, single cartridge	35	1d10	1861
Sabre	8	1d8	Any
Shotgun, double barrel	35	1d10	1850
Shotgun, single barrel	20	1d10	1850
Spear	2	1d8	Any

Ammunition

Item	Cost in \$
Arrow, 10 ea	5
Cap & ball, 10 ea	3
Cartridge, 10 ea	5
Silver ammo, 1ea	2
Cannon, grape shot, 1e	50
Cannon, ball, 1e	15

Armor

Item	Cost in \$	Effective AC	Ascending** AC value
Clothing	3	9	10
Bone	5	8	11
Boiled Leather	8	7	12
Plate	75	5	15
Shield	10	-1*	+1

- Reduces AC by 1.

** Use this column if using the optional ascending AC rules

Anti-Material Weapons

Weapon	Cost in \$	Damage
Dynamite	100	1d10x10
6 pdr cannon	1000	1d6x10
12 pdr cannon	1250	1d8x10
24 pdr cannon	2000	1d10x10
10 inch cannon	5000	2d10x10
Gatling Gun	1500	1d10x1d6

Equipment& Clothing

Item	Cost in \$
Backpack	4
Bacon, 1 pound	.30
Beans, 1 pint	.10
Bit&birdle	7
Blanket	5
Boots	25
Bowl & utensils	1
Bread, 1 loaf	.20
Candle	.05
Chaps, leather	3
Cheese, 1 pound	3.30
Coat	5
Coffee, 1 lb	.80
Deck of cards	5
Dress, common	4
Dress, elegant	25
Dynamite, 1 stick	100
Gloves, cloth	3
Gloves, leather	5
Hammer	.50
Hat, Bowler	2
Hat, cowboy	2
Hat, fedora	2
Holster, pistol	5
Lantern, basic lamp	2
Lantern, bulls eye	10
Lockpicks	3
Mining pan	8
Moccasins	2
Nails, 100ea	1
Oats, 25 lb	1
Oil flask	.75
Pants	4
Pick	2
Pocket watch	15
Pot, cooking	2
Pouch	.50
Rope, 50' hemp	2
Saddle	35
Saddle blanket	10
Saddlebags, large	15
Saddlebags, small	9
Salt Beef, 1 lb	.20
Sheath, rifle	10
Shirt	2
Shoes	10

Item	Cost in \$
Shovel	1
Socks	.75
Sugar, 1 lb	1
Tinder box	1
Tobacco, 1 pound	1
Trench coat, canvas	9
Trench coat, leather	25
Twine, 100'	.25
Vest	2
Water skin	2
Whetstone	.25
Whiskey, 1 pint	3

Livestock& Transport

Item	Cost in \$
Cart, 2 wheel	50
Cart, 4 wheel	75
Cat	2
Chicken	2
Coach	250
Cow	25
Dog	15
Horse	125
Mule	100
Ox	150
Pig	10
Sheep	8
Wagon, covered	125
Wagon, uncovered	80

Saloon/Inn Costs

Item	Cost in \$
Ale, bottle	2
Baked apples	.05
Beans, bowl	.05
Beer	.05
Bread pudding	.75
Champagne, bottle	5
Chicken pot pie	.20
Hot chocolate	.05
Meat & bean meal	.25
Mutton	.10
Oatmeal	.10
Omelette	2
Porterhouse steak	.25
Potatoes	.05
Roast turkey	.25
Room, common	.50
Room, private	2
Room, private /w bath	5
Tenderloin	1.25
Trout	1.50

\$50 Ready-to-go bundle:

Backpack	4.00
Bacon, 1 pound	0.30
Beans, 4 pints	0.40
Blanket	5.00
Bowl & utensils	1.00
Bread, 1 loaf	0.20
Candle	0.05
Coat	5.00
Coffee, 1 lb	0.80
Gloves, cloth	3.00
Hat, cowboy	2.00
knife	1.00
Lantern, basic lamp	2.00
Oil flask	0.75
Pants	4.00
Pot, cooking	2.00
Pouch	0.50
Rope, 50' hemp	2.00
Shirt	2.00
Shoes	10.00
Socks	0.75
Tinder box	1.00
Twine, 100'	0.25
Waterskin	2.00

Weapon Descriptions

Ax: A simple two handed ax typically used for chopping wood. May have either one head or two.

Bow: Traditional Native American hunting bow.

Hatchet: A one-handed, single head hatchet used for chopping or in battle.

Knife: Typical blade length of 3"-8".

Pistol, 2-shot derringer: A very small and light-weight pistol. Uses cartridge ammunition. Holds two rounds that may be fired at once if so desired.

Pistol, black powder: A muzzle loaded one-shot large caliber percussion cap pistol. The powder, bullet, and primer cap are all loaded separately.

Pistol, cap and ball revolver: Holds six rounds. Each cylinder has to be manually loaded with powder, ball, and percussion cap.

Pistol, cartridge revolver: Holds six rounds. Each cylinder is manually loaded with a bullet cartridge.

Pistol, volcanic: A lever action pistol where the bullets are preloaded in a stacked formation underneath the barrel. Holds 6 bullets.

Rifle, black powder: Single shot muzzle loaded large bore percussion cap or flintlock rifle. Powder, bullet, and priming powder/cap are loaded separately.

Rifle, repeating cartridge: Lever action rifle that

can hold up to 10 medium caliber cartridges in a tube parallel to the barrel. The lever action ejects a spent cartridge and loads a fresh one from the tube. Uses the same ammunition as a cartridge revolver.

Rifle, single cartridge: Either breach loaded or bolt action large caliber rifle. Each bullet is loaded manually. Ammunition is not interchangeable with any other weapon.

Shotgun, single barrel: Breach loaded one-shot weapon. Because of the spread of the pellets, this gun will grant a +2 bonus to hit.

Shotgun, double barrel: Similar to single barrel, but may have up to two cartridges loaded. May be fired one at a time or both at once. This weapon also grants a +2 bonus to hit.

Spear (or lance): Long narrow shaft of wood with a metal or flint spearhead. If used while charging on a mount, damage is doubled.

Anti-Material Weapons

Dynamite: Dynamite is fairly unstable, and if dropped or shaken strongly, has a 10% chance of going off. It is used to blow holes in the earth and expand mining caves. The danger radius of one stick of dynamite is 50'. Any within this radius will take damage. For each additional stick used, damage is cumulative and the radius extends by 10'.

Cannons: Each of the cannons have a maximum effective range of 1000 yards and can be used to devastating effect against both structures and men. An attack roll is needed, and for every 100 yards distant the target is away from the cannon, a -1 penalty will be assessed. Keep in mind that the even on a miss, the projectile will land somewhere. Also, a cannon ball can go through almost a dozen men and still inflict damage.

Cannons fire two different types of ammunition: ball and grape shot. Ball is pretty self-explanatory. Grape shot turns the cannon into a giant shotgun. 6-10 individual shots are in one canister. If firing grapeshot, effective range and damage are half. However, many targets will be affected as the cone containing these projectiles are up to 50 feet wide at 100 yards. All targets within this cone will have to defend against an attack roll.

Gatling Gun: The Gatling gun is a multi-barreled gun mounted on a wheeled platform similar to a small cannon. It is gravity fed from a magazine and fires ammunition at a very high rate. When fired, up to 6 rounds of ammunition can hit the target, inflicting 1d10 points of damage with each bullet (hence the damage listing on the table).

Armor Descriptions:

Boiled leather: A vest that is boiled until very hard that gives additional protection. Covers the torso, hips, groin, and shoulders.

Bone: Decorative armor made from the bones of various animals. Offers some protection, and covers the torso.

Clothing: Does not offer any additional protection.

Plate: A two-piece set of steel plates that cover chest, stomach, and back of the wearer. Offers good protection, but is bulky and heavy.

Shield: Usually made from wood or metal, the shield helps offer some protection by reducing the AC of the wearer by 1.

Equipment Descriptions:

Backpack: A very simple backpack with two straps to hang over the shoulders. Usually made from canvas or leather.

Bit & bridle: A metal and leather harness used on horses to help guide them.

Dynamite: Each stick of dynamite will create a large explosion. See Anti-material section for details if used in combat.

Holster, pistol: A leather holster that includes a leather belt. On the belt are loops to hold 25 bullets.

Lantern, basic lamp: This is a basic oil or kerosene lamp that is illuminated by a lit wick. Illuminates a 15' radius.

Lantern, bullseye: A sturdy directional lantern that can shine a beam up to 50 feet away.

Lockpicks: A set needed in order for anyone to attempt to pick a lock. Contains picks, files, and wire.

Oil flask: A glass or clay flask of combustible oil. Approximately one pint.

Pouch: A leather drawstring pouch that can hold roughly two apple sized objects.

Livestock and Transport descriptions:

Cart, 2-wheel: A very simple wooden cart with two wheels. Approximately four feet wide by four feet long. Does not include a bench for a driver.

Cart, 4-wheel: A larger cart approximately four feet wide by eight feet long. Does not include a bench.

Cat: Basic housecat.

Chicken: Basic chicken. Lays 3-4 eggs per week.

Coach: A stagecoach with an enclosed passenger area, spring suspension, and a bench for the driver.

Cow: Basic cow. Has only one calf at a time. Can produce one gallon of milk per day as long as it is milked every day.

Dog: Basic trained dog.

Horse: Typical riding horse. Nags (1/2 weight capacity ability) can be bought for 75% of the listed price. Draft horses (twice the weight capacity) can be bought for double the listed price.

Mule: Basic mule.

Ox: Basic ox.

Pig: Basic pig. If bred, has a litter of 2d4 piglets.

Sheep/Goat: Basic sheep or goat. If milked, produces 1 pint per day as long as it is milked daily. Once per year sheep will produce 5 pounds of wool.

Wagon, covered: Sturdily built, approximately 6 feet wide and 10 feet long. Has a canvas cover to keep out the elements. Also includes a bench for the driver.

Wagon, uncovered: Approximately 6 feet wide by 10 feet long. Has a bench for the driver, but no cover.

WESTWATER

CHARACTER RECORD SHEET

PLAYER NAME

CHARACTER SKETCH

CHARACTER NAME Anna Jackson

RACE & CLASS outlaw

LEVEL 1

ALIGNMENT
neutral

EXPERIENCE

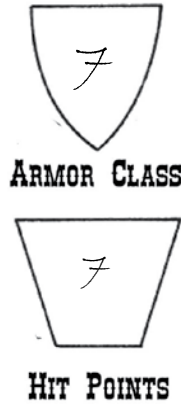
NEEDED XP
1500



SAVING THROWS

		Adjustment
11	STR	-
12	INT	-
10	WIS	-
16	DEX	2
13	CON	1
14	CHA	1

14	POISON OR DEATH RAY
15	MAGIC WAND
11	PARALYSIS
15	DRAGON BREATH
15	SPELLS



WEALTH

\$ 29.50

GOLOS OZ:

SILVER OZ:

WEAPON TYPE	AMMO	DAMAGE	AR V ACO
single shot rifle, cartridge	20	1d10	18
revolver, cartridge	40	1d8	18
knife	-	1d4	20

EQUIPMENT
pack
beans, 4 pints
bowl & utensils
coat
pants
shirt
boots
gloves
tinder box
blanket
oil flask
canteen
lockpicks

SPECIAL ABILITIES OR SPELLS
Sleight of Hand: 35%
Stealth: 50%
Locks: 35%
Traps: 35%

Chapter 3: Spells

A spell is a way to collect and manipulate magical energies to achieve a desired effect. In Westwater, the only classes included in this rulebook that can cast spells are holy men/women, and elves if you are playing race-as-class. These classes use the energies from the spirits or divine gods to cast the spells, and are thus more clerical in nature as opposed to a traditional magic user.

Casting Restrictions

In order to cast a spell, the caster must be able to move freely. A bound and gagged character cannot cast a spell unless otherwise noted. The player must inform the GM of the spell wanting to be cast when initiative is rolled.

Memorizing Spells

The spell matrix advises you how many spells per day, and what levels of spells the character can cast. A 1st level holy man can cast 2 first level spells per day. "Per day" doesn't necessarily mean once per actual day, but means in between long rests. I.e., after casting all of his spells, he will not have the ability to cast any more until he has had at least 8 hours of rest.

For the holy man, because spells are granted from the spirits or gods, he doesn't need to pick and choose which spells he will memorize for that day. Rather, in the process of casting a spell, the holy man prays for what spell he wants to cast of the appropriate level.

Gaining New Spells

When a holy man reaches a high enough level to learn higher level spells, he automatically can cast any spell from that spell level list as long as he has remaining spells per day to use.

Reversed Spells

Certain spells can be reversed and result in the opposite effect. These spells are marked with an "*" in the spell list.

Spell Stacking

Many spells may grant benefits to damage, to "to hit" rolls, saving throws, morale, and other abilities for a

short duration. These spells are not stackable. For example, you will not gain double benefits from a **protection from chaos** spell if two are cast on you.

Historical Reality Style

If your preference of play is to model historical accuracy as opposed to the fantasy style, spells (along with monsters and magic items) do not exist. Rather, most of these spells would instead be resolved using chemistry, biology, or other more mundane methods. The important thing is that the end result would be the same. Not every spell can be replicated this way, but most of them should be able to.

The other notable difference is the spells per level mechanic. Without spells, this mechanic becomes moot. However, for purposes of game balance, being able to replicate spell effects using mundane methods does require the materials needed to replicate the spell, as well as the knowledge. In game terms, this means that a 1st level holy man might not be limited to 2 spells per day, but is limited to only 1st level spells because he doesn't have the knowledge yet to accomplish a higher level spell.

First Level Holy Man Spells

1. Cure Minor Wounds *
2. Detect Chaos*
3. Detect Magic
4. Light*
5. Protection from Chaos*
6. Purify Food and Water
7. Remove Fear*
8. Resist cold/heat

Second Level Holy Man Spells

1. Blessing*
2. Control Flame
3. Endurance
4. Find Traps/Pits
5. Hold Person
6. Silence 15'r
7. Snake Charming
8. Speak with Animals

FIRST LEVEL HOLY MAN/ELF SPELLS

Third Level Holy Man Spells

1. Charm
2. Continual Light*
3. Cure Disease*
4. Growth of Animals
5. Locate Object
6. Remove Curse*
7. Striking

Cure Minor Wounds

Range: 0

Duration: permanent

This spell instantly cures 1d6+1 points of damage to any single target creature (including the caster). This spell may be used to cure paralysis, but then will not cure any hit point damage. This spell also cannot raise the target creature's hit points above their maximum level.

This spell may be reversed and inflict 1d6+1 points of damage with a successful melee attack roll.

Fourth Level Holy Man Spells

1. Create Water
2. Cure Major Wounds*
3. Neutralize Poison
4. Protection from Chaos 10'r*
5. Restoration
6. Speak with Plants
7. Spirit Walk
8. Sticks to Snakes

Detect Chaos

Range: 120'

Duration: 6 turns

This spell will enable the caster to detect any creature of chaotic alignment or any object evilly enchanted. This spell does not reveal thoughts, only the alignment. It is reversible where the caster can detect either good or neutral alignments as well.

Fifth Level Holy Man Spells

1. Commune
2. Create Food
3. Dispel Spirits
4. Dispel Magic
5. Insect Plague
6. Resurrection
7. Summon Spirits

Light

Range: 120'

Duration: 12 turns

This spell casts light in a circle 30' in diameter centered on any singular object. It not as bright as daylight, but is bright enough to read by. If cast at a creature's eyes, that creature is allowed a saving throw versus spells to avoid the effects. Failure results in the creature being blinded for 12 turns.

The reverse of this spell creates a globe of impenetrable darkness. Not even Infravision can penetrate.

Protection from Chaos

Range: 0 (caster only)

Duration: 12 turns

This spell encircles the caster with a magical barrier that helps protect her against attacks from chaotic creatures. This spell grants a +1 bonus to any saving throw of the caster against attacks by chaotic creatures, as well as enforcing a -1 penalty to hit and damage to chaotic creatures that are attacking the caster.

This spell can also be cast as protection from law and neutrality, but only one at a time can be in effect.

Purify Food and Water

Range: 10'

Duration: indefinite

This spell will instantly make spoiled or poisoned food and water safe. One ration of food, or one flask of water per level can be purified in this manner.

Remove Fear

Range: 0

Duration: 2 turns

This spell will instantly calm any creature touched, and will remove all fear. If the target is the subject of a fear spell or special ability, the target is allowed another saving throw vs. spells with a bonus equal to +1 per caster's level.

Resist Cold/Heat

Range: 30'

Duration: 6 turns

This spell grants protection from either cold or fire attacks (not both at the same time). A bonus of +2 is assigned to any saving throws when resisting the desired type of attack, and if successful, all damage will be prevented. If failed, only half damage is assessed. The recipient is also perfectly comfortable in either cold or

hot environments (depending on the type chosen when the spell is cast).

SECOND LEVEL HOLY MAN/ELF SPELLS

Blessing

Range: 60'

Duration: 6 turns

This spell can only be cast on creatures not yet in combat, and will affect all within a 20' diameter area. All creatures under the effects of bless will gain a +1 bonus to all attack rolls and damage.

The reverse, blight, makes enemies' morale lower by 1 and gives a -1 penalty to all attack and damage rolls if a save vs. spells is failed.

Control Flame

Range: 30'

Duration: 1 turn

When this spell is cast, the holy man can control the movements of a natural fire source no larger than a campfire to make it seem as if the flames are dancing. The fire can be controlled to lash out, up to a distance of 1' for a torch, and 5' for a campfire.

Endurance

Range: 0'

Duration: 1d6 turns per level

This spell allows a touched target to surge with energy and be immune to the effects of fatigue while the spell is active.

Find Traps/Pits

Range: 30'

Duration: 2 turns

This spell will make any trapped area glow with a dull blue light whenever the caster approaches within 30' of it. It will reveal the trap, but not how to disarm it. This spell works for all man-made traps as well as natural pitfalls and quicksand.

Hold Person

Range: 180'

Duration: 9 turns

This spell affects any humanoid creature with the exception of undead or any creature larger than an ogre. If a successful saving throw vs. spells is not made, the target will be held fast as if bound by invisible chains. If cast at a single target, a -2 penalty to the saving throw is enforced. Otherwise, up to 4 targets can be chosen.

Silence 15'r

Range: 180'

Duration: 12 turns

This spell will create a 30' diameter globe of absolute silence. No sound can escape, and any caster within the sphere cannot cast spells. If cast on a person, a saving throw vs. spells can prevent the effects.

Snake Charming

Range: 60'

Duration: special

This spell allows the holy man to charm and control up to 1 HD of snakes per level. Thus, a 6th level holy man could charm up to 6 HD of snakes.

If used on attacking snakes, the duration is 2-5 rounds, otherwise duration is 2-5 turns.

Speak with Animals

Range: 30'

Duration: 6 turns

For the duration of this spell, the caster will be able to communicate and understand any normal animal. It does not affect fantastic or mythical creatures.

THIRD LEVEL HOLY MAN/ELF SPELLS

Charm

Range: 0'

Duration: special

When touching a target creature after casting this spell, the creature must make a saving throw vs. spells or be charmed by the caster. The caster must be able to communicate with the target for the spell to work.

If charmed, the target will view the caster as a good friend for an indefinite amount of time until given a good reason to no longer view him or her as a friend.

Continual Light

Range: 120'

Duration: special

This spell works the same way as the light (or darkness) spell, with the exception that it will remain indefinitely or until the caster dispels it.

Cure Disease

Range: 30'

Duration: permanent

This spell will instantly cure any and all diseases of a touched target creature, including mummy rot, lycanthropy, and will kill a green slime.

Striking

The reverse of this spell (cause disease) will infect the victim with a horrible rotting disease unless a saving throw vs. spells is made. This disease will confer a -2 penalty on all attack rolls, and no wounds can be magically healed. Natural healing takes twice as long. The disease will be fatal in 2-24 days unless a cure disease spell is cast on the victim, or a doctor is available.

Range: 30'

Duration: 1 turn

This spell will increase the damage of a weapon by 1d6 points for the duration of the spell. The spell is not stackable, and does not grant a bonus to attack rolls.

Growth of Animal

Range: 120'

Duration: 12 turns

This spell doubles the size of any normal or giant animal. It will have twice the strength and inflict twice the damage in combat. It will also be able to carry twice as much as normal. This spell does not affect fantastic or mythical creatures.

Create Water

Range: 0'

Duration: permanent

This spell will instantly create an enchanted spring from the ground that can give enough water for 12 men and their mounts (roughly 50 gallons).

Locate Object

Range: 120'

Duration: 6 turns

In order for this spell to work, the caster needs to know exactly what the object looks like. When cast, this spell will point the caster in the direction of the nearest desired object. It will not work on creatures.

Cure Major Wounds

Range: 0'

Duration: permanent

Similar to cure light wounds, this spell will instantly heal 3d6+3 points of damage to a target creature. The reverse will inflict 3d6+3 points on a successful touch attack.

Remove Curse

Range: 0'

Duration: permanent

This spell will instantly remove any curses from a target creature (including the caster).

Neutralize Poison

Range: 0'

Duration: permanent

The reverse of this spell (curse) causes great misfortune or penalty to a target creature if it fails its save against spells. Effects of a curse are limited by imagination only, but typical penalties include a -2 reduction in attack or damage rolls.

This spell will instantly cure any target creature of poison, and will revive a character who died of poison if cast within 10 rounds. It can also eliminate the poison from a poisoned item or creature.

Protection from Chaos 10' Radius

Range: 0'

Duration: 12 turns

This spell works in the same way as protection from chaos, only that it protects all creatures within a 10'r of the caster.

Restoration

Range: 0'

Duration: permanent

This spell will instantly give back one level to a target creature that was the victim of an energy drain attack (see Bestiary). The character will gain back the bonuses associated with that level, and will have enough experience points to meet the minimum amount needed for that level.

Speak with Plants

Range: 30'

Duration: 3 turns

This spell gives the caster the ability to talk with plants and understand them as if they communicated like intelligent beings. The plants can also move slightly, allowing the party to move freely through normally impenetrable undergrowth.

Spirit Walk

Range: 0'

Duration: 1d6 turns per level

When this spell is cast, the caster and all allies within a 20' radius will enter the spirit world and will be invisible and immune to attack by any creature not also in the spirit world.

Sticks to Snakes

Range: 120'

Duration: 6 turns

This spell turns 2d8 sticks into normal snakes (AC 6, HD 1, MV 90', AT: 1, D 1d4, Save V1, ML 7, AL N). There is a 50% chance that the snakes will be poisonous. The snakes obey the commands of the caster, and will turn back into sticks when the spell ends or when the snake "dies".

FIFTH LEVEL HOLY MAN/ELF SPELLS

Commune

Range: 0'

Duration: 3 turns

This spell allows the holy man to commune with the spirits or greater powers (the GM). The character may ask questions that can be answered in a yes or no fashion only.

Create Food

Range: 0'

Duration: permanent

When this spell is cast, one full day's worth of rations per caster level will be instantly created.

Dispel Spirits

Range: 30'

Duration: instant

This spell will instantly force one summoned creature (demon, spirit, etc) back to its own plane of existence.

Dispel Magic

Range: 30'

Duration: permanent

The spirit or demon will be bound to the caster's will, but will not be happy about it at all. At the end of the duration, the spirit or demon is banished back to its normal plane of existence.

This spell will instantly remove all durational magical effects from a target creature or object. This includes durational spells and enchantments. The spell can only be cast on one creature or one item. If cast on a creature, it does not affect the items carried by the creature.

Insect Plague

Range: 480'

Duration 1 day

This spell instantly summons a swarm of biting and stinging insects 60' in diameter. The swarm will move at 20' per round, and can be directed by the caster. The swarm will only remain as long as the caster maintains concentration. Small vegetations such as bushes and vegetables will be destroyed in one round. Large plants such as trees will be de-leaved in 1d4 rounds. Any creature in the swarm will take 1d4 points of damage per round automatically.

Resurrection

Range: 0'

Duration: permanent

When this spell is cast, it will instantly bring back to life one dead creature. The creature will have 1 hp when raised. The target creature cannot be deceased for more than one day per caster level.

Summon Spirits

Range: 50'

Duration: 1 turn per level

When cast, the character will have summoned either one spirit or demon to do his or her bidding. Any spirit or demon from the Monster section can be summoned, up to a total number of HD equal to or less than the caster's level.

Chapter 4: The Adventure

Arguably the most important part of the game is the adventure itself. That's what you as players will be spending most of your time doing, and that's the part where grand stories and memories created.

After the players have created their characters and purchased their equipment, the adventure will begin.

The GM will describe the background of the land, culture, and features of the world around the characters. It is recommended, but not required, that players work with the GM to come up with backgrounds of each of their characters. This helps create immersion with the characters into the game world.

Every adventure starts with a hook. The GM is responsible to give the characters motivation to pursue the particular adventure path that the GM has prepared.

Party Size and Composition

When getting ready to face a dangerous situation, it is wise not to go alone. The saying, "safety in numbers" is very much true. In most cases, this is addressed by playing with other players. Generally, the GM will only allow each player to control one character, and this group of characters will form the party. A diverse party where each player has unique skills will be the most advantageous, as the dangers are sure to be diverse.

Forming a Party

As mentioned above, the players involved in the game will form the basis of the party. However, the party need not be limited to just the players. Each player does have the option to hire retainers if they feel like they would be helpful. Rules for hiring retainers will follow shortly.

Before entering a combat encounter, it is suggested that the players advise the GM of the order of march they are in. This is basically just to give the GM an idea of where each character is positioned in reference to each other. Doing so is very helpful in determining how the combat encounter resolves, and is critical for scenarios such as ambushes, traps being triggered, etc.

The players may change the marching order at any time, but must tell the GM of the current order.

In addition to the party order, the players should also assign roles that each will be tasked with doing. These

include mapping out caves or wilderness areas, who will keep track of treasure, and who will be the party spokesperson.

Figures: If miniature figures are used, be sure that the GM knows which figure represents which character. These figures are used to represent party order, which character is fighting which opponent, etc.

Time: There are two measurements of time in the game: rounds and turns. A round is the time it takes for all combat participants to resolve their actions. Typically each character has one action (move at their rate and/or attack) that he or she can do in a single round.

A turn is a time period of ten minutes. A turn is also the amount of time needed for a character to explore and map an area for their full movement rate, to search a 10'x10' area thoroughly, or for an outlaw to disarm a trap.

Movement

Each character can move 120' as his or her base rate. If moving through a dungeon, this distance is covered in one turn. This may seem slow, but it is under the assumption that the players are searching and mapping their environment.

If moving in the wilderness, this rate is read in yards rather than feet. That is, an unencumbered character with a movement of 120' per turn in a dungeon can move 120 yards overland per turn.

Encumbrance (Optional)

Being weighted down with a lot of gear or sacks of gold will affect the movement of a character. How this affects the character is explained in the table below:

Encumbrance	Normal Move per Turn	Encounter or Combat	Running Movement
40 lbs or unarmored	120'	40'/round	120'/round
40-60 lbs or heavily clothed	90'	30'/round	90' round
61-80 lbs or wearing body armor	60'	20'/round	60'/round
81-160 lbs	30'	10'/round	30'/round

Characters with a Strength score of 13-14 gain a +10 pound bonus to each category. A score of 15-17 increased it by 25 pounds, and a score of 18 increases each category by 50 pounds.

A character can move the normal movement rate in combat and still attack. However, if the character runs in combat, they cannot attack at the same time.

For example, if your character (STR 11) is carrying 65 pounds of gear and is only wearing normal clothing, his movement would be 60' per turn out of combat, and 20' per round in combat.

If your character was only carrying 15 pounds of gear, but was wearing body armor, then his movement would also be 60' per turn out of combat, and 20' per round in combat.

Livestock Movement

Mule maximum load at 120': 200 lbs

Mule maximum load at 60': 400 lbs

Ox maximum load at 120': 400 lbs

Ox maximum load at 60': 800 lbs

Horse maximum load at 240': 300 lbs

Horse maximum load at 120': 400 lbs

Horse maximum load at 60': 500 lbs

Encumbrance Table

Item	Weight (lbs)
50' rope	5
Ammunition, 10 rounds	1
Armor, boiled leather	15
Armor, plate	30
Bedroll	2
Bit & bridle	10
Boots	2
Gold coin	.25
Heavy coat	5
Heavy gloves	1
Lantern	2
Pack	5
Pistol, derringer	1
Pistol, revolver	3
Rations, 1 day	1
Rifle	10
Saddle	25
Saddle blanket	5
Saddlebags, large	20
Saddlebags, small	10
Set of clothing	5
Shield	10
Shotgun	10
Waterflask	2

Movement Overland

As mentioned directly above, the movement rate in the wilderness is measured in yards rather than feet. If traveling in per-day increments, this rate can be translated into miles.

Movement Per Turn	Miles/Day
30'	6
60'	12
90'	18
120'	24
150'	30
180'	36
240'	48

Note that the party can only move as fast as its slowest member.

The type of terrain that the party is moving through also affects the movement rate. Mountain men do not suffer the penalty, but their bonus is not conferred to other party members.

Terrain	Movement Adj
Clear, city, trail, grasslands	normal
Forest, hills, desert, broken	2/3 rate
Mountains, jungle, swamp	½ rate
Road	+50% rate

Other methods of transportation

Walking or riding, while a common mode of transport, isn't the only form that was available to people at the time. Rail, wagon, and boat travel were also very common. Base speed is as follows:

Transportation mode	Miles/Day
Large ship	100
Steamboat	30
Train*	60 (5mph)
Wagon/Stagecoach	40

- Trains are powered by steam, and must stop every 30 miles at water stations to refill.

Obstacles to Movement

Travelling in the wilds, regardless of mode of transportation, often results in an obstacle that delays or prevents further travel. These include rivers that cannot be forded, chasms that cannot be crossed, snowbound passes, or treacherous moors. Occasional placement of these obstacles will add interest and a challenge to the players.

Rest

Travelling is hard work, and characters must rest a full day for every 6 days travelled. Characters that do not rest will be fatigued and suffer a -1 penalty to attack and damage rolls.

Becoming Lost

Unless the party is following a very clear landmark such as a river, road, or coastline, there is a good chance they may become lost. Unless such a landmark is being followed, each day the GM will roll 1d6 and consult the below chart to see if the party has become lost. On a die roll that results in the party becoming lost, the GM will determine the direction actually travelled, or will roll 1d8 and select the direction randomly (N, NE, E, SE, S, SW, W, NW).

Clear, Grass-lands	Woods	Swamp, jungle	Mountains, hills, barren lands	Desert	Ocean
1	1-2	1-3	1-2	1-3	1-2

Listening For and Spotting Danger

Any adventurer worth his or her salt doesn't blindly storm into caves, forts, or dungeons. The ones who are cautious and take time to search for hidden things and listen are the ones who will survive.

If a player is advising that he or she is attempting to listen (at a door for instance), a result of a 1 or 2 on the d6 will reveal any noise, if it exists.

If the players have advised the GM that they are looking for traps, pitfalls, or other danger (as mentioned in the movement rules above), they will have a 1 in 6 chance of detecting such dangers. Certain classes are much better than this, such as the Outlaw class, and will use the percentile die result as opposed to the 1 in 6 chance.

Order of Events in One Game Day

1. The party decides their direction of travel.
2. The GM checks to see if the party becomes lost.
3. The GM rolls for random wandering encounters.
4. If there are no encounters, the day ends and the PCs complete any tasks they wanted to do. If there are encounters, the GM must determine the type and number appearing.
5. The GM rolls to check the distance between the encounter and the party (roll 4d6 in yards).
6. The GM rolls to check surprise (1d6, see Encounter section of the book).
7. The GM and each player rolls for initiative and adds any modifiers (1d6)
8. The GM rolls for encounter reactions (see Encounter section below)
9. The party and encounter creatures react (see Encounter section below)
10. If no combat, end of turn. At the end of combat and one side is defeated, end of turn.

How the characters heal is firstly dependent on what play style you are playing in. If you are playing in a historical style, magical healing will not be available. If you are playing in the fantasy style, all forms of healing are available.

One aspect of the healing rules that is consistent regardless of your style of play is that healing in the game is accelerated over what you would see in real life. This is because it is not much fun for players to have to rest a week just to heal a minor wound.

In the below table, you will find the guidelines as to the various healing rates the PCs will enjoy in the game.

Healing Table

Scenario	Rate
Campsite overnight	1 HP + Con bonus per day
Doctor available	+ 1d6 HP
Normal activity (walking, riding)	0 HP + Con bonus per day
Resting (bed rest for full day)	1d3 HP + Con bonus per day
Strenuous activity (hiking, hard riding)	0 HP per day

Ability Checks

Many times there will a scenario where an ability check is called for. The way an ability check works is that the GM will call out one of the six abilities that is relevant to a task. You would roll the d20, and if the result is less than or equal to your ability score, then the check is a success.

For example, if your character is attempting to kick in a locked door, a Strength check may be called for. If your character is trying to balance on a wet log, a Dexterity check may be in order. Or if the character has had a few drinks in a card game, a Constitution check may be needed to see if he or she doesn't pass out.

For extremely hard tasks, a penalty may be assessed depending on what the GM feels is fair. And for easy tasks, either a bonus or no checked needed at all may be the right course of action.

Healing

There are two types of adventurers: those that have been wounded, and those that will. Being able to heal from those wounds is paramount to the survival of any PC.

Disease & Poison

It may occur where a PC either gets stricken with a disease or poison. If magical healing is not available, a doctor may be able to assist the character. After receiving treatment from the doctor, the PC must make a Constitution check. A successful check means that the disease or poison stops progressing, and healing can begin. A failed check means that the poison or disease continues for another day, when another check must be made.

Hired Help

A retainer (or hireling or henchmen) is a person hired by the character to assist him or her in an adventure. Once hired, the player will control the retainer as if they were another character for most actions. This is to free up time from the GM to focus on running the adventure. The GM may, however, at any time take control of the retainer if he or she feels like the player is not running the retainer in an appropriate way.

For example, if the player sends the retainer to do all of the dangerous work and not partake in any of the glory or riches, the retainer would probably take issue with that at some point. Retainers are to be treated as if they were people with individual personalities, not mindless cannon fodder.

Hiring: To hire a retainer, the character must first find one willing to be hired and interested in the job. For basic tasks, like hiring a ranch hand or basic assistant, finding a retainer is fairly easy in any small town or village. For more specialized tasks, such as a doctor, gun-for-hire, or teacher, finding a retainer would be slightly more difficult.

Once the retainer is found, the player must convince the person to work for him for the rate offered. The GM will determine the appropriate average pay (see table below), which not only includes a daily or weekly rate, but also a share of the treasure found if they are putting themselves in danger's way.

Reactions: Once the player offers the job and pay agreement, the GM will roll 2d6 and consult the Retainer Reaction table below. Depending on the offer, a bonus or penalty may be assessed. Charisma modifiers are also assessed.

Retainer Reactions

Die Roll	Reaction
2	offer refused, -1R*
3-5	offer refused
6-8	renegotiate
9-11	offer accepted
12	offer accepted, +1M**

- A roll is needed for each retainer. If 2 is rolled, each subsequent retainer in the area will have a -1 modifier to this roll

** The retainer will have a permanent +1 modifier to his or her morale value.

Level of Retainers: The retainers may be of any level, as long as they are lower level than the character hiring them. Higher level retainers would demand a much higher pay.

Loyalty: The loyalty of retainers will be determined by the Charisma score of the character as defined in the Charisma chart.

Using Retainers: Retainers are often used to bolster the combat effectiveness of parties. Often a party of only a few members will hire retainers to mitigate the danger to themselves in an adventure.

Experience: Retainers earn experience from adventures just like player characters. However, retainers earn experience at only ½ the rate of the PCs.

Retainer Professions

Profession	Cost per day
Animal Trainer	5
Blacksmith	3
Craftsman	2
Doctor	25
Driver	1
Farm/Ranch hand	1
Hired gun	5
Servant	1
Tailor	2

Animal Trainer: This includes both dog and horse training. It takes one full day to break a horse, and 1d6 weeks to train dogs with basic commands.

Blacksmith: This is the cost for the skill of a blacksmith, and does not include the cost of a forge and shop. Depending on the complexity of the item wished to be created, the time may vary greatly. That is, a horseshoe may only take a couple hours, while an iron wrought gate may take a full week.

Craftsman: This category includes all categories of wood working, including carpenters, boat builders, and wagon builders.

Doctor: Very few doctors are willing to go out on an adventure with a group of people. Most prefer to charge patients on a per-illness treated basis at a defined location in town. However, there are some who will be willing to act as private doctors. The price

above does not include the medicine or tools that a doctor needs, which he will often require the PCs to cover the cost of.

Creature Experience Table

Driver: Drivers are hired to drive coaches, wagons, or any other vehicle.

Farm/Ranch hand: These men are hired to do mundane functions on a farm or ranch. This includes feeding and watering livestock, planting and harvesting crops, and in general just giving a helping hand with whatever needs done.

Hired gun: The most common type of retainer, hired guns are mercenaries who will gladly join a group for the right price and a cut of the loot.

Servant: Servants are actually fairly skilled in the matters of etiquette along with doing any basic task that needs doing.

Tailor: Tailors are hired to repair or make items of clothing, including cobbling and leatherworking. The costs of materials are not included.

Hit Dice	Value	Bonus
Under 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7 to 7+	450	400
8 to 8+	650	550
9 to 10+	900	700
11 to 12+	1100	800
13 to 16+	1350	950
17 to 20	2000	1150

- If the opponent has a one or more special abilities (as described in its description), add the amount of XP in the bonus column to the total.

Giving Experience Points

When the adventure is over, or at a good stopping point as determined by the GM, experience points may be awarded to surviving party members. There are three main ways a character can gain experience points: defeating opponents, acquiring wealth, and GM discretion.

Defeating Opponents: Defeating opponents includes not only killing the opponent in combat, but also successfully avoiding the opponent altogether if combat can be avoided and the task still completed. For example, if the party sneaks past two guards and never ends up fighting them, they will gain the XP award for those guards. Note that XP awards for an opponent can never be given more than once.

Use the chart below to determine how many XP are awarded based on the Hit Dice of the opponent.

Acquiring Wealth (loot & treasure): The goal of most adventures is to get rich or otherwise acquire loot without putting himself in great danger. Thus, most of the XP gained will come from acquiring such treasure and not from killing opponents. For every \$1 that each player has gained, after all expenses and other costs, she or she will gain 1 XP point.

For example, a group of four characters have looted \$1600 from a heist, along with a jeweled necklace worth \$50. Each character gets a cut from the pool equaling \$400. Character A also got the necklace, but had to pay for a new horse and gear that cost him \$125. At the end of the adventure, he would gain $(400 + 50 - 125)325$ experience points from loot, in addition to whatever other XP he gained from defeating opponents and GM discretion.

GM Discretion: It is encouraged that GMs also grant experience points for creative and well thought out ideas. The amount is up to the GM discretion, and really de-

depends on what level the characters are, as these types of awards should always have an impact.

For example, a party of 4th level characters is faced with challenge of needing to cross a raging river while being pursued. Player A has a great idea of how to use parts and objects around them to find a way to cross the river. The GM rewards this creativity with a bonus 200 XP to that player's character.

Encounters

In nearly every adventure a combat encounter will occur at some point. In fact, it's one aspect of the game that many players find the most fun. This part of the game is where the battles happen, and glory is achieved or disaster strikes. The encounter is literally a matter of life and death for the PCs.

It is highly encouraged that the GM have all of the planned encounters mapped out and listed for reference. This will save a lot of time during game play as the GM won't have to spend time looking up key figures and statistics.

Time in Encounters: As mentioned in the previous section, there are two measurements of time: the turn and the round. When an encounter starts, time is measured almost exclusively in rounds. Each round is approximately 10 seconds long, and is resolved when all participants have completed their actions.

Since there are 60 rounds in a full turn, and an encounter rarely takes a full 60 rounds to complete, consider each encounter (from when combat starts to when it is over) as one full turn in the context of measuring time. This is the best way to handle the passage of time in a consistent way rather than keep track of every round individually.

Starting the Encounter: The GM determines when and where the party will have an encounter. Usually these are at pretty clearly defined times such as entering a house with opponents, or being surprised in an ambush, or even just a random occurrence. If an encounter occurs, adhere to the following:

Order of Events in One Encounter

1. The GM has determined the number of opponents appearing.
2. The GM rolls to check the distance between the encounter and the party if a random encounter.
3. The GM rolls to check surprise (1d6, see below).
4. The GM and each player rolls for initiative and adds any modifiers (1d6).
5. The GM rolls for encounter reactions (see Encounter section below).
6. The party and encounter creatures react (see Encounter section below).
7. If no combat, end of turn. At the end of combat and one side is defeated, end of turn.

Distance: For random encounters, the actual encounter will happen at a distance. For wilderness encounters, this distance will be 4d6 yards away, or further if there are greater line-of-sights available. In a dungeon, cave complex, or urban environment, this distance will be 4d6 feet.

For encounters that are not random, the opponents will be in whatever location the GM has placed them.

Surprise: If neither side is expecting an encounter, there may be surprise. After you have determined the distance between the PCs and the opponents, the GM will roll 1d6 for all of the creatures he or she controls. One designated player will roll the d6 as well for the entire party. A result of 1 or 2 means that the participant is surprised.

- If both sides are surprised, the surprise cancels itself out and normal initiative is rolled.
- If one side surprised the other, they may move and attack the first round, and the surprised side may not.
- If neither side is surprised, normal initiative is rolled.

Surprise is only rolled in the initial contact between all combat participants.

Initiative: To determine initiative, each participant will roll 1d6. The GM will roll 1d6 for all participants under his or her control. Any modifiers to initiative will then be added to the individual rolls. The highest number will go first in the combat round.

If two numbers are the same, the players will go before the GM controlled opponents.

Party Actions: The PCs may attempt to do many actions during their turn in the round. They may choose to fight, to run away, to talk, or to wait.

Opponent Actions: While many opponents may act in predictable ways (a rabid wolf will always attack for instance), many opponents may react in many different ways, depending on the circumstance of the encounter. The GM may always choose the reaction of the opponents, but also may randomly determine the reactions using the table below (roll 2d6):

Opponent Reactions

Die Roll	Reaction
2	Immediate Attack
3-5	Hostile, possible attack
6-8	Uncertain, confused
9-11	No attack, leaves or considers offers
12	Enthusiastic friendship

A modifier to the die roll may be needed depending on player actions and disposition. For example, a player who just attacked an NPC's friend probably won't have them react to her in a friendly manner.

Encounter Movement: As mentioned in the previous chapter, movement is determined by encounter type and by encumbrance. A character can typically move their movement rate and attack during their turn in any combination. I.e., a character who can move 20' per round can move 10', attack, and move 10' again on his turn.

Running: Running characters can move at three times their base rate, but cannot attack in the same round. In addition, the character cannot run for more consecutive rounds greater than three times her Constitution score before needing to rest for one complete turn (10 minutes). Any character in combat that hasn't rested will suffer a -2 penalty to all attack rolls.

Combat Sequence

- Each participant rolls for initiative and adds any modifiers (GM rolls once for all of the creatures under his control)
- Morale checks are rolled, if applicable
- The highest initiative number goes first
- On initiative ties, players go before GM creatures in this order: movement, ranged attacks, spells and other actions, melee attacks
- Each remaining participant resolves their actions.
- The GM handles any surrender, retreat, etc as they occur.
- The combat round ends.

Defensive Movement: Once engaged in combat, there are two types of defensive movement that can be taken: a fighting withdraw, and a retreat.

When doing a fighting withdraw, the PC moves at one half of her rate away from the attackers. When doing a retreat, she moves at her full rate, but any melee attacker gains a +2 to its attack roll immediately.

How to Attack

In combat, there are several ways in which to attack your opponent: melee attack, ranged attack, or spell attack.

A melee attack is used whenever armed with a hand held weapon such as a knife, club, or fists. The player rolls 1d20 for his or her attack roll, adds or subtracts any modifiers, and subtracts that from their "Attack Roll vs. Armor Class 0" (AR V. AC0) value to see what AC they have hit. If the attack hits, damage is rolled. If it misses, no damage is assessed.

Ranged attacks are those attacks that involved firearms, bows, or thrown objects. Much like a melee attack, an attack roll is needed and handled in the same way as a melee attack.

Spell attacks, unless otherwise noted, always hit the target if it is within the area of affect. There is a chance to avoid part or all of the effects by making a successful saving throw. For spells that inflict damage, a successful saving throw would reduce damage by half. For all other spells, the entire effect is negated.

For example, you are playing Jebadiah Jones, who has a AR V. AC0 of 15. You are shooting at a rabid wolf

with your repeating rifle. Due to Dexterity bonuses and the fine craftsmanship of the rifle, you have a total of +2 to hit. You roll a d20, resulting in a 10. You add 2 to that, giving you a final attack roll of 12. Subtracting that from your AR V. AC0 value of 15, you end up with a 3. That means you have successfully hit the target as long as its AC is 3 or more (worse).

Creature Attacks

All creatures also have an AR V. AC0 value depending on their HD type and level. Reference the below chart to see the AR V. AC0 value of the creature for its HD amount:

Creature HD	AR V. AC0 Value
Up to 1	20
1+ to 2	19
2+ to 3	18
3+ to 4	17
4+ to 5	16
5+ to 6	15
6+ to 7	14
7+ to 9	13
9+ to 11	12
11+ to 13	11
13+ to 15	10
15+ to 17	9
17+	8

Natural 1 and 20

Any natural roll of a 20 on the d20 (not including any modifiers) is either a critical hit or an automatic hit. If the only way to hit a target is to roll a 20 or higher, then it's an automatic hit and not critical. If it is possible for the attacker to hit the target without needing a natural 20, then the attack is a critical hit and double damage is rolled.

If a natural 1 is rolled on the d20, the attack is an automatic miss. If attacking with a firearm, a misfire occurred as well, and the ammunition for that attack is ruined.

Unarmed Combat

Characters who engage in unarmed combat without a weapon (for whatever reason) will have two attacks each round, each attack inflicting 1-2 points of damage plus any Strength bonus. However, this is not permanent damage. If an opponent has its HP dropped below 0 from unarmed damage, they will simply be unconscious for 1d6 rounds, regaining 1d6 of these damage points per round after regaining their wits.

Optional Ascending AC Rule

If you prefer not to use the AR V. AC0 mechanic of determining attack roll resolution, you may use the ascending AC option instead. With this rule, AC values go up, rather than down. Any time you see something that says, "x to AC", you would instead add that value.

In order to determine if you hit, roll the d20 and add modifiers as in the AR V. AC0 rules. However, instead of subtracting from the AR V. AC0 value, you simply use that final value to see what AC you have hit.

Because you aren't using AR V. AC0, you will need to figure out a base attack bonus based on your class and level that replaces the AR V. AC0 chart. To do this is simple. Simply subtract the AR V. AC0 value as it appears in the chart for your class and level from 20. That is your base attack bonus.

Example 1: You are playing Jebadiah Jones (AR V. AC0 of 15) and are attacking a rabid wolf with your repeating rifle. Due to your Dexterity and fine craftsmanship of the weapon, you have a total bonus to hit of +2. You roll the d20, getting a 14. After adding 2, the final result is 16. Your base attack bonus is +5 (20 - your AR V. AC0 of 15). Your total result is 21, and have successfully hit any creature with an AC of 21 or lower.

Example 2: Your character is wearing boiled leather armor (AC 12) and has a Dexterity of 13 (the -1 bonus becomes a "+" using ascending AC), giving your character a final AC of 13. Opponents would need a final modified attack roll of 13 or higher to hit you.

Other Attack Forms

Oil: Typically carried in glass or clay flasks, oil may be used as a weapon similar to a Molotov cocktail. A successful attack will cover the target in oil, suffering 1d8 points of damage per round for 10 rounds. They may also be dripping flaming oil wherever they move.

If used on a target area, one flask will cover an area 3' in diameter. Any creature walking through the flames will suffer 1d8 points of damage. The oil will remain burning for 10 rounds.

Holy Water: Holy water is typically kept in glass vials of no more than a few ounces. They are treated much the same as flaming oil when hurled at an undead or demonic creature. A struck demon or undead creature will suffer 1d8 points of damage each round for 2 rounds.

Lance Combat: The lance (or spear) is a weapon that is very effective in combat. If an attack roll is successful and the attacker is mounted, the lance will do double damage.

Mass combat, Aerial combat, Naval combat: The mechanics for these types of combat are not included in these core rules, and may be included in a further expansion.

Cover

Many fantasy role-playing games, certainly the one this game is based off of, use armor to help you defend against attacks. Because hardly anyone ever wore armor in the old west (largely because it was expensive, bulky, and caused the person to easily overheat in the hot weather), using cover is the primary way to make yourself harder to hit as opposed to using armor in a fantasy game. This is reinforced by the fact that the vast majority of attacks in the old west were using firearms rather than melee combat.

It is for these reasons to maintain game balance that cover rules will be implemented.

There are three types of cover used in this game: light cover, medium cover, and heavy cover. If your character is under light cover, they will receive a -2 bonus to their AC. Medium cover will grant you a -4 bonus to AC, and heavy cover will grant you a -8 bonus to your AC.

Examples of Cover

Light: 25% of the body protected by solid object such as a brick wall or thick tree. Entire body concealed behind non-bullet proof object, such as a table or large bush.

Medium: 50% of the body protected by solid object such as thick steel or brick wall. Entire body protected by bullet resistant objects, such as a 6"-1' diameter tree, behind the corner of two walls, etc.

Heavy: 90% or greater of the body protected behind a thick tree, brick wall, thick steel plated, etc.

Attacks on Unhittable Creatures

Certain creatures can only be hit by magical or silver weapons. Under normal circumstances, these creatures are immune to all other weaponry. However, the GM may allow two other forms of attack.

The first is that other "unhittable" creatures are able to hit and damage other types. For example, a werewolf can hit and damage a vampire.

The other is that creatures of at least 4 HD or greater can hit targets if using natural weapons. For example, an owl bear could hit and damage a werewolf.

Ranged Combat

Ranged Combat is defined as using any weapon to attack a target outside of normal reach. Examples include thrown weapons, bows, and firearms. When engaging in ranged combat, the GM must ensure that no weapon is used at greater than its effective range.

The maximum effective range is the maximum distance that the weapon will be effective. Many weapons will technically go further, but the accuracy at such distances is so bad that hitting a target is impossible.

All ranged attacks will have the attack roll modified by very high or very low Dexterity values, as well as range. Targets within short range will give the firer a +1 bonus to hit. Medium range targets have no bonus, and long range targets confer a -1 penalty to hit.

Range Table for Weapons

Weapon	Short	Medium	Long
Bow	70'	140'	210'
Dagger, thrown	10'	20'	30'
Hatchet	10'	20'	30'
Pistol, black powder	10'	50'	100'
Pistol, cap&ball	10'	50'	150'
Pistol, cartridge	10'	50'	150'
Pistol, derringer	5'	25'	50'
Rifle, black powder	15'	75'	250'
Rifle, repeating	25'	200'	1000'
Rifle, single cartridge	50'	300'	2000'
Shotgun	25'	75'	150'
Shotgun, sawed-off	10'	35'	75'
Spear	20'	40'	60'

How to read the table: the value in the range column is the “up to” distance. For example, if firing a repeating rifle, any distance up to 25' is short range, up to 200' is medium range, and up to 1000' is long range.

Two Weapon Fighting

Fighting with a weapon in each hand isn't typical, and characters doing so would encounter a penalty to her attack rolls of -5 to hit with each weapon. Firing this way does allow one extra attack per round. Two weapon fighting can only be done with one handed weapons.

If the character has a weapon in each hand but only attacks with one each round, no penalty is assessed.

Damage

If an attack hits, you need to determine how much damage the target suffers. Damage by monsters is listed under each monster type description, and damage by weapons is listed on the weapon table. In the case of monsters with multiple attacks per round, damage is listed in order of attack. For example, if the attack is “claw/claw/bite” and damage is “1d6/1d6/1d4”, that means each claw attack does 1d6 points and the bite does 1d4.

Non-variable damage: The damage listed on the weapon table is optional, and if you choose, you can have all weapons do 1d6 points of damage. If you prefer a simpler approach, this would be the way to go.

Adjusting Damage: There may be several modifiers that impact your damage roll. For melee and thrown attacks, your Strength modifier would apply. Additionally, high quality or magical weapons may impart a bonus or penalty. And finally, certain class abilities may increase damage.

Scoring Damage: All damage is immediately subtracted from the current HP total of the target. The damage remains until healed. Any creature dropped to 0 or fewer HP is dead.

Morale

Most creatures will not continue to fight if the odds are overwhelmingly against them. Characters are never forced to make a morale check, but monsters and NPCs (including retainers) do. To resolve this, each creature is given a morale score. Good morale (a high score) indicates a willingness to fight on even in the face of insurmountable odds. Poor morale (a low score) indicates that the creature is quick to flee the combat area.

All morale scores are a value between 2 and 12. A score of 6-8 is average. A score of 2 means the creature will not fight unless absolutely necessary, no matter the odds. A score of 12 means the creature will fight to the death and never surrender.

How to check morale: Generally there are two scenarios which would prompt a morale check: upon the first member of the group to die, and when ½ or more of the side's forces are taken out of combat (either dead or incapacitated).

When either of these happens, the GM will roll 2d6. If the result is higher than the creatures' morale score, they will attempt to either flee or engage in a fighting withdraw (see above). If the result is less than the creatures' morale, they will continue to fight.

Saving Throws

A saving throw represents a special attack that the PC has a chance of either avoiding all together, or reducing damage. This chance is given in the Saving Throw chart under each class description. When attempting a saving throw, the player rolls 1d20. If the result is equal to or higher than the saving throw value, then the check is a success.

If the saving throw was for an attack that damages the victim with an amount of hit point damage, then a successful save means that damage was reduced by half. If the saving throw was for an attack that has an all or

nothing effect, then a successful save means that the entire effect is negated. A failed saving throw means the full effect takes place.

For example, if your PC makes a saving throw versus a dragon’s breath that normally inflicts 30 points of damage, he or she would only take 15 points. If your PC makes a saving throw versus a charm magic spell, then the spell does not take effect.

Some attacks inflict damage plus an additional effect (like the sting of a giant wasp). In these cases, a successful save means that the effect is avoided (in this case poison), but the damage from the stinger takes full effect.

If any character fails a saving throw versus poison, he or she will die in 1d6 rounds unless otherwise noted. There are ways to neutralize the poison (potions, salves, spells), but once dead, the PC is dead forever unless otherwise noted in the spell effect.

Much like character classes, creatures also have saving throw ratings. But because they don’t have a class, each creature will either save as a fighter or a caster to represent the style of fighting that each creature usually does. Depending on this, reference the appropriate values below:

Saving Throws: F HD

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	14	15	13	14	15
4-6	12	13	11	12	14
7-9	10	11	9	10	12
10-12	8	9	7	8	9
13-14	6	7	5	5	7
15-17	4	5	3	3	5
18+	2	3	2	2	3

Saving Throws: C HD

Level	Poison	Magic Items	Paralysis	Dragon Breath	Spells
1-3	16	13	13	15	13
4-6	14	11	11	14	11
7-9	12	9	9	12	9
11-13	10	7	7	9	7
13-14	8	5	5	7	5
15-17	6	3	3	5	3
18+	4	2	2	3	2

Poison: This saving throw is needed whenever the victim is the target of a successful poison attack (poisoned weapon, ingested poison, snake poison, etc).

Magic Items: If a magic item is used against the target, a saving throw can be made to either reduce damage in half, or to avoid the effect for non-damaging powers (sleep, charm, etc).

Paralysis: This saving throw would be needed to negate the effects of any paralyzing attack (from a ghou, venom, etc).

Dragon Breath: This saving throw is used to avoid the breath of a dragon, or other large area of effect non-spell attacks. A successful save results in half damage.

Spells: This saving throw is needed to resist the effects of all spells. Success either reduces damage by half, or eliminates the effect altogether for non-damaging spells.

Reloading

Firearms do not have unlimited ammunition. Some firearms are more quickly reloaded than others, particularly those that have the bullet, powder, and primer as a single cartridge as opposed to early black powder weapons where you had to load the powder, then the bullet, and then set the primer.

The chart below tells you how long it takes to load each type of weapon.

Weapon Type	Time to Reload
Crossbow	1 full round
Black powder, muzzle loader	2 full rounds
Breach loaded, cartridge	1 full round to load entire capacity
Cylinder, Cartridge	6 bullets per round
Tube, cartridge	6 bullets per round
Magazine, cartridge	6 bullets per round
Cap & Ball revolver	1 bullet per round

How it All Works Out

(An example of gameplay)

Players: Shannon (playing Anna Jackson), Tom (playing Frank Watson), Alexi (playing Mama Jones), Bill (playing Joseph Longleaf), Shaun (playing Tobias), and Roger (the GM).

GM: Anna, Frank, and Tobias, the three of you are enjoying a fine beverage in the saloon, engaging in small talk while playing a game of poker. The doors of the saloon swing open and suddenly the entire room goes silent as an odd pair walks in. First is a tall, bronzed plains elf, who stops to survey the room before entering and holding the door open for his companion, a short, disheveled woman in tattered robes. Several bones and trinkets hang all over her, and her hair is a tangled mess. There is no denying the intelligence and wisdom in her eyes, however.

Most of the customers in the saloon give these outsiders a wide berth, wanting nothing to do with them. However, the woman's gaze falls upon your table and you swear you see a hint of recognition in it.

Alexi: I make my way purposefully towards the table and introduce myself. "Greetings friends. An omen told me to come here and seek out the help I need."

Bill: I follow her, but remain just behind her, scanning the saloon for potential trouble.

Shannon: I give the woman a quick appraisal. "Pleased to meet your acquaintance as well. What sort of help are you needing?"

Tom: "And does it pay well?"

Alexi: I smile at Tom like a mother does a child. "If you are truly the help the spirits have guided me to, then I assure you that you will find a great treasure."

Tom: Sweet! I'm in. What about the rest of you guys?

Shaun: Treasure? Sure why not. These two look like trustworthy people.

GM: Heh. OK, I know you're itching to get into the action, so we'll keep player introductions brief since you know these two are other players and not NPCs.

Shannon: I invite them both to sit at the table and tell their story.

Bill: I remain silent the entire time, just watching.

Alexi: I introduce us both, and tell the others of my plight. "Several days ago I came upon a spring up in the Rattlesnake Hills. Only this spring was tainted by some evil. It bubbled with sinister poison, and I tracked the source to a dark cave. Sensing a great evil emanating from within, I felt a fear I hadn't ever felt before. I knew I would need help. So I found my friend here, and we went back."

Bill: I finally speak up. "I found several tracks of humanoids leading into the cave. I guessed there were too many for me to handle, so here we are."

Tom: "And the part about money?"

Bill: "Purifying this evil should be reward enough."

Alexi: "I'm sure they have plenty of treasure for you got gain once they are dealt with."

Shaun: "Ok, we shall leave in the morning."

GM: OK, you all gather whatever supplies you feel you'll need. You estimate that it's a week's worth of travel to the cave complex, so let me know if you want to do anything else in town before leaving.

****fast forward game play to the cave entrance. During the week, the GM rolled for random encounters and to see if the players got lost. Because Mama Jones and Joseph were familiar with this area, Roger ruled that the party would only get lost on a 1 on a d10 roll, checked once per day. An encounter of a rattlesnake was determined on day 3, but the party avoided it.****

DM: It is late afternoon when you finally come upon the cave entrance. As Joseph pointed out, you see several booted tracks of humanoids entering and leaving the cave. The cave itself is pitch black.

Shaun: Must not be human, otherwise they'd need a light source.

Shannon: Agreed. I think we might be at a disadvantage because we'll need light. They might see us coming.

Bill: I can see in the dark with my infravision.

Tom: As can I.

Alexi: Bill, perhaps you should lead the way and scout about 20 feet ahead.

Bill: Ok. Joseph will enter the cave first with my rifle at the ready.

Shannon: Wait! Don't enter yet. Here let me check out the entrance first. If it were me holing up here, I'd booby trap the entrance.

Bill: Phew! Good thinking.

GM: OK, Anna searches for booby traps near the entrance (the GM rolls, as he doesn't want Shannon to know if Anna fails, getting a 16%--well within her chance to find them).

GM: Anna finds a small trip wire at the entrance that is connected to a crude shotgun hidden behind some bushes.

Tom: Can you take the shotgun?

Shannon: I could try, but I could also risk setting it off.

Alexi: Never mind then. Leave it there, and just be aware of it when we leave. Don't risk it.

GM: Bill, as Joseph enters the cave, he sees it leads down about 20 feet and turns right. At the turn, you can see light flickering down the passageway from an occasional torch mounted on the wall.

Tom: So they do need light? Cool.

Shannon: Cool indeed. That means I should scout ahead, because I have the best stealth ability.

Bill: All yours Shannon.

Shannon: So Anna will scout ahead stealthily, and will also search for traps along the way.

DM: So moving at half movement rate?

Shannon: Sure.

Alexi: Mama Jones will cast *protection from chaos* on the group. I have a feeling we'll need it.

Shaun: Good thinking. What does it do?

Alexi: For 12 turns, it gives us a +1 bonus to saving throws, and any chaotic creature attacking us will get a -1 penalty to attack and damage.

DM: Do you continue on?

Shannon: Sure. I keep going.

DM: (rolls a 62% for her stealth check, above what she needed). You think you are moving stealthy down the tunnel, which turns to the right as mentioned and continues another 60 feet or so before you encounter a door to your left, or you can continue down the passage.

Shannon: I listen at the door. I rolled a 1 on the d6! What do I hear?

DM: You hear the muffled sounds of some sort of speech.

Shannon: Do I understand it?

DM: Nope. It's in some language you don't know.

Shannon: Ok, I make my way back and tell the party.

Shaun: I say let's bust open the door and enter, guns blazing!

Bill: That will alert everything in here that there's trouble. Our guns aren't exactly quiet.

Alexi: Do we have much of a choice? I don't want to leave them behind us just to get at us from behind.

Tom: Ok then. We'll just have to make sure we move quick then, and hope that this lair isn't very large.

Shannon: OK, we all get near the door and I get ready to open it. Joseph and Frank will fire off their big guns over the shorter Tobias and myself as I will be crouched.

GM: As you throw the door open, you catch the group of creatures inside by surprise. They are four orcs!

Alexi: Nasty creatures indeed.

GM: Since you have surprised them, you all get to go first without needing to roll initiative.

Tom: Sweet! Frank fires his rifle before dropping it and pulling out his pistol. I rolled a 15, with my +2 bonus makes it a 17. My AR v. AC0 is 18, so I hit AC 1 or worse.

DM: That's definitely a hit.

Tom: Though so. I rolled a 7 on the d10 for damage.

DM: The large caliber bullet rips through one of the orcs, dropping it instantly (the orc had 6 hp).

Bill: I also fire with my repeater. I rolled a 9, with my +1 bonus makes it a 10. My AR v. AC0 is 19, so I hit AC 9.

DM: Even with the surprise, the bullet whizzes by orc's head.

Bill: Dang!

Alexi: Can I get a shot in?

DM: Not this round. Anna and Tobias are in the front, while Frank and Joseph are firing above them. There's no room for you to shoot this round.

Shannon: So my turn. I rolled a 20! Critical hit! That's an automatic hit, and I do 9 points of damage (she rolled 2d8 for damage since it was a critical).

DM: That orc falls as well, a well-placed bullet right through the eye-hole!

Shaun: My turn now. I let loose with a shotgun blast with one barrel. I rolled a 14 against my AR v. AC0 of 20, so I hit AC 6.

DM: That's enough to hit one of the orcs.

Shaun: (rolls 1d10 for damage). I got a 4.

DM: Your blast hits the orc in the side, but it screams in fury and is not dead. All of you have gone, so now it's initiative. Everyone roll.

****DM rolls a 2, Tom rolls a 5, Alexi rolls a 3, Shannon rolls a 6, Shaun rolls a 5, and Bill rolls a 4.****

DM: Does anyone go before 2?

Tom: Nope. With my DEX bonus, I go on 3.

Alexi: So do I.

Shannon: I go on 4 with my DEX bonus.

Bill: I go on 3 as well with my DEX bonus.

Shaun: I go on 5. Sure wish I had a DEX bonus...

DM: So they all go first. (rolls a d4 to see which player each orc attacks, since Mama Jones is behind everyone and can't be a target. First orc attacks Joseph and the second also attacks Joseph). Both orcs fire their crude revolvers at you Joseph.

Bill: Groan...

DM: (rolls a 17 for first attack, -1 for the penalty from Mama Jones's protection spell. Orcs have a AR v. AC0 of 20, so AC 4 (20-16=4). Rolls a 15 for second attack, which is AC 6). Does an AC 4 and 6 hit you?

Bill: My AC is 8, and I'm not behind cover, so yeah. Both hit. This is gonna hurt guys.

DM: (rolls 1d8 for each attack, resulting in a 5 and a 3, -1 to each attack due to the protectoin spell). You take a total of 6 points of damage as both bullets rip into your unprotected flesh.

Bill: Dang! I have 1 hp left.

Alexi: Don't worry Bill. It's my turn next since we're now on segment 3. I cast cure minor wounds on Joseph (she rolls 1d6+1, getting a result of 4 on the die). Joseph gains back 5 hp.

Bill: Nice! Thank you very much!

Shaun: And now it's payback time!

The above is a very brief example of how basic game play works. As the players progress, factors such as cover protection and fleeing will also play a part. The players eventually are successful in clearing out the small cave complex, and end up with over \$500 in silver and gold. When they get back to town, they split the money and the GM awards experience points for the treasure, monsters killed, and a bonus 100 experience for completing the mission objective.

WESTWATER

CHARACTER RECORD SHEET

[illegible]

CHARACTER SKETCH

CHARACTER NAME *Frank Watson*

RACE & CLASS *gunslinger*

LEVEL 1

ALIGNMENT
neutral

EXPERIENCE

NEEDED XP
2000



SAVING THROWS

12 | STR

Adjustment

11 | INT

10 | WIS

☐

16 | DEX

2

13 CON

1

12 | CHA



12 POISON OR DEATH RAY

1.3 MAGIC WAND

1.3 PARALYSIS

1.3 DRAGON BREATH

15 SPELLS



ARMOR CLASS



HIT POINTS

WEALTH

\$ 12.25

GOLS 02:

SILVER 02:

WEAPON TYPE	AMMO	DAMAGE	AP v ACO
Single shot rifle, cartridge	20	1d10	18
revolver, cartridge	40	1d8	18
knife	-	1d4	20

EQUIPMENT

pack
beans, 4 pints
bowl & utensils
coat
pants
shirt
boots
gloves
tinder box
blanket
oil flask
cowboy hat

SPECIAL ABILITIES OR SPELLS[illegible]

Chapter 5: Bestiary

The unexplored wilds are a dangerous place, even if you are playing with the historically real style of play. At some point in the characters' careers, they very well could find themselves locked in combat with one or more of the creatures described here. This section of the book includes many creatures, both mundane and mythical for you to use in your adventures.

The creatures here are listed alphabetically for easy reference, and the GM may be free to modify any attribute of the monsters to fit his or her campaign. Reasons for this include, but are not limited to, tailoring monsters to fit the PCs desired challenge level, and to switch things up for those players who memorize monsters stats and use it to their advantage.

An asterisk (*) following the creature's name means that only silver, magical, or special weapons are needed to harm it.

Armor Class (AC): is the armor class of the creature. It is based on the typical armor worn by humanoids, or by the natural toughness/agility of the creature. The number in parentheses after the first number is if you are using the ascending AC rules.

Hit Dice: This is similar to the level of a character. The number of hit dice tells you how many d8 you would roll for hit points. If there is a + or - after the value, that's the adjustment to total hit points you would make. For example, a HD of 4+2 means you roll 4d8 +2 additional hit points for the creature's total.

Hit Dice also tells you how many experience points the creature is worth by looking at the Creature Experience Table.

If an asterisk (*) follows the HD, then bonus experience should be added to the total XP value. If two asterisks (**) follow the HD, then double the bonus experience should be added to the normal XP value.

Move: Gives the movement rate of the creature in one turn. The number in parentheses is the amount of feet that can be moved in one combat round.

Attacks: This is the number of attacks the creature gets every round. All attacks resolve on the GM's initiative segment. The type of attack is also listed. Many crea-

tures will have claw or bite attacks, while humanoids will typically use weapons.

Damage: This gives the damage that each attack would cause. The values are listed in the same order as attacks. For example, an attack of "claw/claw/bite" and a damage of "1d6/1d6/1d4" means that each claw does 1d6 points and the bite attack does 1d4 points.

Special attacks may also be listed under damage, such as poison, petrification, paralysis, energy drain, and so on. Some of the special attacks are:

- **Charge:** When a creature rushes into melee this is called a charge. A charge cannot be made after the opponent is already in melee range, nor can it be made when the terrain does not allow at least 20 yards of clear running space. A successful charge attack inflicts double damage. Braced weapons against a charge (such as a spear or pike) does double damage against the charging opponent.
- **Continuous Damage:** Some damage types continue to inflict damage each round. In this case, at the start of every round that such an attack is in effect, damage would be assessed.
- **Energy Drain:** Certain creatures have energy drain attacks. As successful attack will drain energy from the character, no saving throw allowed. Each energy drain will take away one experience level from the character. All benefits from the level lost (hp, saving throws, etc) are also lost. The character will have experience points equal to the minimum amount for the new level that they have been drained to.
- **Swallow:** This is an attack where the target is swallowed whole. This attack always succeeds on a natural attack roll of 20, and may be adjusted for larger creatures. A swallowed creature will automatically take the listed damage at the start of every round. Swallowed creatures with edged weapons or firearms may make an attack at a -4 penalty to his or her attack roll. Swallowed creatures will be completely digested after 6 game turns after death.
- **Swoop:** This is a diving attack, that if surprising the target, will inflict double damage. Swoop attacks cannot be made when the target is in heavy cover.
- **Trample:** This attack is usually done by a very large creature or a herd of creatures. Creatures with a trample attack have a 75% chance of using it each round. Trample attacks add a +4 bonus to hit against creatures man sized or smaller. If a herd is trampling, damage is 1d20 points.

No. Appearing: This is the number of creatures typically encountered. The first number is what is used for a small wandering group, and the number in parentheses is the number in a settlement, clan, or organization.

Save As: As mentioned above, each creature either uses a Fighter Hit Die (F HD) or a Caster Hit Die (C HD). This descriptor tells you which of the HD type to use in regards to Saving Throw tables. For example, a value of "F2" means that you make saving throws as if the creature were a 2nd level F HD creature.

Morale: This is the morale value of the creature (see morale rules above).

Treasure Class: This is the letter designation to use when rolling up random treasure (see GM section later on). The treasure is typically found in the creature's lair, and if encountered as a random wandering encounter, only useful items will be carried. The first letter is for individuals, the letter in parentheses is for a lair.

Alignment: This is the alignment of the creature. Note that this is just a general alignment of most members of that species, but exceptions can be made and individual creatures may have differing alignments.

Ant, Giant

Armor Class: 5 (15) No. App: 1d6 (2d10x10)

Hit Dice: 3 Save As: F1

Move: 150' (50') Morale: 10

Attacks: 1 bite Treasure Class: Nil (III)

Damage: 1d8 Alignment: Neutral

Giant ants grow up to two feet in length. Most small groups encountered will be with worker ants. An ant colony will have 25% of their numbers as soldier ants, having 5 HD and inflicting 1d12 points of damage with each bite. Also in a colony will be a queen ant that does not fight, but will have 10 HD.

Ant Lion, Giant

Armor Class: 6 (14) No. Appearing: 1

Hit Dice: 8 Save As: F5

Move: 80' (20') Morale: 7

Attacks: 1 bite Treasure Class: IV

Damage: 1d12 Alignment: Neutral

Giant ant lions can grow to over a dozen feet in length. They build their burrows in loose dirt or sand, being structured in a funnel over twenty feet wide and ten feet deep. Any creature walking into or stepping into the funnel must make a Dexterity check or fall to the bottom, at which point the ant lion will attack from stealth, granting a sneak attack with a bonus of +4 to hit. Any treasure the ant lion will have will be at the bottom of its burrow.

Antelope (herd animals)

Armor Class: 7 (13) No. Appearing: 3-30

Hit Dice: 1-4 Save As: F1 or F2

Move: 240' (80') Morale: 5

Attacks: 1 Treasure Class: Nil

Damage: 1d6 Alignment: Neutral

While the antelope is used as the example here, this actually is for all herd type of animals, from deer to oxen. A deer might only have 1 HD, while an ox might have 4. These animals will tend to flee almost immediately, but the males will attack if they feel threatened.

Ape, White

Armor Class: 6 (14) No. App: 1d6 (2d4)

Hit Dice: 4 Save As: F2

Move: 120' (40') Morale: 7

Attacks: 2 claws Treasure Class: Nil

Damage: 1d4/1d4 Alignment: Neutral

White apes are subterranean versions of their jungle cousins. They have lost the pigment to the color of hair due to living underground for so long. Before attacking,

they will typically beat their chests in warning. If the warning is not heeded, they will attack.

Bandit

Armor Class: 8 (12) No. Appearing: 1d8 (5d6)

Hit Dice: 1 Save As: F1

Move: 120' (40') Morale: 8

Attacks: 1 weapon Treasure Class: I (III)

Damage: by weapon Alignment: Chaotic

Bandits are NPCs who have joined together in a group to engage in illegal activities, such as robbery. Bandits will act like normal humans in regards to tactics, and any bandit group of 4 or more will have a leader who is 3 HD or higher.

Basilisk

Armor Class: 8 (12) No. Appearing: 1

Hit Dice: 6+1** Save As: C6

Move: 60' (20') Morale: 9

Attacks: 1+gaze Treasure Class: IV

Damage: 1d4+special Alignment: Neutral

Basilisks (also known as cockatrice) appear as large roosters with lizard like tails and scaly skin. They will attack with their beaks, but the most deadly attack is their gaze. Any creature within 50' who makes eye contact with the basilisk must make a save vs. paralysis or be turned to stone permanently. Any character using a mirrored surface to attack a basilisk will suffer a -4 penalty to hit.

Bat, Giant

Armor Class: 6 (14) No. Appearing: 1d10

Hit Dice: 2 Save As: F1

Move: 180' (60') Morale: 8

Attacks: 1 bite Treasure Class: Nil

Damage: 1d4 Alignment: Neutral

Giant bats are carnivorous creatures and may attack a party if extremely hungry. They are up to 3 feet long with a wingspan of 20 feet. 5% of all giant bat encounters will be a giant vampire bat. Victims bitten by a vampire bat must make a save vs. paralysis or fall unconscious for 1d10 rounds. A vampire bat will drain 1d4 hit points automatically after this happens.

Bear

	Black	Grizzly
Armor Class:	6 (14)	6 (14)
Hit Dice:	4	5
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d4/1d4/1d6	1d6/1d6/1d8
No. Appearing:	1 (1d4)	1 (1d4)
Save As:	F2	F3
Morale:	7	8
Treasure Class:	II	II
Alignment:	Neutral	Neutral

	Polar	Cave
Armor Class:	6 (14)	5 (15)
Hit Dice:	6	7
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d6/1d6/1d10	1d8/1d8/2d6
No. Appearing:	1 (1d2)	1 (1d2)
Save As:	F3	F4
Morale:	8	9
Treasure Class:	II	III
Alignment:	Neutral	Neutral

Bears are relatively common in most type of wilds, depending on environment. Cave bears are the most rare, typically only encountered in the most remote mountain

areas. They will not attack unless either very hungry, or if they feel threatened. A mother bear will attack very quickly.

If a bear is successful in hitting with both claw attacks on the same target, the bear will have the victim in a bear hug, and an additional 2d8 points of damage will be inflicted.

Beetle, Giant

	Bombardier	Rhinoceros
Armor Class:	5 (15)	2 (18)
Hit Dice:	4	9
Move:	150' (50')	150' (50')
Attacks:	1 jet	1 horn
Damage:	2d6	2d8
No. Appearing:	1	1
Save As:	C3	F5
Morale:	8	8
Treasure Class:	Nil	Nil
Alignment:	Neutral	Neutral

Giant Bombardier beetles can grow up to four feet in length. When threatened or attacked, they will shoot out a chemical mixture of potent acid in any direction up to 15 feet away, in a 5' radius. A to hit roll is not needed, but any creature in the area of effect can make a save vs. dragon breath to take half damage.

Giant Rhinoceros beetles can grow to over ten feet long. Like their normal cousins, they have long protruding horns which they use to attack. A giant rhinoceros beetle can employ a charge attack with the horn.

Boar, Wild

Armor Class:	7 (13)	No. Appearing:	1d6
Hit Dice:	3	Save As:	F2
Move:	150' (50')	Morale:	9
Attacks:	1 tusk	Treasure Class:	Nil
Damage:	2d4	Alignment:	Neutral

Wild boars can grow to over 500 pounds, and are vicious when threatened or attacked. They prefer to charge opponents whenever possible.

Cat, Great

	Cougar	Lion
Armor Class:	6 (14)	6 (14)
Hit Dice:	3+2	5
Move:	150'(50')	150'(50')
Attacks:	2 claws/1 bite	
Damage:	1d4/1d4/1d6	2-5/2-5/1d10
No. Appearing:	1	1d8
Save As:	F2	F3
Morale:	8	9
Treasure Class:	I	I
Alignment:	Neutral	Neutral

	Tiger	Sabre-tooth
Armor Class:	6 (14)	6 (14)
Hit Dice:	6	8
Move:	150'(50')	150'(50')
Attacks:	2 claws/1 bite	
Damage:	1d6/1d6/2d6	1d8/1d8/2d8
No. Appearing:	1	1
Save As:	F3	F4
Morale:	9	10
Treasure Class:	I	II
Alignment:	Neutral	Neutral

All great cats will avoid combat unless they are hungry and think they have the advantage. They will prefer to attack from stealth if at all possible. Only lions hunt in groups as the rest are more solitary creatures.

Centipede, Giant

Armor Class: 9 (11) No. Appearing: 2d4

Hit Dice: ½ (1d4 hp) Save As: F1

Move: 60' (20') Morale: 7

Attacks: 1 bite Treasure Class: Nil

Damage: poison Alignment: Neutral

Giant centipedes grow between one and two feet in length. They live in damp, dark places, and will typically only bite a man if surprised. Any creature that fails a save vs. poison will become violently ill for 10 days, moving no more than 10' per round and unable to perform any other action.

Centaur

Armor Class: 5 (15) No. Appearing: 2d10

Hit Dice: 4 Save As: F4

Move: 180' (60') Morale: 8

Attacks: 2 hooves or wpn Treasure Class: IV

Damage: 1d6/1d6 or wpn Alignment: Neutral

Centaur have the bodies of a horse and the torso, head, and arms of a man. They live in the wild plains, far from human civilization. They live in clans bereft of most technology, so the majority of their weapons are bows and spears. Occasionally they will have firearms, but those will have been acquired by trade or looting off of unlucky explorers.

Chimera

Armor Class: 4 (16) No. Appearing: 1

Hit Dice: 9** Save As: C9

Move: 120' (40'), flying 180' (60')

Attacks: 2 claws/3 heads+special

Damage: 1d3/1d3/2d4/2d4/3d4

Morale: 9 Treasure Class: V

Alignment: Chaotic

This horrifying chimera has the body of a lion, wings of an eagle, head of a serpent for a tail, and three heads: one as a horned goat, one as a dragon, and the other as a lion.

They are vicious creatures and will attack on sight. A bite from the serpent's head is poisonous and the victim must make a save vs poison or die. Once per day, the dragon's head can breathe a gout of flame in a cone 5' wide and 30' long. Any creature not making a saving throw vs. dragon breath will suffer 3d6 points of damage.

Crocodile

	Normal	Giant
Armor Class:	5 (15)	1 (19)
Hit Dice:	2	15
Move:	90' (30'), swimming: 180' (60')	
Attacks:	1	1
Damage:	1d8	3d8
No. Appearing:	1d8	1d4
Save As:	F1	F10
Morale:	7	9
Treasure Class:	Nil	Nil
Alignment:	Neutral	Neutral

Crocodiles (and alligators) are large reptiles that live in hot climates. Alligators prefer more humid climates such as a swamp or jungle, while crocs prefer hotter climates like rivers along desert plains. All are very aggressive, and grow up to 15 feet long.

The giant crocodile is a prehistoric behemoth, growing up to 50' long, and will attack anything it thinks it can eat.

Demon

	Imp	Fiend
Armor Class:	6 (14)	0 (20)
Hit Dice:	1*	12**
Move:	120' (40'), flying: 180' (60')	
Attacks:	1	3
Damage:	1d4+spec	1d8/1d8/1d10
No. Appearing:	1d10	1
Save As:	C1	F10
Morale:	6	10
Treasure Class:	I	VII
Alignment:	Chaotic	Chaotic

Demons can be found on their own, but most are summoned by high level holy men. Those that are summoned will hate the summoner intensely, even though they are powerless to do anything about it.

Imps are small demons standing no more than two feet high. They have bat like wings and long pointed tails. They are highly intelligent, if not cowardly. All imps can turn invisible for up to 10 minutes total per day.

Fiends are horrifying red skinned monsters that stand over 9 feet tall with huge bat wings. Tendrils of flame and smoke wisp from their bodies constantly. They prefer to attack with razor sharp claws and a bite with a mouth that has six inch long fangs.

Fiends are immune to any non-magical or non-silver weapons, and once per turn they can breathe out a gout of flame out to 30' and 5' wide. Any creature caught in this flame must make a save vs. dragon breath or suffer 5d6 points of damage. Success means only half damage was taken.

Fiends can also teleport twice per day up to 60' away instantly, and are immune to all mind affecting magic.

Dragons

There are several types of dragons, separated into two categories: chromatic and metallic. All dragons are a species of an ancient winged reptile. They typically live in isolated areas far away from any civilized culture, and are only encountered in a group when it is one mother and her young.

All dragons are very proud, and very much interested in

acquiring wealth. They all also have a mighty breath weapon, which will be explained below.

While chaotic dragons won't hesitate to kill and eat men, most neutral dragons won't waste the time noticing men because they are such an insignificant species unless they are threatened. Lawful dragons might actively help men if the deeds are of noble origin.

Breath Weapons: In addition to their normal attacks, all dragons have breath weapons that they can use up to three times per day. A dragon will almost always use its breath weapon on the first attack. The damage inflicted by the breath weapon is equal to the current hit point total of the dragon. A successful save vs. dragon breath will reduce this by half.

A dragon's breath weapon will be one of three shapes, and varies by dragon type. Each dragon can only breath in one shape.

- Cone: this breath weapon begins at the dragon's mouth and extends out to a distance of 80', where it has a radius of 30' wide.
- Line: this breath weapon is constantly 5' wide, and extends out in a relatively straight line.
- Cloud: this type of breath weapon billows forth into a 50'x40'x20' cloud.

Saving Throws: As mentioned, a successful save vs. dragon breath will reduce the damage by half. Also, dragons will have an immunity against like attacks, suffering no damage if it makes it's saving throw, and only half damage if it fails. For example, a red dragon that breathes fire will either suffer half damage, or no damage from all fire based attacks.

Talking: Most dragons are intelligent, and some can speak the human languages. This varies by dragon type.

Sleeping Dragons: The percentage chance listed under the dragon's description tells you if the encountered dragon is asleep or not. Keep in mind this chance is only rolled when the PCs enter the dragon's lair, and only if the dragon was not expecting them.

Subduing Dragons: A dragon, being an intelligent monster, may be able to be subdued if its life is in danger and it cannot flee. If a dragon is reduced to 10% or less of its hit points, it will be considered to be subdued and will surrender to the party.

A subdued dragon will attempt to escape if given a reasonable chance, such as being left alone. Subdued dragons must be sold, and typically buyers are only found in large cities. A subdued dragon's price varies on many factors, but should never be more than \$1000 per hit point.

Dragon Age: Rather than roll the d8 for hit points like any other monster, dragon hit points are determined by the dragon's age:

Wyrmling: 1 hp per HD

Very Young: 2 hp per HD

Young: 3 hp per HD

Young Adult: 4 hp per HD

Adult: 5 hp per HD

Old: 6 hp per HD

Venerable: 7 hp per HD

Ancient: 8 hp per HD

Dragon, Black

Armor Class: 2 (18) No. Appearing: 1 (1d4)

Hit Dice: 7** Save As: F7

Move: 90' (30'); flying 240' (80')

Attacks: 2 claws/1 bite, plus breath weapon

Damage: 2-5/2-5/2-20 Morale: 8

Treasure Class: VI Alignment: Chaotic

Talking: 20% Sleeping: 40%

Black dragons can grow up to 30' long and make their homes in swamps and bogs, far away from civilized areas. Their lairs are in underground caves typically only accessible via an underwater passageway. They are one of the least intelligent dragons, but are extremely aggressive and territorial.

A black dragons' breath weapon is a stream of acid that it can shoot out in a line 5' wide by 60' long. It will prefer to ambush prey, and has a 80% chance of remaining stealthy when submerged in the swamp muck.

Dragon, Blue

Armor Class: 0 (20) No. Appearing: 1 (1d4)

Hit Dice: 9** Save As: F9

Move: 90' (30'); flying 240' (80')

Attacks: 2 claws/1 bite, plus breath weapon

Damage: 2-7/2-7/3-30 Morale: 9

Treasure Class: VII Alignment: Neutral

Talking: 40% Sleeping: 20%

Blue dragons can grow up to 50' long and prefer to make their homes in hot and dry environments. Their lairs are typically a small cavern complex within a mountain or cliff face.

A blue dragons' breath weapon is a bolt of lightning that arcs out in a straight line 5' wide by 100' long. They don't care much for the affairs of men, but will attack if they feel threatened or are hungry or if they think the party has magical items it covets.

Dragon, Gold

Armor Class: -2 (22) No. Appearing: 1 (1d4)

Hit Dice: 11** Save As: F11

Move: 90' (30'); flying 240' (80')

Attacks: 2 claws/1 bite, plus breath weapon

Damage: 2-8/2-8/6-36 Morale: 10

Treasure Class: X Alignment: Lawful

Talking: 100% Sleeping: 5%

The most powerful and intelligent of the dragons, golds can grow up to 100' long and have a very snake-like body shape. They can live anywhere, but their lairs are almost always very well constructed and stocked with a library and historical artifacts.

A gold dragon can either breath a cone of fire 30' wide by 90' long, or a cloud of noxious gas 50' by 40'. They are a keen interest in the goings on around them, and will ally or help PCs who are on a just and noble mission. Gold dragons also can cast spells as a 7th level holy man.

Dragon, Green

Armor Class: 1 (19) No. Appearing: 1 (1d4)

Hit Dice: 8** Save As: F8

Move: 90' (30'); flying 240' (80')

Attacks: 2 claws/1 bite, plus breath weapon

Damage: 1-6/1-6/3-24 Morale: 9

Treasure Class: VII Alignment: Chaotic

Talking: 30% Sleeping: 30%

Making their homes deep in the jungles or thick coniferous forests, green dragons epitomize everything that is evil. They prefer to torture and manipulate their prey at any given opportunity.

Green dragons can grow up to 50' long and have spell casting ability similar to that of a 4th level holly man. Their breath weapon is a cloud of chlorine gas up to 50' wide by 40' tall.

Dragon, Red

Armor Class: -1 (21) No. Appearing: 1 (1d4)

Hit Dice: 10** Save As: F10

Move: 90' (30'); flying 240' (80')

Attacks: 2 claws/1 bite, plus breath weapon

Damage: 1-8/1-8/4-32 Morale: 10

Treasure Class: IX Alignment: Chaotic

Talking: 50% Sleeping: 10%

Red dragons can grow up to 80' long and are ruthless. They prefer to make their large lairs on the largest mountain in the area. They revel in destruction, and enjoy flying out to lay waste to human settlements and farms just for the pleasure of it.

A red dragon's breath weapon is a cone of fire 90' long by 30' wide at the end of it. They have the spell casting ability of a 5th level holy man, and love to hoard treasure.

Dragon, White

Armor Class: 3 (17) No. Appearing: 1 (1d4)

Hit Dice: 6** Save As: F6

Move: 90' (30'); flying 240' (80')

Attacks: 2 claws/1 bite, plus breath weapon

Damage: 1-4/1-4/2-16 Morale: 8

Treasure Class: V Alignment: Chaotic

Talking: 10% Sleeping: 50%

The smallest and least intelligent of the dragons, whites can grow up to 20' long and make their homes anywhere it is frigidly cold for most of the year.

The breath weapon of a white dragon is a cone 80' long by 30' wide of biting cold. Getting breathed on by a white dragon would be the equivalent of taking a shower in liquid nitrogen.

Dryad

Armor Class: 5 (15) No. Appearing: 1

Hit Dice: 2* Save As: C4

Movement: 120' (40') Morale: 6

Attacks: special Treasure Class: III

Damage: nil Alignment: Neutral

Dryads are beautiful female forest spirits. Each dryad lives near a sacred tree which is her home, and will die if taken more than 240' feet away from it, or if the tree dies. All dryads can meld with their trees and be undetectable to anyone nearby.

If threatened, the dryad can cast a very powerful charm spell. The victim must make a saving throw vs. spells at a -2 penalty or they will approach the tree. Once reached, unless stopped somehow, the person will meld with the tree and never be seen again.

Elephant

Armor Class: 5 (15) No. Appearing: 2d10
Hit Dice: 9 Save As: F5
Move: 120' (40') Morale: 8
Attacks: 1 Treasure Class: nil
Damage: 2d8 or spec Alignment: Neutral

Elephants live in small herds, and generally will not attack unless they feel threatened. When they do attack, they first try to charge with their tusks, and then will trample. The ivory from bull elephants can sell up to \$100 to \$600 per tusk.

Ferret, Giant

Armor Class: 5 (15) No. Appearing: 1d8
Hit Dice: 1+1 Save As: F1
Move: 150' (50') Morale: 8
Attacks: 1 bite Treasure Class: Nil
Damage: 1d8 Alignment: Neutral

Giant ferrets can grow to over three feet in length. They prefer to hunt giant rats underground, and are sometimes trained for this purpose. They have highly unpredictable temperaments, and have been known to attack humans.

Fish, Giant

	Piranha	Catfish
Armor Class:	6 (14)	4 (16)
Hit Dice:	3+3	8+3*
Move:	150' (50')	90' (30')
Attacks:	1 bite	1 bite
Damage:	1d8	special
No. Appearing:	2d6	1
Save As:	F2	F4
Morale:	7	8
Treasure Class:	Nil	Nil
Alignment:	Neutral	Neutral

Giant piranha can grow up to 5 feet long, and will attack any living creature that enters the water near their school. Up to eight piranha can attack a single target per round. Once blood is drawn, they will go into a feeding frenzy and their morale is 12.

Giant catfish can grow to more than 15' long and live in slow moving water sources. Any successful hit to a man sized or smaller creature results in that creature being swallowed whole (see swallowing rules at the start of this chapter). Only one creature per catfish can be swallowed.

Gargoyle*

Armor Class: 5 (15) No. Appearing: 1d6
Hit Dice: 4* Save As: F8
Move: 90' (30') flying: 150' (50')
Attacks: 2 claws/1 bite/1 horn
Damage: 1-3/1-3/1-6/1-4
Morale: 11 Treasure Class: IV
Alignment: Chaotic

Gargoyles are magical constructs typically used to guard temples, large towers, or crypts. They appear to be as any other stone gargoyle decoration, but will attack anything that comes near.

Gargoyles are immune to any non-magical or non-silver weapons. They are immune to any mind affecting attack or spell.

Ghoul

Armor Class: 6 (14) No. Appearing: 1d6
Hit Dice: 2* Save As: F2
Move: 90' (30') Morale: 9
Attacks: 2 claws/1 bite Treasure Class: II
Damage: 1-3/1-3/1-3 Alignment: Chaotic

Ghouls are undead creatures who will attack any living creature on sight or smell. They are hideous, beast-like humanoids that appear to have the flesh rotting off of them.

A successful attack by a ghoul will result in paralysis for 2d4 rounds unless a successful save vs paralysis is made. Once a target is paralyzed, the ghoul will move on to another target.

Giant

	Forest	Mountain
Armor Class:	4 (16)	2 (18)
Hit Dice:	8	11
Move:	120' (40')	150' (50')
Attacks:	1	1
Damage:	2d8	5d6
No. Appearing:	1d8	1d6
Save As:	F8	F11
Morale:	8	10
Treasure Class:	IV	V
Alignment:	Chaotic	Neutral

Forest giants are humanoids that can grow up to 12' tall. They live in small clans in the forest and edges of the plains. Most are herders of sheep and cattle, and are very defensive of their livestock, attacking anyone who comes near. They attack with primitive weapons (clubs) and can hurl boulders at the enemy up to 60' away. They are simple too big to use firearms, and don't have the intelligence to manufacture them themselves.

Mountain giants can stand over 20 feet tall, and much like their smaller cousins, use primitive weapons. They prefer to hurl boulders at targets within mountain passes up to 100' away, but are overall less aggressive than hill giants.

Gnoll

Armor Class:	5 (15)	No. Appearing:	1d6 (5d10)
Hit Dice:	2	Save As:	F2
Move:	90' (30')	Morale:	8
Attacks:	1 weapon	Treasure Class:	II (IV)
Damage:	by wpn +1	Alignment:	Chaotic

Gnolls are dog-like humanoids with low intelligence. They are very warlike and clannish, believing the strongest should rule. They stand over 7' feet tall and have the heads of canines.

For every 20 gnolls encountered, there will be a leader with 16 hit points and attacks as a 3 HD creature.

Goblin

Armor class:	8 (12)	No. Appearing:	2d4 (6d10)
Hit Dice:	1-1	Save As:	F1
Move:	60' (20')	Morale:	7
Attacks:	1 weapon	Treasure Class:	I (III)
Damage:	by wpn	Alignment:	Chaotic

Goblins are three foot tall extremely ugly humanoids with either green or orange skin. They have red eyes, which glow in the dark and grants them infravision. In full daylight, goblins suffer -1 to all attack rolls.

In a goblin lair is a goblin king with 15 hit points and fights as a 3 HD creature. He will have 2d6 goblin guards with 10 hit points each and fight as 2 HD creatures.

Green Slime

Armor Class:	always hit	No. Appearing:	1
Hit Dice:	2*	Save As:	F1
Move:	3' (1')	Morale:	12
Attacks:	1	Treasure Class:	Nil
Damage:	special	Alignment:	neutral

A green slime is aptly named because it looks like a giant puddle of oozing green slime. It's not a creature per se, but a quasi-intelligent form of plant life, such as a venus fly trap or fungus. It can be hurt by fire or cold, but is immune to all other forms of attack. It dissolves wood and metal in 6 rounds, but cannot dissolve stone, dirt, or glass.

Typically it drops from cave ceilings onto a creature, and once contact with flesh happens, will stick and turn the flesh into a green slime. It cannot be scraped off, but can be burnt off or destroyed using a cure disease spell.

If not removed, it will turn the victim into a green slime in 1d4 rounds after the first 6 round period. Burning attacks also do ½ damage to the victim in the slime.

Griffon

Armor Class: 5 (15) No. Appearing: 2d8

Hit Dice: 7 Save As: F4

Move: 120' (40'), flying: 360' (120')

Attacks: 2 claws/bite Morale: 8

Damage: 1d4/1d4/2d8 Treasure Class: III

Alignment: Neutral

Griffons are large creatures with the body of a lion and head and wings of an eagle. They are determined predators, and crave horseflesh the most of all meats.

Young captured griffons may be trained by an animal handler in much the same way as any other domesticated animal. Even tamed griffons must make a morale check to avoid attacking a horse. Griffon eggs can sell up to \$1000 each.

Harpy

Armor Class: 7 (13) No. Appearing: 1d6

Hit Dice: 3 Save As: C3

Move: 60' (20'), flying: 150' (50')

Attacks: 2 claws

Damage: 1d4/1d4 Morale: 7

Treasure Class: III Alignment: Chaotic

Harpies are mythical evil creatures that have the upper body of a nude female and the lower body and wings of an eagle. They covet food and items of other people jealously, and will always try to steal them if not outright attack. Often they will fly in after a camp has been made and will attempt to make off with any valuable item and food they can.

Hawk

Armor Class: 8 (12) No. Appearing: 1d4

Hit Dice: ½ (1d4 hp) Save As: F1

Move: 480' (160') fly Morale: 7

Attacks: 2 claws Treasure Class: Nil

Damage: 1d2/1d2 Alignment: Neutral

Hawks are often used by nobles and woodsmen to assist in hunting. They can be trained to attack any target. If a hawk surprises its target, it will inflict double damage.

Hellhound

Armor class: 4 (16) No. Appearing: 2d4

Hit Dice: 3-7* Save As: varies

Move: 120' (40') Morale: 9

Attacks: bite or breath Treasure Class: II

Damage: 1d6 or spec Alignment: Chaotic

A hellhound appears as a very large wolfhound with reddish fur and glowing red eyes. They are immune to all normal fire attacks. These demonic creatures are highly intelligent and use tactics when hunting prey in packs.

In combat, a hellhound can either bite its prey, or breath a gout of flame (1 or 2 on a d6) each round. The flame does 1d6 points of damage for each hit die of the hound. A save vs. dragon breath will reduce this damage by half.

Hippogriff

Armor Class: 5 (15) No. Appearing: 2d8

Hit Dice: 3+1 Save As: F2

Move: 180' (60'), flying: 360' (120')

Attacks: 2 claws/1 bite Morale: 8

Damage: 1d6/1d6/1d10 Treasure Class: Nil

Alignment: Neutral

Hippogriffs have the body of a horse, and the head, wings, and forelimbs of a giant eagle. They can be tamed in much the same way a griffon can, and are hated enemies with them.

Horse

	Wild	Draft
Armor Class:	7 (13)	7 (13)
Hit Dice:	2	3
Move:	240' (80')	90' (30')
Attacks:	2 hooves	2 hooves
Damage:	1d4/1d4	1d4/1d4
No. Appearing:	10-100	domestic
Save As:	F1	F2
Morale:	7	6
Treasure:	Nil	Nil
Alignment:	Neutral	Neutral

Wild horses dot the plains and are often used as riding horses once broken by a qualified animal handler. Draft horses are much larger, bred for endurance and strength over speed. They can carry twice the amount as a normal horse.

Hobgoblin

Armor Class:	6 (14)	No. Appearing:	1d6 (5d10)
Hit Dice:	1+1	Save As:	F1
Move:	90' (30')	Morale:	8
Attacks:	1 weapon	Treasure Class:	I (III)
Damage:	by weapon	Alignment:	Chaotic

Hobgoblins are bigger cousins to goblins, standing up to 7 feet tall. They are very warlike and despite being chaotic, are very organized in battle.

Each clan of hobgoblins will have a king with 22 hit points and attack as a 5 HD monster, gaining a +1 bonus to damage rolls. The king will have 1d4 guards with 3d6 hit points and attack as 4 HD creatures. If the king is alive, the morale of the hobgoblins will be 10 instead of 8.

Hydra

Armor Class:	5 (15)	No. Appearing:	1
Hit Dice:	5-12	Save As:	varies
Move:	120' (40')	Morale:	9
Attacks:	5-12	Treasure Class:	IV
Damage:	1d10 each	Alignment:	Neutral

Hydra appear as multi-headed wingless dragons. Each hydra has 5-12 heads (1d8+4), each representing one HD, and always has 8 hp per HD. A hydra will attack with each of its heads once per round. For every 8 hp in damage it takes, one head will not attack.

Kobold

Armor Class:	7 (13)	No. App:	4d4 (10d10)
Hit Dice:	½ (1d4 hp)	Save As:	F1
Move:	60' (20')	Morale:	6
Attacks:	1 weapon	Treasure Class:	I (II)
Damage:	by weapon	Alignment:	Chaotic

Kobolds are cowardly yet vicious creatures roughly three feet tall. They resemble dog-like humanoids with reptilian skin and live underground in caves and abandon mines. They have infravision, and prefer to attack by ambush almost exclusively using traps and snares.

Most weapons kobolds use are very primitive (spears, knives, bows, etc), but occasional one may have gotten his hand on a firearm. This is usually the chieftain. The chieftain will be a 1+1 HD creature, and while he is alive, all other kobolds have a morale of 8 instead of 6.

Leech, Giant

Armor Class:	7 (13)	No. Appearing:	1d4
Hit Dice:	6	Save As:	F3
Move:	90' (30')	Morale:	10
Attacks:	blood suck	Treasure Class:	Nil
Damage:	1d6	Alignment:	Neutral

Giant leeches are 4 foot long versions of their normal cousins. They live in rivers, lakes, and swamps waiting for prey to move by. A successful hit means that the leech has attached itself to the prey and will inflict 1d6 hp of damage each round automatically. A leech must be killed in order to be removed from its target.

Lizard, Giant

	Gecko	Chameleon
Armor Class:	5 (15)	2 (18)
Hit Dice:	3+1	5*
Move:	120' (40')	120' (40')
Attacks:	1 bite	1 bite/1 horn
Damage:	1d8	2d4/1d6
No. Appearing:	1d6	1d3
Save As:	F2	F3
Morale:	7	7
Treasure Class:	Nil	Nil
Alignment:	Neutral	Neutral

Giant Gecko lizards grow to be 5' long and are nocturnal predators. They can cling to any surface, and like to attack via ambush.

Giant Horned Chameleons grow up to 7' long and have a large horn. They can change color at will, giving them surprise on a roll of 1-5 on a d6. They will shoot out a sticky tongue out to 5' away, and if hit, the target will automatically suffer 2d4 points of damage each round thereafter.

Lizard, Komodo

Armor Class:	6 (14)	No. Appearing:	1d6
Hit Dice:	5*	Save As:	F3
Move:	90' (30')	Morale:	9
Attacks:	1 bite	Treasure Class:	Nil
Damage:	1d8+disease	Alignment:	Neutral

Komodo dragons can grow up to 10 feet in length, and are strictly meat eating creatures. They can smell a living or dead creature up to a mile away. They will often bite once and retreat unless cornered, waiting for their deadly toxin to take effect. Any creature bitten must make a saving throw vs. poison or contract a deadly disease. The disease will reduce Strength and Constitution by 1d4 points per day. Once any of these abilities are reduced to 2 or less, the character will become comatose. Once it is reduced to 0 or less, the character will die. A cure disease spell will stop the disease, and lost points are gained back at a rate of 1 per day.

Lizard Man

Armor Class:	5 (15)	No. Appearing:	2d4 (6d6)
Hit Dice:	2+1	Save As:	F2
Move:	60' (20'), swim:		120' (40')
Attacks:	1 weapon	Morale:	12
Damage:	2-7 or weapon	Treasure Class:	II
Alignment:	Neutral		

Lizard man are aptly names, for they appear as scaly humanoids with the heads of a lizard, and long powerful tails. They are typically water dwelling creatures, and are semi-intelligent. They love the taste of human flesh, and will actively hunt humans.

Most weapons used by lizard men are quite primitive, being stone spears, clubs, and slings. They can also bite with razor sharp teeth that line their huge jaws.

Lycanthrope*

	Wererat	Werewolf
Armor Class:	7 (13)	4(16)
Hit Dice:	3*	4*
Move:	120' (40')	180' (60')
Attacks:	1 bite	2 claws/1 bite
Damage:	1d4	1d6/1d6/1d4
No. Appearing:	1d8	1d6
Morale:	8	8
Treasure Class:	III	IV
Alignment:	Chaotic	Chaotic

The above stats are for when the creature is in were-shape (either full animal or hybrid). In human form, normal human stats apply.

All lycanthropes are those humanoids cursed with the disease of lycanthropy. They can change between their human, animal, or hybrid forms at will (taking 1 round) and do not wear tight clothing or armor because of the restrictive properties of it. Any lycanthrope exposed to wolfsbane must make a save vs. poison or flee in fear, and all lycanthropes will turn back to their human form when killed.

In animal form, the lycanthrope appears as a large version of the animal type. I.e. a wererat will appear as a large rat. In hybrid form, the lycanthrope will be humanoid in form, but will have features of the animal. A werewolf will have a tail, claws, and a wolf's head. In human form, they are as normal humans.

Any creature who is severely wounded by a lycanthrope (suffering more than half of her hit point total in one encounter) will become a lycanthrope themselves in 2d12 days. She will first start showing signs in just a few days, and will have no control over when she turns into a lycanthrope for the first year; she will always and only change during a full moon. A cure disease spell will cure the person of this disease.

Manticore

Armor Class: 4 (16) No. Appearing: 1d2

Hit Dice: 6+1 Save As: F6

Move: 120' (40'), flying: 180' (60')

Attacks: 2 class/1 bite or spikes

Damage: 1d4/1d4/2d4 Morale: 9

Treasure Class: IV Chaotic

Manticore appear as bat winged lions with human-like faces. Their tails are a cluster of 24 spikes which they can hurl at opponents, up to 6 per round. The spikes have a range of 180' and each inflict 1d6 points of damage. The spikes regrow at a rate of 2 per day.

Medusa

Armor Class: 8 (12) No. Appearing: 1

Hit Dice: 4** Save As: C4

Move: 90' (30') Morale: 8

Attacks: 1 Treasure Class: V

Damage: 1d6+poison Alignment: Chaotic

Meduse are those women, usually priestesses, who made a horrible affront to their gods and have been cursed. They were once extremely beautiful, and in a twist of irony, now are so horrid that a look from them can turn a person to stone.

Any creature that makes eye contact with a medusa within 50' must make a save vs. petrification or will turn to stone instantly. A medusa can be viewed through the reflection of a mirror, but all attacks will be made at a -4 penalty to hit this way. If a medusa views her own reflection, she must make a save vs. petrification or will be turned to stone herself.

Failing this ability, she can also attack using the snakes in her hair. If an attack is successful, the victim must make a save vs. poison or will die instantly.

Minotaur

Armor Class: 6 (14) No. Appearing: 1 (1d6)

Hit Dice: 6 Save As: F6

Move: 120' (40') Morale: 12

Attacks: 1 Treasure Class: III

Damage: 1d10 or wpn Alignment: Chaotic

A minotaur is a huge human male with the head of a bull. The creature will always attack any creatures smaller than itself, having a favorite tactic of charging and impaling on its horns.

Minotaur are somewhat intelligent, and have been known to use other weapons, including crude firearms.

Mule

Armor Class: 7 (13) No. Appearing: 1d8

Hit Dice: 2 Save As: F1

Move: 120' (40') Morale: 8

Attacks: 1 Treasure Class: Nil

Damage: 1d4 Alignment: Neutral

A mule is a crossbreed of a horse and donkey. They are very stubborn, but very hardy creatures and therefore are favorites among mountain men. They may attack with either a bite or a kick.

Mummy

Armor Class: 3 (17) No. Appearing: 1d4

Hit Dice: 5+1* Save As: C5

Move: 60' (20') Morale: 12

Attacks: 1 Treasure Class: III

Damage: 1d12+spec Alignment: Chaotic

Mummies are undead creatures inhabiting deserted crypts and mausoleums. They will attack any living creature, inflicting 1d12 points of damage. Any creature struck must also make a saving throw vs. paralysis or contract mummy rot disease. This disease prevents all forms of healing.

Mummies can only be damaged by spells, fire, or magic weapons, all of which only do half damage. They are immune to all mind affecting spells.

Ogre

Armor Class: 5 (15) No. Appearing: 1 (1d6)

Hit Dice: 4+1 Save As: F4

Move: 90' (30') Morale: 10

Attacks: 1 Treasure Class: III

Damage: 1d10 or wpn Alignment: Chaotic

Ogres are huge brutes, standing roughly 9 feet tall. They are humanoid, but not very intelligent creatures. While being willing to use any weapon, most firearms

aren't big enough for them to use, and thus they will either attack with huge clubs or even use a 6 pounder cannon as a sort of breach loaded rifle.

Orc

Armor Class: 6 (14) No. Appearing: 1d8 (6d10)

Hit Dice: 1 Save As: F1

Move: 120' (40') Morale: 8

Attacks: 1 weapon Treasure Class: I (III)

Damage: by weapon Alignment: Chaotic

Orcs are ugly human-like creatures with green or grayish skin and pig-like snouts. They are normally nocturnal and have infravision, but are nearly as intelligent as humans and believe in a "might makes right" rule.

Orcs will be round with the same variety of weaponry as normal humans, and are very aggressive. They sometimes unite to form themselves into large towns and cities, and even govern over large areas of land.

Orcs can also be various classes, and an orcish tribe will most likely have at least one holy man in it of 4th-6th level. The chieftain orc will often be at least 4th level, depending on the size of the clan.

Owl Bear

Armor Class: 5 (15) No. Appearing: 1d4

Hit Dice: 5 Save As: F5

Move: 120' (40') Morale: 9

Attacks: 2 claws/1 bite Treasure Class: III

Damage: 1d8/1d8/1d8 Alignment: Neutral

An owl bear appears as a giant grizzly bear with the head of an owl. They have a violent temper and are almost always hungry. If an owl bear successfully hits a target with both claw attacks, it will hug the target and inflict an additional 2d8 points of damage.

Pegasus

Armor Class: 6 (14) No. Appearing: 1d12
Hit Dice: 2+2 Save As: F2
Move: 240' (80'), flying: 480' (160')
Attacks: 2 hooves Morale: 8
Damage: 1d6/1d6 Treasure Class: Nil
Alignment: Lawful

The majestic winged horse pegasus are highly sought flying mounts. They cannot be tamed, but will serve lawful characters only if captured and trained at a young age by a qualified animal handler.

Pteranodon

Armor Class: 6 (14) No. Appearing: 2d4
Hit Dice: 5 Save As: F3
Move: 240' (120') Morale: 8
Attacks: 1 bite Treasure Class: II
Damage: 1d12 Alignment: Neutral

Pteranodons are huge flying reptiles with a wingspan of over 50'. They will attack any small group of humanoids if hungry enough.

Rat, Giant

Armor Class: 7 (13) No. Appearing: 3d6
Hit Dice: ½ (1d4 hp) Save As: F1
Move: 120' (40') Morale: 8
Attacks: 1 Treasure Class: Nil
Damage: 1d3 Alignment: Neutral

Giant rats are 3' long versions of their normal cousins. Any successful bite may confer a disease to the target. The chances of this happening are 5% for each bite. This disease will reduce the Strength and Constitution of the target by 1 point every day for 2d4 days. Once healed or fought off, the points will be gained back at one point per day of rest.

Roc

Armor Class: 2 (18) No. Appearing: 1d8
Hit Dice: 12 Save As: Ff9
Move: 60' (20'), flying: 480' (160')
Attacks: 2 claws/1 bite Morale: 9
Damage: 1d8/1d8/2d10 Treasure Class: IV
Alignment: Lawful

Rocs are giant eagles, growing wingspans of up to 50' across. Their nests are high on top of dangerous mountain ranges. If hatched and trained by qualified animal handlers, a roc chick can be trained to be ridden.

Scorpion, Giant

Armor Class: 2 (18) No. Appearing: 1d6
Hit Dice: 4* Save As: F2
Move: 150' (50') Morale: 11
Attacks: 2 claws/1 sting Treasure Class: II
Damage: 1d10/1d10/1d4+poison
Alignment: Chaotic

Giant scorpions can grow to over 10 feet long, and are very hostile to any living creature. They live in the hot, dry climates. If one of its claws hit a target, the tail stinger gains a +2 to hit. Any creature hit by the tail must make a saving throw vs. poison or die.

Shark

	Bull	Great White
Armor Class:	4 (16)	4 (16)
Hit Dice:	2	8
Move:	180 (60')	180' (60')
Attacks:	one bite	
Damage:	2d4	2d10
No. Appearing:	3d6	1d4
Save As:	F1	F4
Morale:	7	7
Treasure Class:	Nil	
Alignment:	Neutral	

Bull sharks are 8' long and while primarily living in salt water, have been known to swim up freshwater rivers to hunt. Great white sharks are 15' long and live solely in the salt water oceans.

Skeleton

Armor Class:	7 (13)	No. Appearing:	3d4
Hit Dice:	1*	Save As:	F1
Move:	60' (20')	Morale:	12
Attacks:	1	Treasure Class:	Nil
Damage:	1d6	Alignment:	Chaotic

Skeletons are those animated skeletal remains of humanoid (most often but not always) creatures. They are found in crypts and near gravesites, and will attack any living creature that enters the area. Sometimes they are controlled by necromancers.

They are immune to all mind affecting attacks, and suffer only 1 point of damage from piercing weapons (including bullets).

Snake

	Poisonous	Constrictor
Armor Class:	6 (14)	7 (13)
Hit Dice:	1*	5
Move:	90' (30')	120' (40')
Attacks:	1	1
Damage:	1+poison	1d8
No. Appearing:	1	1
Save As:	F1	F3
Morale:	7	7
Treasure Class:	Nil	
Alignment:	Neutral	

Poisonous snakes include the various types of rattlers, mambas, cobras, and adders. A successful bite results in death by poison in 2d6 rounds unless a successful save vs. poison is made.

Constrictor snakes are pythons and anacondas, growing up to 30' or longer. A successful attack means the snake has bitten and wrapped itself around the target, which will suffer 1d8 points of constriction damage each round automatically.

Specter*

Armor Class:	2 (18)	No. Appearing:	1d4
Hit Dice:	6**	Save As:	C9
Move:	150' (50'), flying: 300' (100')		
Attacks:	1 touch	Morale:	11
Damage:	1d8 + spec		
Treasure Class:	V		
Alignment:	Chaotic		

Specters are horrifying undead ghosts. They have no solid bodies, and can only be harmed by spells, silver, or magical weapons. They are immune to all mind affecting spells.

When a specter lands a successful attack, the victim will suffer a loss of two levels, having just enough experience points to meet the new lower level.

Spider, Giant

	Giant	Colossal
Armor Class:	6 (14)	3 (17)
Hit Dice:	3*	8*
Move:	60' (20')	120' (40')
Attacks:	1 bite	1 bite
Damage:	1d8+psn	1d12+psn
No. Appearing:	1d4	1
Save As:	F1	F5
Morale:	8	8
Treasure Class:	II	II
Alignment:	Neutral	Neutral

Giant spiders are approximately 5' wide versions of common poisonous spiders: black widows, brown recluse, etc. A victim bitten by a spider will die from poison if a save vs. poison is not made.

The webs of a giant spider are strong enough to catch human sized prey. Anyone caught in a web must make a Strength check every round in order to break free.

Colossal spiders are even larger, growing to over 10' in diameter. Their webs are so strong that no normal human can break free. Their poison is also potent enough to impart a -2 penalty to the saving throw.

Spirit

	Minor	Major
Armor Class:	5 (15)	2 (18)
Hit Dice:	2	8
Move:	120' (40')	180' (60')
Attacks:	1	varies
Damage:	1d6ea	1d10ea
No. Appearing:	1d8	1
Save As:	C1	C8
Morale:	9	11
Treasure Class:	Nil	Nil
Alignment:	Neutral	Neutral

Spirits are translucent, almost smoke-like version of normal animals. They are typically summoned by high level holy men, and have a number of attacks equal to what the normal animal version would have. Thus, a minor wolf spirit would have one bite attack.

Any natural special abilities of a spirit animal, such as a spider's poison, does not exist.

Stegosaurus

Armor Class:	3 (17)	No. Appearing:	1d4
Hit Dice:	11	Save As:	F6
Move:	60' (20')	Morale:	7
Attacks:	tail or trample	Treasure Class:	Nil
Damage:	2d8	Alignment:	Neutral

Stegosauruses are large dinosaurs with a spiky ridge along their back and huge spikes on their tails. If threatened, they will swing their tail at the target, or may trample.

Toad, Giant

Armor Class:	7 (13)	No. Appearing:	1d4
Hit Dice:	2+2	Save As:	F1
Move:	90' (30')	Morale:	6
Attacks:	1 bite	Treasure Class:	Nil
Damage:	1d4+1	Alignment:	Neutral

Giant horned toads can grow up to five feet long and weight up to 250 pounds. They can blend in with their surroundings, being able to surprise their prey on a roll of 1-3 on a d6. Their tongues can shoot up to 15' away, and drag any creature less than 100 pounds into its gaping maw.

Triceratops

Armor Class: 2 (18) No. Appearing: 1d4

Hit Dice: 11 Save As: F6

Move: 90' (30') Morale: 8

Attacks: gore or trample Treasure Class: Nil

Damage: 3d6 Alignment: Neutral

Triceratops are huge dinosaurs that stand over 12' tall and 40' long. They have a huge shield bony plate on their heads from which 3 spikes protrude. The creature will use these spikes to gore a target, or can trample.

Troglodyte

Armor Class: 5 (15) No. Appearing: 1d6 (5d10)

Hit Dice: 2* Save As: F2

Move: 120' (40') Morale: 9

Attacks: 2 claws/bite Treasure Class: II

Damage: 1d4/1d4/1d4 Alignment: Chaotic

A troglodyte is a reptilian humanoid that makes its home deep in underground caverns or abandon mines. They are only semi-intelligent, and attack with razor sharp claws and a toothy bite. Troglodytes have the ability to shift the color of their skin, granting them surprise on a roll of 1-4 on the d6. They also emit a nauseous stench that will impart a -2 penalty to hit for anyone within a 10' radius unless a save vs. poison is made.

Troll

Armor Class: 4 (16) No. Appearing: 1d8

Hit Dice: 6+3* Save As: C6

Move: 120' (60') Morale: 10

Attacks: 2 claws/1 bite Treasure Class: V

Damage: 1d6/1d6/1d10 Alignment: Chaotic

Trolls are 8' tall humanoid creatures covered in vile puss, seeping pores, and tufts of wiry hair. They are intelligent, and prefer to hunt humanoids over other forms of food.

Trolls attack with large claws and jagged teeth, but their most powerful ability is regeneration. A troll will regenerate 3 hp per round, even when reduced to 0 or fewer hp. The only way to kill a troll is to expose it to flame after it has been reduced to 0 or fewer hp.

Tyrannosaurus Rex

Armor Class: 3 (17) No. Appearing: 1

Hit Dice: 20 Save As: F10

Move: 120' (40') Morale: 11

Attacks: 1 bite Treasure Class: IIIx3

Damage: 6d6 Alignment: Neutral

The T-rex is the most commonly recognizable name among dinosaurs. This huge meat eater stands over 20' tall and has a gaping maw filled with razor sharp teeth. It will attack any living creature.

Unicorn

Armor Class: 2 (18) No. Appearing: 1d6

Hit Dice: 4* Save As: C8

Move: 240' (80') Morale: 7

Attacks: 2 hooves/1 horn Treasure Class: Nil

Damage: 1d8/1d8/1d12 Alignment: Lawful

The majestic unicorn appears as a horse with a large horn growing from its forehead. It cannot be tamed, and will only allow a pure maiden to ride one. It can magically teleport itself with a rider to a distance of 360' once per day.

Vampire*

Armor Class: 2 (18) No. Appearing: 1d4

Hit Dice: 7-9** Save As: C7-9

Move: 120' (40') flying: 180' (60')

Attacks: 1 Morale: 11

Damage: 1d10+spc Treasure Class: V

Alignment: Chaotic

Vampires are one of the most powerful and feared of all undead. Like all undead, they are immune to all mind affecting spells, and have several powers of their own.

In human form, the vampire can charm opponents who fail a save vs. spells. The attack by a vampire in human form also drains one experience level from the target.

In addition to their human form, vampires can take the form of a swarm of bats, a wolf, or a gaseous cloud. Regardless of form, the vampire will regenerate 3 hp per round, and is immune to all non-magical or non-silver weapons.

Wraith*

Armor Class: 3 (17) No. Appearing: 1d4
 Hit Dice: 4** Save As: F4
 Move: 120' (40') Morale: 12
 Attacks: 1 Treasure Class: IV
 Damage: 1d6+spc Alignment: Chaotic

Wraiths are undead creatures, spirits of those who have died violently. It has no physical body and appears as a smoky apparition of the creature it was before it was slain.

Wraiths hate all life, and will attack any living creature. They are immune to all mind affecting spells, and require magical or silver weapons to harm. A successful hit by a wraith will drain one level from the target. Creatures slain by a wraith will raise as a wraith themselves in 1d4 days.

Wight*

Armor Class: 5 (15) No. Appearing: 1d6
 Hit Dice: 3* Save As: C3
 Move: 90' (30') Morale: 12
 Attacks: 1 Treasure Class: III
 Damage: Energy Drain Alignment: Chaotic

These terrifying undead appear as humans who have died a few weeks prior. They hate anything living and will attack on sight. A wight can only be harmed by silver or magical weapons, and anyone struck by a wight will lose one level of experience (see energy drain under the combat rules above). Any creature drained to level 0 will die and become a wight themselves in 1d4 days.

Wolf

	Normal	Dire Wolf
Armor Class:	7 (13)	6 (14)
Hit Dice:	2+2	4+1
Move:	180' (60')	180' (60')
Attacks:	1 bite	1 bite
Damage:	1d6	2d4
No. Appearing:	2d6	1d4
Save As:	F1	F2
Morale:	8	8
Treasure Class:	Nil	Nil
Alignment:	Neutral	Neutral

Wolves are meat eaters that hunt in highly organized packs. Captured cubs can be trained as dogs.

Dire wolves appear as larger versions of their normal cousins, standing over four feet tall at the shoulder. They act as wolves in every other way. Occasionally they are used by goblins as mounts.

Zombie

Armor Class: 8 (12) No. Appearing: 1d8
 Hit Dice: 2 Save As: C2
 Move: 60' (20') Morale: 12
 Attacks: 1 Treasure Class: Nil
 Damage: 1d8 Alignment: Chaotic

Zombies are mindless undead creatures, being the animated remains of humanoids (mostly). Unlike skeletons, they have not been stripped to the bone, but still have plenty of rotting flesh. They are slow moving creatures, but tireless in their pursuit of living flesh. Any zombie reduced to 0 or fewer hit points is allowed a saving throw vs. paralysis. Those that make it can continue to fight until they are wounded again, at which point they can attempt another saving throw.

Chapter 6: Treasure

Treasure is one of the top motivations for adventurers to choose that particular lifestyle. Often we associate treasure with a fantasy game, but plenty of treasure exists in a wild west setting, even if it's not magical.

Treasure consists of coins, precious metals, jewelry, gemstones, highly crafted items, and magical items. If you are playing with the historical reality style of play, magic items will not exist. However, all of the others do. If you roll up a magical item with this style of play, simply replace it with a similar item of exceptional quality.

The table below tells you the chance of an encounter possessing treasure. As mentioned in the creature description, each individual creature has a Treasure Class that corresponds to the table below. They may also have a Treasure Class for treasure found in the creature's lair.

How to Read the Table

In addition to the Treasure Class, there are columns for the percentage chance and for what amount in money is available, the chance for what amount of silver is available, the chance for what amount of gold is available, the chance for what value of jewelry or gems is available, and the chance for finding a magical or well-crafted item.

Not all treasure is in coins, as raw silver and gold ore also has a value. One ounce of silver is worth \$1, and one ounce of gold is worth \$20.

For example, a creature with a Treasure Class of I will have a 50% chance of having 1d10 dollars, a 25% chance of having 1d4 ounces of silver, and a 5% chance of having 1d6x10 in dollars' worth of jewelry or gemstones.

Level Appropriate Items

Remember, as the DM, you have the ability to modify any rolled treasure if you feel it is either too underpowered or too overpowered for the current group of player characters.

Treasure Class	% of \$	% of Silver (oz.)	% of Gold (oz.)	% of Jewels/Gems	% of Item
I	50%, 1d10	25% 1d8	-	5% 1d6x10 \$	-
II	50%, 5d10	25% 1d8	-	5% 1d6x10 \$	5%, 1ea
III	75%, 1d10x10	35% 2d6	25% 1d4	25%, 1d10x10 \$	10%, 1ea
IV	75% 5d10x10	50% 2d8	35% 1d6	50%, 1d10x10 \$	15%, 1ea
V	75% 1d10x100	50% 5d6	50% 1d10	75% 5d10x10 \$	25%, 1d2ea
VI	75% 3d10x100	75% 5d10	50% 2d8	75% 1d10x100 \$	35%, 1d2ea
VII	75% 1d6x1000	80% 5d10	75% 2d10	80% 1d6x1000 \$	50%, 1d2ea
VIII	75% 1d10x1000	80% 10d10	75% 5d10	80% 1d10x1000 \$	75%, 1d2ea
IX	75% 2d10x1000	80% 1d10x100	75% 1d10x10	80% 2d10x1000 \$	50%, 1d4ea
X	75% 5d10x1000	80% 2d6x100	75% 2d6x10	80% 5d10x1000 \$	75% 1d4ea

Treasured Items

If a successful roll for items is determined by the percentage chance as per the table above, you need to determine which items are found. Even though the following tables are for random generation, it is highly recommended that the GM keeps the items level appropriate. A 1st level character finding a +4 weapon runs a high risk of creating a significant balance problem.

If playing a historical style of play, you would only roll on the Historical Treasure Table to find out what sort of item is found. If playing in the fantasy style, you would first roll on the Fantasy Item Table to find out what kind of item is found. Then you would roll on that particular item table to determine the final results.

In either style of play, each item will be assigned an XP value, which is the amount of recommended experience points gained once a character takes possession of that item and keeps it. PCs do not get the XP value if they give away or sell the item quickly. They may still gain an amount of XP equal to the \$ amount they sold it for, but not the amount listed on the table.

Historical Table

Die Roll (d20)	Item	XP value
1-4	Salve of Healing	25
5-6	Tonic, All Purpose	100
7-9	Ammunition, silver, 10ea	25
10-12	Weapon, High Quality	100
13	Weapon, Master Quality	750
14	Weapon, Legendary Quality	2500
15	Gold Bars, 100 oz	2000
16-18	Treasure Map	n/a
19	Land Deed	500
20	Lucky Dice	250

Ammunition, Silver: There are 10 rounds of ammunition typically found. The type of the ammunition (cap & ball, pistol cartridge, etc) is determined by the GM.

Gold Bars: a lost treasure trove, this is 100 ounces of gold bars, worth \$2000. Most bars are stamped with the site and country of who originally owned them, so being caught with the wrong type might bring trouble...

Land Deed: This is the deed to property somewhere. The amount of acreage, and the location of the land is entirely up to the GM.

Lucky Dice: Typically crafted out of ivory, these dice allow the owner to reroll the result of five total die rolls per day. This does not affect combat or ability rolls, only the rolls in-game, such as gambling rolls.

Salve of Healing: Made from the royal jelly of bees, each canister of this salve can be used to treat up to 1d4 wounds. Once applied, it will instantly heal 1d6 hp of damage.

Tonic, All Purpose: Unlike the fake stuff that is all too often peddled from snake oil salesmen, this is the real deal. If drank, it will cure any poison or disease the PC may have.

Treasure Map: This is a treasure map to some buried treasure somewhere as to be determined by the DM. It is encouraged that this map not be obvious as to where the treasure is, and might even be a plot hook to an entirely new adventure.

Weapon, High Quality: Made with extra care from a very skilled weapon smith, these weapons grant a +1 bonus to hit and damage. They are worth roughly ten times the amount as normal weapons.

Weapon, Master Quality: Only extremely skilled smiths can make these weapons, and they take 10 times as long to make. They are master work items, granting a +2 bonus to hit and damage. Buying one of these weapons is very hard because they are extremely rare, and typically cost 100 times the cost of a normal weapon.

Weapon, Legendary: Typically these weapons are made for the legendary heroes of the west by the manufacturer directly. They are of such high quality that they grant a +3 to hit and damage. These weapons aren't typically sold, as they are intended as gifts to be used by the recipient for life.

Fantasy Item Table

Die Roll (d6)	Use Table
1	Historical
2	Tonic
3	Weapon
4	Clothing
5	Misc.
6	Container

Tonic Table

Die roll (d10)	Tonic Type	XP Value
1	Healing	50
2	Supreme Healing	150
3	Cure Disease	250
4	Cure Poison	250
5	Growth	150
6	Courage	200
7	Invisibility	500
8	Shrinking	150
9	Anti-Aging	750
10	Restoration	500

Weapon Table

Die roll (d20)	Weapon Type	XP Value
1-3	+1 bonus	100
4-5	+2 bonus	750
6	+3 bonus	2500
7-8	Never-ending Ammo	1000
9	Longshot	750
10-11	Quickdraw	300
12	Flaming	1500
13	Ice	1500
14	Acid	1500
15-18	Unbreakable	250
19	Exploding	3500
20	Armor Piercing	4500

Clothing Table

Die roll (d20)	Clothing Type	XP Value
1-3	Comfort	150
4-5	+1 Defense	250
6	+2 Defense	1000
7	+3 Defense	2500
8	Invisibility	2000
9-11	Camouflage	1000
12-13	Fire Resistance	750
14-15	Cold Resistance	750
16	Regeneration	3000
17	Flying	1000
18	Levitation	500
19	Strength	350
20	Waterbreathing	400

Misc. Table

Die roll (d20)	Item Type	XP Value
1-3	Rope of Command	250
4-5	Telescope	50
6-8	Horseshoes of Speed	300
9	Instant Tent	250
10-12	Firestarter	75
13-14	Everfull Canteen	200
15	Charm of Commanding	750
16	Lodestone	50
17	Rod of Trap detection	150
18-19	Divining Rod	200
20	Flying Carpet	350

Container Table

Die roll (d12)	Container Type	XP Value
1-5	Pouch of Holding	150
6-7	Bag of Holding	300
8-9	Saddlebags of Holding	500
10-11	Bag of Destruction	50
12	Trunk of Holding	750

Tonics

Snake oil salesmen peddling their (usually) ineffective tonics are as iconic in the old west as are six-shooters. In the fantasy style of play, these tonics actually work. Each bottle has 1d4 doses when discovered remaining.

Anti-aging: When a dose of this tonic is taken, the drinker will become five years younger. These are very rare, and are highly sought after by wealthy aristocrats.

Courage: Each draught from this tonic will temporarily grant the drinker great bravery. The PC will be immune to all effects of fear, as well as gaining a +1 bonus to hit and 2d6 temporary hit points. The effects will last 1d10 rounds, and all damage is taken from the temporary points first.

Cure Disease: Each dose from this tonic will cure all normal and magical diseases.

Cure Poison: When drank, a dose from this tonic will instantly purge the body of all poison. If forced down the throat of a person who died from poison within 1d4 rounds, they can be brought back to life.

Growth: A drink from this tonic will cause the PC to double in size. Caution must be taken, as non-organic items do not grow, such as clothes. A PC will effectively have an 18 strength, or double strength bonuses if his strength is already 18.

Healing: Each dose of this tonic will instantly heal 1d8 points of damage.

Invisibility: This tonic will make the wearer and any clothing she is wearing invisible for 1d6 turns. Attacks made against an invisible opponent suffer a -8 to hit for ranged attacks, and a -4 to hit for melee attacks.

Restoration: The entire bottle of this tonic must be taken in order to have effect. Once done so, the PC will regain any lost levels he or she suffered within the past day.

Shrinking: When drank, this potion will reduce the size of the PC to 1/10th of normal. All non-organic items are not shrunk, so care must be taken. Duration is 1d6 turns.

Supreme Healing: These very potent tonics will instantly heal 2d8 points of damage for each dose.

Weapons

When rolling on the weapon table, first the GM must determine what sort of weapon will have the enchantment. Rather than roll randomly, the GM can select a weapon that best fits the scenario. Any weapon from the weapon chart in the equipment section can be chosen, or the GM can make one up him or herself.

+ X weapons

Weapons with a bonus (+1, +2, or +3) apply that bonus to all attack and damage rolls.

Acid/Flaming/Ice: These weapon have a magical acid effect either placed upon the bullets or the weapon itself (if melee) that inflict an addition 1d6 points of damage of the elemental type. I.e. an acid repeating rifle will have each bullet fired from it inflict an additional 1d6 points of acid damage.

In addition to the damage, the element may also have an additional effect. For instance, acid will burn through items, flaming will set things on fire, etc.

Armor Piercing: These magical weapons are designed to penetrate armor, and thus will negate the bonus to AC that armor provides, as well as reducing the cover category by one. I.e., a target under heavy cover would only be considered under medium cover. If used against naturally armored targets (monsters with an AC of 5 (15) or better), a +2 bonus to hit is used.

Exploding: Each bullet fired from these weapons (or group of pellets for shotguns) will explode upon impact, causing 1d6 points of damage to any object within 5' of the target. A saving throw vs. dragon breath can reduce this damage by half.



Longshot: These weapons are magically enchanted to effectively double the effective range of that weapon. Naturally this only applies to missile weapons and firearms.

Never-ending Ammo: These highly sought after weapons never have to be reloaded. The weapon magically replaces 1 cartridge every round until full.

Quickdraw: A favorite among gunslingers, these firearms grant the PC a +2 bonus to initiative.

Unbreakable: These weapons cannot be broken by normal means. They are completely unbreakable.

Clothing

When rolling for a clothing item, the GM must determine what sort of item is being found. Available choices are: shirt, pants, dress, boots, gloves, rings, hats, cloaks, vests, or coats.

+X items: clothing with a +X value to defense will improve the AC of the wearer by the value of X. Only two items can be worn before the effects no longer stack. That is, if your PC had a ring of +2 defense, a coat of +3 defense, and a vest of +1 defense, only the best two items would work.

Camouflage: Typically a large clothing item, such as a cloak or trench coat, these items will change colors to help the PC blend in with his surroundings. If unmoving, the PC will have a stealth chance of 75% to remain undetected.

Cold/Fire Resistance: These items will grant the wearer a resistance to either cold or fire attacks. A successful save eliminates damage altogether, while a failed save results in only half damage taken.

Comfort: While worn, these items will either raise the temperature immediately around the PC by up to 20 degrees, or lower it by 20 degrees. This is a permanent, passive effect.

Flying: These items allow the PC to fly, along with up to his or her carrying capacity, at a movement rate of 180' (60'). This item can be used at will.

Invisibility: Typically either a ring or a cloak, when worn this item turns the PC and all of his belongings invisible. Attacks against invisible opponents suffer a -8 penalty to hit for missile attacks, and -4 for melee attacks. The PC can remain invisible for as long as the item is worn. The invisibility does not cover sound or smell.

Levitation: This item allows the PC and all of his or her gear to levitate upwards at a rate of 10' per round. It does not allow directional travel; only vertical movement.

Regeneration: Typically enchanted to a small wearable item, such as a ring, these items will regenerate 1 hit point per hour back to the wearer. Lost limbs will also be regained after several days' time. This item will not bring back a dead creature to life.

Strength: Typically enchanted on a gloves or a belt, this item will increase the PC's strength by 3 points, up to a maximum score of 18.

Waterbreathing: These items allow the wearer to breathe in water the same as if breathing on land.

Misc. Items

These are miscellaneous objects that don't really fit into any other category.

Charm of Command: Typically a piece of jewelry that is worn, this item allows the PC to issue a command once per day. If the target fails its saving throw vs. spells, it will be compelled to follow the command, and think it's a good idea. Needless to say this is a highly sought after item among politicians.

Divining Rod: These items, when held forth, will point the PC in the direction of a water source.

Everfull Canteen: These canteens never run dry permanently. Each morning, the canteen will be full of drinkable water.

Firestarter: Often a small object, this item will create a series of sparks much the same way a modern lighter works today. The flame will not be extinguished by wind or water. Only the command word will turn it off and on.

Flying Carpet: This is an item roughly four feet wide by eight feet long. It will hold up to 1000 pounds and can fly at a rate of 180' (60').

Horseshoes of Speed: This set of four horseshoes will allow any mount they are shod with to travel at double the normal movement rate.

Instant Tent: This item is no bigger than a softball when packed, and when set on the ground and the command word is spoken, will instantly unpack to a four man tent.

Lodestone: At first glance, this item is nothing more than a modern compass, always pointing north. However, upon closer inspection will reveal that it has a red dot that also appears. This dot points the way to the nearest settlement.

Rod of Trap Detection: When held forth, this rod will begin to quiver whenever it is brought within 20' of any trap, snare, or pitfall.

Rope of Command: This 50' rope will obey the commands of the wielder as long as he holds one end in his grasp. The other end will shoot forth and tie itself to any object or form a lasso upon the command of the PC.

Telescope: Not only does this telescope magnify objects like a regular telescope, but upon the command word, can detect invisible creatures or allow the user to see in the infrared spectrum while looking through it.

Containers

Bag of Destruction: Being either a backpack or large sack, any item placed within this bag is destroyed instantly.

Bag of Holding: These bags appear as backpacks or large sacks. Each has an extra-dimensional space that holds up to 10x the volume of a normal bag of the same size. Any item in the bag does not weigh anything either. If the bag is torn or ripped, it will lose its magic and any items inside will come spilling out.

Pouch of Holding: This is a smaller version of the bag. It is the size of a large belt pouch.

Saddlebags of Holding: Like all holding items, these saddlebags will hold up to 10x the volume of normal saddlebags.

Trunk of Holding: This item appears as a 2'x2'x4' long wooden trunk, but like all holding items, holds up to 10x the normal volume.

Chapter 7: Game Master Information

Being a good Game Master is a tough, skilled art. It takes good organization skills, good communication with your players, and knowledge of the game system and world. This may seem daunting, but it's also highly rewarding. As the GM, it's your game world the other players are adventuring in. In essence, the players, through their actions, are helping create great stories in your campaign.

There are some very important guidelines to being a good GM. The first, and most important, is to be fair and consistent. Players know if you change a ruling from an earlier instance to a recent one, and generally will not be pleased with it. Of course, they need not know the exact reasoning behind your decisions, but fairness and consistency is very important to a good gaming experience.

The game is not a contest between the GM and the players.

That is, you don't strive to have a winner and a loser. Done right, both groups are winners. While the DM does control the NPCs and monsters, the DM must be impartial and not out to get the players. DMs who view the game as this sort of contest usually end up with fewer players willing to play with him or her.

Rules lawyering: Often a player might want to do something that either isn't in the rules, or uses a loophole in the rules to get around a challenge. The rules are important, but remember that they are guidelines. The spirit of play outranks any single rule. As the GM, you are the ultimate final word in such situations. Just ensure that you are using reason when coming up with a ruling. There is a saying that I've always liked, "No unreasonable request should ever be unreasonably denied." It's OK to say "no" to a player, but make sure there is a good reason.

Always a chance: There may be situations where a character is faced with certain failure. For example, they are at a 30' chasm and are surrounded by hungry wolves that they have no hope in defeating. A player might say, "I try to leap the chasm." As the GM, it's your job to think of these different scenarios and come up with a chance of success. It might be very slim, but it should exist.

Maybe you grant a 5% chance of success, or make the character make a Strength check at a -10 penalty, even if in "reality" that wouldn't be possible. This is a fantasy game, and it's OK to not have everything super realistic. Remember, fun is the goal.

That isn't to say that you should prevent all character death. As a good rule, any death resulting in poor choices or standard combat should be upheld; the game needs a sense of danger. However, if the players have done everything right and just get really unlucky, than it's OK to give them an extra chance.

Balance of play: This was briefly mentioned in the treasure section, but bears repeating. An important role of the GM is to strive for balance in game play. Characters should face level appropriate opponents, and treasure should also be level appropriate.

That isn't to say that different groups can't have different preferences in game play. Some like level advancement fast, so it's OK to double or triple XP awards, while others may prefer a much slower, grittier playstyle.

In Character (IC) vs. Out of Character (OC): Westwater is a roleplaying game where the players take on the roles of individual characters. One of the biggest challenges in these types of games is to not let out of character knowledge affect the character in the game. It is our natural instinct to use every advantage we can, and the best players are those skilled enough not to let this happen.

Essentially, out of character knowledge is any knowledge about the game that you as the player have, but your character may not. In character knowledge is that which your character does have.

For example, you as the player may know that there is a ruthless bandit on the other side of the hill, but if your character does not know that, then you can't act like he or she does and modify character actions to reflect that.

One of the most common uses of OC knowledge inappropriately is with monster stat blocks. Often players who may have faced a monster in a previous adventure or just read the book knows that monster X has certain hit points, damage, HD, etc without their current character ever having seen one. The GM must be alert to these types of abuses.

It is suggested this is handled in one of two ways. If the player(s) repeatedly use OC information to affect their characters, you may either penalize XP gained (or even take it away), or you may adjust or change the scenario/monster stats to keep the players guessing.

Magical Research and Production

If playing the fantasy style, magic exists in both spells and in magical items. The spell casting class provided (Holy Man) gains his spell via divine granting from a god(s) or spirits. Spell research is not applicable here because the spells are granted automatically.

If importing a spell casting class from another book (like the magic user), you would use the rules in that book to handle spell research.

Producing Magic Items: As a general rule, magic items are meant to be found rather than created. However, if you want to have your characters the ability to create magical items, that can be done by holy men once they reach name level.

The first step is to gather all of the required items needed. It is encouraged that magic items require very rare materials to reflect the scarcity of the item.

If creating an item that duplicates the effect of a spell, the typical cost is \$500 and 1 week per spell level per use. I.e. a ring that casts a 3rd level spell one time would cost \$1500 and three weeks to make.

For other items, the below guidelines would apply as a general rule:

Item	Cost	Time
+1 bonus	\$10,000	1 month
+2 bonus	\$20,000	2 months
+3 bonus	\$40,000	4 months
Bag of holding	\$100,000	1 year
Recurring 1 st level spell	\$10,000	1 month
Recurring 2 nd level spell	\$25,000	6 months
Recurring 3 rd level spell	\$50,000	1 year
Recurring 4 th level spell	\$100,000	2 years
Recurring 5 th level spell	\$250,000	5 years

Recurring spells mean that the item can be used once per day rather than a one-and-done item.

Designing Your Game World

Included in this book are three game worlds, each a different version of the Western United States. The first is a historical setting in the 1840s. The second is a historical setting in the 1870s, and the third is a fantasy setting in the 1870s.

This does not mean that you can't create your own game world. In fact, you will want to create your own territories, cultures, towns, and adventures. The settings here are just to give you a head start.

Decide a Setting: The first step is to decide what setting you want to be in. This includes the time period and general land mass traits that you'll want. Do you choose an 1850s time period set in the Rocky Mountains? Or an 1880s time period in the jungles of South America?

Map the Area: Once you've decided on a setting, map out the area where your game is going to take place. I suggest a high level map that includes the entire territory, as well as a map or two of the particular region you are focusing on. You can easily use scratch paper to do this, but there are several tools on the internet, many of them free, that you can use to assist with this part.

When mapping, place the major terrain features first. Focus on mountains, forests, plains, and rivers. Establish a scale for the map. Large scale maps typically have 1 hex equal 24 miles, while your closer regional maps have each hex represent 6 miles.

Populate the Map: On your large scale map, only note the largest cities and borders. The smaller towns will be listed on your small scale map. On a separate journal, note the populations for these cities, towns, and villages. Note any unusual characteristics of each, and try to make each one somewhat unique.

Size	Population
Major City	20,000+
Large Town	5,000-19,999
Small Town	1,000-4,999
Village	50-999

Major cities will have many different stores and services available. There will be several name level or above NPCs of most classes here.

Large towns might have most common services, and include several name level or above NPCs.

Small towns typically only have the core stores and services available, and maybe only one or two name level NPCs around.

Villages only offer maybe one or two stores, often combining them into one building. Typically these are taverns and stables, but may offer to sell the most common of goods. It is rare for a name level NPC to be in a village.

Set Points of Interest: This includes any monster lairs, bandit hideouts, lost buried treasure, or anything else that you want to note on your map that typically isn't privy to the characters.

Detail Adventure Areas: These maps will be detailed versions of individual monster lairs, bandit hideouts, and forts. Typical scale on these maps is 1 square to equal 10 feet, and are done using graph paper or any software that you may have. Individual areas within these maps will be numbered and detailed in an encounter journal that you keep for quick reference.

Creating the Adventure

Once you have your game world created, it's time to work on your adventure(s).

Assigning Level: All adventures are assigned a level range. This tells the GM and players what appropriate character levels would be recommended for the adventure. An adventure for levels 2-3 would not be much of a challenge for a party of 8th level characters.

Once you've decided what adventure levels you want, keep this mind because that will drive what sort of encounters and items will be in the adventure.

Determining Plot: Now that you've determined what level range you want, you need to come up with a plot (or plots). This should be something that has to get the players interest in exploring further. Some examples of plots include:

- Providing security for a wagon train
- Rescuing a captured wealthy person
- Hunting bandits
- Exploring an area
- Searching for buried treasure

That's hardly all of the plots, but is just a brief glimpse. Once you've got your plot, you need to flesh it out a bit more with key NPCs that will be critical to the adventure. Who are the bandits? Who are the PCs working for? Things like that.

Placing Encounters: Once your plot and maps are completed, you need to place the encounters. These will be individually numbered on the map and will be represented in your adventure journal. As a rule of thumb, any key area that is needed to be visited by the PCs, and any area that is highly likely to be visited by the PCs, should be detailed out in your adventure journal. You can't always predict how PCs will react and what choices they will make, but if you are organized with the areas that are critical to the adventure, it will help things go smoothly.

When detailing out these areas, you will stock them with actual encounters. Depending on the type of area, your encounters could be wild animals, beasts, or bandits. Not every encounter needs to be hostile, but stat blocks (including treasure) should be in your journal of these encounters. Also roll for treasure based on the Treasure Class of the encounter.

Once your key encounters are placed, you need to account for random encounters. Often, especially when traveling the wilderness, the players will randomly encounter creatures. Even in the historical style of play, explorers faced bears, cougars, snakes, bandits, and other dangerous encounters.

Come up with a quick table of what sort of encounters could be faced with stat blocks of each encounter, and the chance of the PCs encountering them.

Wrapping up the Adventure: Once the party has completed the adventure, there should be some sort of closure. Maybe they get their bounty for hunting the bandits, or maybe they found the lost treasure. At the end of every adventure, the party should be able to find a safe place as their base of operations to reflect on the adventure. This is typically when experience points are awarded.

1840's Historic: Gold Rush & War

This particular section is designed for the historical style of play that takes place in the 1840s western North America. It will only be covered in brief detail for several reasons. The first is that to accurately cover the region and its peoples with the respect they deserve would bring this book to well over 1000 pages. The second is that most players will probably not play in the 1840s, but in the later decades when more advanced weaponry is available to the characters. And the third is that all of the historical references and information is easily accessible for anyone near a library or the internet. Rather than create thousands of pages of information here, you can search more specifically for the individual areas/people that would appear in your game.

Immediately following this section will be a section on 1870s-1880s historical style of play, and after that the 1870s Fantasy style campaign setting.

The decade of the 1840s was a very eventful period, and is why this particular decade has been chosen to be included as an era to play in, along with the post 1870 era that follows. If you prefer, you can play in any time period, but only major key events will be detailed here in the decade of the 1840s.

One of the most eventful things to happen was the annexation and later statehood of Texas. While the Texas War for Independence began in 1835, the annexation wasn't until 1845, and was highly disputed as to the borders with Mexico, eventually leading to the US-Mexican war in 1846.

The entire south and west half of Texas was claimed by Mexico, and this dispute offers many scenarios and opportunities to have creative and in depth campaigns to run the characters through.

If you reference the map, the area marked "Mexican Cession" was entirely party of Mexico until the end of the war in 1848, when Mexico, under Santa Anna, agreed to turn over the territory for \$15 million.

The other major event that started in this decade was the Gold Rush. Rumors of gold and riches are another huge plot point that can be used to craft your adventures. Hundreds of thousands of people flocked westward towards California to get rich mining for gold.

Native Tribes

In addition to the wars and expansions going on in the 1840s, there were also several major Native American tribes being impacted and pushed out of their land. Skirmishes and wars between the US settlers and army and Indians were fairly common.

Looking at the map, the area marked "Indian Territory" was home to the Sioux, Crow, Cheyenne, Arapaho, Pawnee, and Comanche Indian tribes. The Comanche in particular had a reputation for being fierce warriors who fought with Texas settlers.

The area of the map marked "Oregon Territory" was home to the Chinook, Yakima, and Nez Perce tribes and very few white settlers at this time. The major tribes living in the area marked "Mexican Cession" include the Pomo, Chumash, Shoshone, Paiute, Navajo, Pueblo, Ute, and Apache.

Each of these tribes, regardless of location, had their own distinct culture and in many cases, their own unique language. It is highly recommended that you do not apply general stereotypes to these people when you include them in your game. I strongly suggest that you do extra research on the Indian tribe that lives in the area where your game is going to take place, so you can represent them accurately. You will find the additional time spent very rewarding, and so will your players.



1870s Historic: Era of the Outlaw

Similar the 1840s era, this section will only include general detail from a macro perspective, rather than a detailed, territory by territory explanation. The reason for this is also similar to the 1840s era in that to do so would result in 1000s of pages of information. "The West" was a very large geographic area, and luckily is very easily researched on the web and other avenues for any specific maps, events, or people that you plan on including in your campaign.

This section also assumes that you are playing the Historic style during a time period between 1870 and 1890. There are many significant events that happened in this period where you can draw inspiration for campaigns from.

In 1874 the Red River Indian war took place, where the US instigated a military campaign to remove the Comanche, Kiowa, and several other tribes from the southern plains and force them onto designated Indian reserves.

In 1876, the Battle of Little Bighorn took place, and Wild Bill Hickok was murdered in Deadwood, South Dakota. He was holding Aces and Eights, which therefore became known as the "Dead Man's Hand."

Also in the late 1870s, electricity started to become widespread, and Thomas Edison patented his improvements to the invention of the light bulb.

Things were no less eventful in the 1880s. In 1881 the famous gunfight at the OK Corral took place. Also, Billy the Kid was killed by Pat Garrett. One year later, Jesse James was killed by Robert and Charlie Ford.

In 1889, the Oklahoma Land Rush began and North Dakota, South Dakota, Montana, and Washington became states. The map of the US in this era strongly looked like it does now.

That does not mean that it was an organized or civilized area. One of the most impactful things to this era was the American Civil War that took place in the 1860s. Following the loss of the war, many Confederate soldiers were without work and turned to the life of an outlaw. Bitterness with the US government helped spurn this transition to a life of crime. Life on the frontier was extremely dangerous, for all parties involved.

Additionally, even though the Civil War technically ended, the exploitation (and de facto slavery) of blacks, Chinese, and Native peoples was still rampant.

All of these events open the doors to creative campaigning wide open. There is no shortage of plot hooks and opportunities for the players to take on.



1870s Fantasy

This setting is the alt-history version, including all things fantasy—magic, monsters, and treasure. This setting is fully compatible with the B/X fantasy setting and character classes.

For the most part, the technology, geography, and key nations all exist as they did in the 1870s, with some notable exceptions. The first thing you may notice is that the United States territory had not expanded westward nearly as far as it did in real life. This is because in the alt-history setting, fantastical monsters such as dragons, giants, and chimera have made westward expansion extremely difficult. In addition, several groups of humanoids have also established large establishments that are all vying for control.

For example, the Orc Federation had migrated south from the Canadian border to occupy what is now known as Montana. They are just as advanced technologically as the United States, so unlike real history where there were only native tribes of inferior technology, the United States had literally ran into a wall of an equal army and was unable to continue to expand westward.

It should be noted that even in the territories claimed by one government or the other, there are areas of danger and unexplored areas, as well as tribes of humanoids

(humans, elves, dwarves, etc) found throughout. For example, in the Horde Lands, there are various tribes of all humanoid species found throughout. In the Kansas Territory, while mostly humans from the United States and the Plains People Nation, large areas are as of yet unexplored and who knows what lives there now. Even in well-established areas such as Arkansas, Texas, and Mexico include remote areas filled with monsters.

The intent behind this is that you as the GM should feel like you aren't restricted or limited having your adventures take place in any particular area of the map.

Because of this, much of the established setting will not be fleshed out in great detail. Rather, key general information will be provided for the significant regions and governments. This should give you a good general idea of the game world and setting while at the same time allowing you to expand and flesh out any additional campaign specific information that you personally would like to include.

The United States

The US in the alt-history world resembles the actual historical version very closely. The population of the US is roughly 90% human, with the other 10% being spread relatively equally among the other demi-human races. Most of these demi-humans were part of a local culture



that was assimilated by the United States as it expanded, and decided to stay as residents. Some of them arrived from other countries as immigrants, looking to make it rich in the rich territory that the US now controls.

The government of the United States is a republic, having a sitting president, congress, and senate that runs the affairs of the country. All members of government are democratically elected, and a Constitution is the basis for many of the laws.

Recently disagreement on how states should be run had led to the Civil War between the northern and southern states. In this fantasy world, the north had a much harder time declaring victory, and had to resort to a scorched earth policy led by General Sherman in order to bring the south to its knees. Northern leaders knew that danger from the west, specifically Orcs wanting to encroach eastward, left little choice but that the war must end soon or both the north and south could fall into ruin.

However, this war and the strategy used has caused bitter hatred to fester in the southern states, and many "Southern Patriots" still exist to fight a guerilla style war against northern occupiers.

Slavery in the US is not legal, although many sympathizers in the south will turn a blind eye to exploitation. It's for this reason why the south is 99% human, as any demi-human will be outright discriminated against, if not outright oppressed, and therefore has left to the north.

Currently the biggest allies of the United States is Texas, and the US will offer any support it can afford to its ally and the wars it faces against Mexico, the Plains People, and raiding humanoid tribes. The US would like nothing more than to assimilate Texas as another official state.

The United States is one of the more technologically advanced nations in the game world. They have placed less focus on magic and more on technology, and therefore have access to all of the weapons and equipment in the game.

Plains People

The Plains People are a united coalition consisting of the various Native American tribes from the territory they include in their boundaries. Each major tribe sends a representative to Plains Council, which is their form of government leadership that makes all decisions for the entire territory.

With the rapid expansion westward from the US, and humanoid encroachment from the north, the Plains People decided that unification was the only option for survival. During the US Civil War, the Plains People were able

to take back some of the land they lost to the US on the eastern border.

The Plains People territory is made up of roughly 50% elves, 25% humans, 15% dwarves, and 10% halflings. Their technology is limited to acquired firearms only as they do not manufacture them and instead place focus on the natural world rather than technology. They are very skilled at magic, however.

Currently they are in a stage of "hostile negotiation" with Texas and the US, meaning that there is no outright war, but border skirmishes are frequent. They are at all-out war with goblins and orcs, however, and are trying to unite the remaining demi-human and human tribes in the Kansas Territory to their cause.

Texas Republic

The Texas republic is made up mostly of immigrants from the United States who initially made agreements with Mexico to cultivate and work the land. Over the years, however, the people of Texas became fiercely independent and enacted a revolution to declare themselves a free independent nation of their own.

Similar to the United States, Texas has a form of government with a president and a congress, and they have their own Constitution.

Tensions are still very high between Mexico and Texas, and several border skirmishes occur with frequency. Texas is also on fragile terms with the Plains People, and at all-out war against the goblins from the United Goblinoid Federation.

Because of their roots with the United States, Texas and the US are close allies. One of the biggest challenges from getting aid from the US is that the only bordering state is Louisiana, and the southern inhabitants there still loath the northern government, and often will hijack railway shipments of supplies.

Similar to the United States, Texas is very advanced technologically, and has access to all types of firearms and equipment. The country consists of roughly 50% human, 25% dwarf, and 20% elf, and 5% halflings.

Mexico

The oldest official country on the continent, Mexico once laid claim to the UGT and Texas territories. However, they have lost influence over both within the past 50 years.

Mexico is ruled by a monarchy, with the current ruler King Rodrigo Jimenez III sitting on the throne. The Jimenez family has been in power since the early 1400s,

and while technically he is the king and wielding significant influence, a parliament exists in Mexico that controls much of the actual governing.

Mexico is currently at war with the UGT, and has a very tentative peace with Texas, although they would like nothing more than to regain the land they lost.

Mexico does have access to the best technology, and the most advanced firearms and equipment can be found. Their country is made up of roughly 50% human, 25% elf, 20% dwarf, and 5% halflings. Everyone in government and the royal family are human, although there were rumors that three generations ago elven blood was introduced into the royal family.

Orc Federation

Roughly 50 years ago the orc tribes north in Canada unified into a singular federation and moved southward, killing any tribes of elves, humans, or dwarves they found. The discovery of gold in the northern hills gave the orcs all the motivation they needed to move southward.

Even though they call themselves a federation, the orcs are led by the tyrannical dictator Grolosh Ironspit. He is the son of the original orc that unified the clans, Hemat Ironspit, and is so large he is said to have a bit of ogre in him somewhere.

The orcs are very industrious, having equal technology as the United States. They are warlike, expansionist, and very greedy, making them enemies of any other bordering nation.

The Orc Federation is made up of roughly 80% orcs, with the rest being goblin slaves, ogre mercenaries, and other humanoids.

United Goblin Tribes (UGT)

Roughly 75 years ago, the various tribes of the southwest all united under a great goblin king to drive out people of Mexico. They were originally slaves to the Mexican peoples who lived here under that government, but they outnumbered their masters 10 to 1 easily. 50 years ago, the revolution was complete, and entire area is now under the control of the United Goblin Tribes. These tribes are led by the leaders of every major goblin faction, numbering over 100 councilmembers.

They are not a well-organized council, and fights between themselves occur frequently. Their only unifying cause is that they do not want to be slaves again. That motivation, along with their huge numbers, is the only things stopping the Mexican monarchy from retaking the area again.

Because of their nature, technology is very limited, being restricted to whatever firearms they can steal or trade for. The goblins are excellent guerrilla fighters which causes even the most advanced army to pause.

Also, despite have a large area under their control, it's tentative at best. Vast areas are still hostile wild lands taken over by monsters and other creatures of magic and horror.

Kansas Territory

This area used to have a significant population of immigrants and explorers from the United States. However, with the start of the Civil War and incursion of the orcs from the north, there is no central government in this area. The people who remain are living in isolated villages and towns only rudimentarily connected to each other. The land is very much still wild, and largely unexplored.

Horde Lands

This area gets its name because the majority of humanoids who live here are not of the "good" races. Humans, elves, dwarves, and halflings only exist sporadically. The area is filled with warring humanoid tribes of orcs, bugbears, gnolls, goblins, and other such evil creatures.

Unknown Lands

This mountainous region is completely unexplored, and no one really knows what is living there. Any humanoids that live here would be isolated tribes of very low technology. It is an area ripe for the habitation of huge monstrous creatures, such as dragons and dinosaurs.

Thar Be Gold In Dem Der Hills!

This is an introductory adventure for beginning level characters taking place in the fantasy alt-history campaign setting. The purpose of this adventure is to give you an idea of how game play might take place in such a fantasy world as opposed to a realistic historical setting. Include are core attributes to most adventures: a base of operations (Blackwood), plot hooks, and detailed maps of impacted areas along with the adventure outline itself.

Linear vs. Non-linear

This adventure is designed as a simple introductory adventure, and thus is organized in a fairly linear fashion. However, the only real limitation to what can happen are the players' and GM's imaginations. Nothing says that the PCs have to turn in the gold to the owner. Maybe they work out a way to join the raiders and steal the gold for themselves? The important thing is to know that in a living game world, there will be reactions to the PCs actions.

Background: Blackwood is a small frontier town in the Kansas Territory. The only governing body over the town is the mayor and local law enforcement. Blackwood is a town where men and women go when they don't want to be found, or if they are trying to make a new name for themselves.

The players find themselves in the town of Blackwood looking for any clues or rumors to lead them to wealth. Or at the very least a way to make a living as money is running low. Whether or not the PCs know each other previously is up to your individual gaming group and the backgrounds you had set for them. It is suggested that they all find some common reason to be part of the same party.

Area Knowledge: Depending on the PCs' backgrounds, they may have extra knowledge of the area. If they are recently arrived travelers to this area, there are a few things that all players will know:

- Several groups of bandits, mercenaries, and sympathizers to the US, Plains People, and Texas exist in the area, often getting in skirmishes with each other. Many of these rogue bandit groups have orcs and goblins as members.

- All of these groups have an unwritten truce regarding Blackwood. Since it's the only town that can offer supplies, none of these groups will fight each other or attack Blackwood while in town limits.

- Anyone assaulting another person in Blackwood will be arrested and quickly tried. The population understands the fragile balance they have, and take any disruption very seriously.

For those characters that are from this area will also know that the Heinrich homestead was attacked and ransacked by raiders. They will know of the O'Hare farm and Anderson farm, even though they might not know these families personally. In addition, they will begin knowing 1d6 rumors on the rumor chart below. False rumors are designated with a (f) after the description. The players do not automatically know which rumors are false or not.

For every hour spent in a saloon or inquiring townsfolk, the party will hear 1d4 rumors. In addition, anyone asking around will quickly find out that Anderson is looking for hired help at his farm.

Rumor Chart

1. The Onaoke Clan are fierce warriors, but prefer not to fight
2. The Heinrich homestead is haunted
3. The Onaoke Clan are heathens who eat the flesh of humans (f)
4. In the forested mountains to the southwest, a giant lizard was seen eating a bear
5. O'hare has a pact with demons to protect his farm from the raiders (f)
6. The mayor of Blackwood was once a legendary gunfighter by a different name
7. The Anderson farm has been attacked by a few wandering goblins.
8. The United States is trying to buy Blackwood and turn it into a military fort (f)
9. Any day now, Texas is going to send an army northward and take over the area (f)
10. Ruby used to be married to a Wild Jim, and they have a fierce rivalry.
11. Doc Johnson killed an innocent person back east, so he had to flee here to escape (f).
12. The deputy in the jail has a weakness for strong whisky.

Areas of Note

Onaoke Camp: The Onaoke Clan is a group of nomadic elves roughly 200 in number. They are a primitive people, compared to most, and only own enough items to live off the land. They are hunters and gatherers, and when the herds begin to thin, they pull up roots and move to the next area. They do not believe that material wealth brings riches, and are very wary of any other group. This is due to the many times their clan has been attacked by other groups.

Heinrich Homestead: This burned out wreckage was once a farm of the Heinrich family. However, a few years ago it was raided by a small goblin war party and burned to the ground. The bones of the family still lie where they were killed.

Anyone entering the property will have a sense of unease come over them. Flickers of movement in the corners of the eye and unexplained noises will accompany any who come near the ruined buildings.

At nightfall, ghostly apparitions will begin to appear of the Heinrich family: Tomas and his wife Meribelle, and their two children Jonas and Lucy. The ghosts will appear as they did at the moment of death: gruesomely slain. Jonas, the 9 year old boy, will be holding his decapitated head in his hands.

All of the ghosts will approach any living creature and wail at them in misery. Any PC within earshot must make a Saving Throw vs. Magic or suffer a permanent loss of one point to wisdom. The ghosts will appear each night, and each night a new saving throw must be made. Any PC who loses 5 points of wisdom in this manner will go insane.

If the PCs bury the family properly, the ghosts will cease to appear and will be laid to rest. Each character will gain 250 experience points from this act.

The goblins that razed the home live in the swamps to the west, fearful of traveling further west and being killed by the Onaoke warriors, and fearful of moving eastward due to the haunting of the homestead.

The raider group consist of 7 goblins, each armed with long knives and breach loaded black powder rifles. If the characters get within 100 yards of the goblin camp (in the center of the swamp), they risk tripping a snare. If not actively looking for snares, each PC risks tripping one on a roll of 1 on a 1d6 as soon as they get within the area.

The snares are spiked pit traps, designed to pierce the leg with sharp wooden spikes, keeping the target immobile. Anyone falling into such a snare will suffer 1d6 points of damage.

In addition to the goblins, a roll of 1 on a d6, checked every hour, will result in an appropriate natural swamp creature (snakes, alligator, etc).

Each goblin has 2d6\$ and enough powder and bullets for five shots each. The leader has 12hp and has a locked chest with \$150 worth in silverware inside.

O'Hare Farm: The O'Hare family consists of Roger, his wife Bellue, and their three teenage sons. On the farm is a fairly large home, two barns, a few outbuildings, and a corral with his work horses. The farm itself is very large, consisting of cultivated wheat and corn, mostly.

In addition to the family, there are a dozen farmhands who live in a separate building. Each farmhand is considered a level 1 gunslinger, and is armed with a single cartridge rifle and a black powder revolver.

Roger O'Hare is a 5th level Gunslinger, armed with a pair of **cartridge revolvers +1**. He is protective of his farm, and while not hostile towards strangers, knows that he lives in a very dangerous area. He will offer to help shelter and feed travelers for a fair price.

Roger supplies a significant portion of the wheat and corn to Blackwood, and the area around his farm is very fertile. The road from his farm to the Anderson farm is more of a well-worn trail than an actual road.

Blackwood: Blackwood is the largest established town within a 50 mile radius. This town will be explained in greater detail below in the Adventure section.

Old Termite Mounds: These mounds were once home to giant termites, and are now inhabited by goblins. The area will be explained in greater detail below under the Adventure section.

Anderson Farm: This is the home of the reclusive Marshall Anderson. He doesn't have any farm hands to help him, and has put out the word looking for good help. This area will be described in greater detail under the Adventure section.

Oluk Camp: A small yet permanent camp, the Oluk tribe makes its home within the jagged badlands of the southern forested mountains. This area is largely unknown to humans and other civilized races, as it offers no incentive to explore. The land is largely barren, and it seems to be where the bitter cold air of the mountains seeps down into the valleys below.

The clan is comprised almost entirely of orcs, 43 in all, and is led by a half orc/half ogre chieftain named Oluk. There are 18 male orcs, all armed with various black powder weapons. Oluk himself fights with either a double barrel shotgun, or a single cartridge rifle. He has 50 rounds of ammunition for each.

Oluk: AC: 5 (14), HD: 4, HP: 24, SA: F4, AT: 1, Dmg: by weapon type, melee weapons gain +3 to damage, AL: C, Morale: 10

In his tent, along with a pile of furs, is a locked chest that contains a potion of healing, \$40 in silver coins, and \$250 in gold coins.

The Adventure

This section will detail out the key areas that will be encountered during the adventure itself. Primary areas are Blackwood, The Anderson farm, and the Termite Mounds. This isn't to say that other areas of the world can't be explored, but that these three areas are key to completion of the adventure.

Blackwood

Blackwood is the only town of significant size in the area. It is the location where the adventure starts, and can be used by the party to gather information, to be used as a base of operations, and to resupply goods and equipment.

Only roughly a dozen or so areas will be detailed here. Feel free to expand your notes and the town to fit your personal game world. There are plenty of buildings and other unmarked areas for you to flesh out with favorite NPCs, additional businesses, etc.

Map Key:

A: Town Pavilion

This large building is an open area without walls, being supported by several pillars holding up the large high roof overhead. In the center of the building is a 50' diameter corral, with several benches circling it. The pavilion is used to show off livestock at auction, and a podium is moved in during town business meetings.

B: Jackson Saloon

One of the first saloons to be encountered for travelers coming in from the south, the Jackson saloon is almost always very busy. The first floor is an open space with several tables and a large bar and even a piano for entertainment. The second floor contains a dozen rooms along with Jackson's private room. The rooms are basically furnished, with a bed, bath tub, desk, chair, and window, and rent for \$3 a night.

Jackson himself is a very large man, intimidating, but not especially skilled in combat. He does not tolerate fights in his saloon, and has two armed guards at all times. Each guard is a level 2 gunslinger (HP 11, 9) and armed with cartridge revolvers.

C: Doctor's Office

Doc Johnson has his office here, along with his sleeping quarters in a back room. He is an elderly jovial man who has a sincere desire to help the afflicted. He has many medical supplies handy, which he uses in conjunction with his magical ability to help cure wounds and ailments.

Doc Johnson is a level 5 holy man (HP 20) who prefers to dress in the latest eastern fashion. He would like to avoid combat at all possible.

D: General Goods

This store has all basic goods listed earlier in this manual. Kris O'Reilly will be willing to purchase goods from the characters, but at 25% of the listed price.

E: Ruby's Saloon & Boarding

Ruby is a feisty woman in her late 40s, who never backs down from an argument and always carries a knife and derringer on her person hidden. She is a business woman first and foremost, and won't tolerate anyone threatening her establishment.

This building is very large at three stories tall. The first floor has the bar, gaming tables, and a small stage for performances her girls and boys put on for extra tips. They try to replicate the performances of the larger travelling acts that used to come by when the territory was safer, but are not nearly as skilled actors or singers.

The second and third floors contain a dozen room each. The second floor is rented out at \$2.25 a day and contain a bed and desk. The third floor are the rooms of the 9 women and 3 men who are in the employ of Ruby. Each of these people have a "real" job helping Ruby with various saloon tasks (cooking, bartending, cleaning, etc), but are allowed to make additional money by providing additional services that certain customers may ask for.

F: Tailor & Cobbler

Phil Markenson is the middle aged owner of this shop. He is skilled at making clothing, leatherworking, and boot and shoe making. Essentially anything to do with a needle and thread.

G: Jail

This smaller building is just one large room, with one side walled off with thick iron bars and built into two 4'x4' cells. Each cell has a cot and a bucket. On the other side of the building are two more cots, and a large desk and chair. Along another wall is a gun rack. Sheriff Conley and his deputy Heronimos are the two

with keys to the cells, desk, and gun rack. The rack holds two single cartridge rifles, a repeating rifle, and a double barrel shotgun. Ammunition is kept in the desk.

During the day, Sheriff Conley is usually here, with Heronimos taking the night shift. Both men always carry a cartridge revolver on them with 25 bullets on a holster belt.

H: Blacksmith & Guns

The very large, and very bald and scarred blacksmith Tobias owns this building. He is skilled at making anything with iron, from horseshoes to locks. He is also the local gunsmith, and while creating a basic black powder weapon can be done fairly quickly, creating a cartridge firearm with his current tools will take weeks to get the precision just right. He does have in stock several firearms already, as listed in the equipment table of this book.

I: Livery Stable

These set of buildings are the livery stable. For a modest fee of \$1 a day, people can board their horses here and have them fed, watered, and brushed on a daily basis.

J: Bank

Josiah Eldridge is the banker assigned to this location. Even though Blackwood is not part of any one government, one of the largest banks in the U.S. has established a branch out here.

The building has thick iron bars on the windows, and the Josiah himself is behind another iron bar wall that is locked all of the time. Only Josiah has the key. In the back room with him is an iron safe that weighs more than three hundred pounds. Inside the safe is 2d10x100 dollars at any given time.

K: Wild Jim's Saloon

Wild Jim used to be married to Ruby, before they had a falling out and she got everything. Jim is trying to compete against her by opening his own saloon, and isn't adverse to catering to the more seedy of patrons to do so. The building is only one floor, with a bar and several gambling tables. He employs two hired guns (level 3 gunslingers) at all times to keep things from really getting out of control. Several patrons who have lost everything at the tables swears he cheats (he does), but no one has been able to prove it as yet.

Anderson Farm

GM's Note: The encounters in this area are not static encounters that are there whenever the PCs happen to move over the area that is lettered on the map. Rather, the encounters occur in this area on a timeline, rather than player movement. Each lettered area will occur at a certain point.

Hopefully the players will have heard the call for help by Anderson and will make their way to the Anderson farm. The road to the farm isn't necessarily a safe one. The road to the O'Hare farm is safe, but the road to the Anderson farm, and any hex without a road, runs the risk of a random wandering encounter. For every hex travelled using the road, there is a 2% chance of encountering a random encounter on the table below. For every hex travelled off of the road has a 10% chance of a random encounter.

Random Encounter Chart

Die Roll	Encounter
1	2d4 goblins (black powder weapons)
2	1d4 orcs (cartridge weapons)
3	2d8 wild horses
4	Giant lizard
5	2d6 kobolds (primitive weapons)
6	Poisonous snake

Once the party actually makes their way to the farm, they will be met with a burly brute of a man armed with a shotgun, and his two dogs. Anderson is big, but has no unusual combat abilities (SA: F1, HP: 7). When the party advises that they are there for work, he appraised them and lowers his guard a bit.

Anderson will show the party to the barn where there are a couple stalls that have been converted to living areas complete with cots.

Anderson lives here alone with his dogs, and advises that something has been attacking his cattle, and he can't afford to lose any more. He is willing to hire the party at a rate of \$2 a day (\$2.50 if they haggle), including meals and a place to stay. They will be tasked with cleaning the barns, feeding the livestock, repairing the fences, and protecting the animals.

It will become quickly apparent that Anderson is barely making ends meet, and once he feels comfortable around the party and trusts them (usually around day four or five, unless the party does something that earns his trust), they will find out that Anderson is on the verge of losing his farm.

Anderson came here after his family was killed in a fire to try to start a new life. He borrowed a significant amount of money from O'Hare to establish his homestead, but is at risk of losing the entire farm if he doesn't have a good year selling his cattle.

A: Day 3, 2 A.M.

The party will awaken to the dogs loudly barking. The dogs will bark toward the north (A), and if let free, will run towards that area. At point A, when the party arrives, will be four wolves that have dug under the fence and are making their way towards the barn.

Characters without infravision will not be able to see anything as the night is dark. Those with infravision won't see anything until they come within range. The dogs will have ran off into the darkness. After a few moments, they party will hear yipping, barking, and growling.

By the time the party has arrived, the two dogs will have perished from the wolf attack, and the wolves will remain about fifty feet away in the darkness. They will attack in five minutes (rounds) or if attacked by the party themselves. Two of the wolves are wounded by the dogs.

Wolves: (AC: 7/13, HD: 2+2, HP: 5, 5, 11, 12, AT: 1, Dmg: 1d6, Morale: 8)

B: Day 5, 2 P.M.

During a routine patrol of the farm, the player(s) will notice a stench coming from this small island. Located in the center is a freshly killed goblin (died sometime in the night before) and is half eaten. A cloud of flies hovers around the corpse. If searched, the corpse carries enough powder and balls for 5 shots for the breech loaded black powder rifle laying next to him. It is currently loaded and if inspected, appears to have misfired.

C: Day 7, 6 A.M.

Early in the morning, the party will be alerted to some sort of whooping noise coming from the southwest. If they go to explore, they will find many footprints of smaller humanoid creatures under the cover of the trees. However, there will be no sign of the creatures now.

The prints go to the west, but disappear when they reach the creek.

D: Day 8, 1 P.M.

While doing a patrol, the player(s) will notice a faint flicker in the water next to the spring where it comes out of the mountain wall. Close examination will reveal gold flakes in the water. Only a flake or two (no real

value) can be retrieved quickly and easily, but anyone with the background or skill in panning can effectively pull out 2d10\$ of gold per day per person. If a sluice is built, this increases to 1d10x10\$ per day. The creek holds up to \$4000 in gold flakes and small nuggets before running dry. The mountainside itself has a vein that holds up to \$50,000 in gold.

E: Day 8, 1 A.M.

A small band of goblins will attempt to raid the farm. There are eight of them, all riding ponies, and they will come from the southwest. Each goblin will attempt to charge in and throw Molotov cocktails at the buildings, setting them on fire. They will then ride back to area C under the cover of the tress, dismount, and start firing their blackpowder rifles at anyone outside. Since the buildings will be set on fire, the goblins will be able to see them easily. If at any point the goblins are down to half of their number, the rest will attempt to flee west.

Goblins: (AC: 9/11, HD: 1-1, HP: 3, 3, 4, 4, 4, 5, 5, 6, AT: 1, Dmg: by wpn) Each goblin carries 1d6\$ in silver, and a black powder rifle with 5 shots.

If the party tries to track the goblins to their lair, any elf or mountain man will gain a +25% bonus to his or her tracking skill check. The tracks will lead to the old termite mounds as marked on the map. A standard random encounter roll will need to be made for each hex travelled.

Termite Mound

When the party comes to his area, they will see the mountain trail open up into a fairly large flat open area. In the center of this area is a giant termite mound reaching upwards over a hundred feet tall.

This mound has actually been long vacated of termites, but is now home to the goblin clan that has been attacking the Anderson farm.

1: Two goblins are stationed here as guards at all times. However, they are not very alert, and spend more time bickering or playing bones games than paying attention.

Goblins: (AC: 9/11, HD: 1-1, HP: 4, 4, AT: 1, Dmg: by wpn). They are armed with long knives and black powder rifles. Each also carries 1d6\$ in silver and six shots of ammunition. If attacked, one of the guards will run in and alert the rest of the tribe.

2: This area is the storage area for the tribe. Several boxes and sacks contain grain, oats (for the donkeys), and low quality dried meat. In this room are two goblins, armed with long knives and black powder pistols with four shots of ammunition each.

Goblins: (AC: 9/11, HD: 1-1, HP: 4, 5, AT: 1, Dmg: by wpn). Each goblin carries 1d6\$ in silver.

3: Six donkeys are stabled here, tied to a long pole that runs along the east wall. Tending to the donkeys is a goblin armed only with a long knife. If attacked, he will try to beg for his life.

Goblin: (AC: 9/11, HD: 1-1, HP: 5, AT: 1, Dmg: 1d4).

4: Four goblin warriors make their living quarters here, and will attack on sight. Each carries two black powder pistols and long knives, along with 12 shots of ammunition.

Goblins: (AC: 9/11, HD: 1-1, HP: 3, 3, 4, 5, AT: 1, Dmg: by wpn). Each goblin also carries 1d6\$ in silver.

5: The female goblin cook lives in this chamber. She doesn't normally fight (HP: 2), and will beg for her life. In a secret compartment on the north wall, there is a jewelry box with gold earrings worth \$25.

6: This chamber is the kitchen for the tribe. A large fire and pot, along with a table and various cooking implements are in this room.

7: The goblin clan leader, Yargoth, makes this large cavern his home. A huge pile of furs are stacked on an oak bedframe in the south end, while several ragged cots are closer towards the entrance. A single fire pit is located in the center, and a table and chair are on the east wall. An oil lamp is lit on the table. In the west alcove is a locked and trapped (poison needle) chest. Yargoth has the key around his neck. In the chest are \$175 in silver coins, \$88 in gold nuggets, a **tonic of healing**, and a jeweled necklace worth \$150.

Yargoth: (AC: 7/13, HD: 2, HP: 9, AT: 1, Dmg: by wpn, SA: F2) He is armed with a pair of cartridge revolvers and carries 54 rounds of ammunition +1.

Along with Yargoth are four goblin body guards, armed with black powder cap and ball revolvers and 10 rounds each.

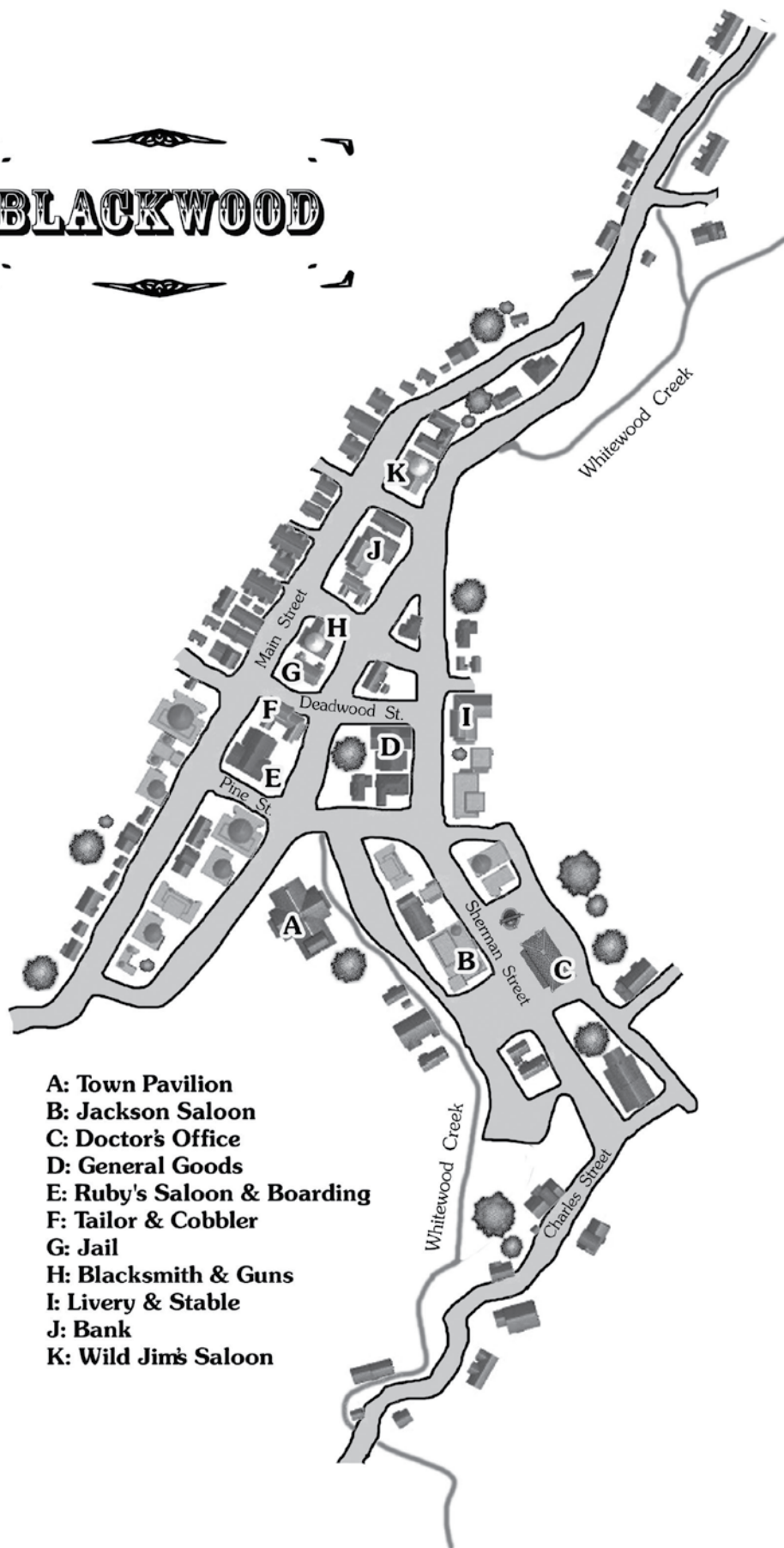
Guards: (AC: 9/11, HD: 1-1, HP: 5, 5, 5, 6, AT: 1, Dmg: by wpn).

If the players search the desk, they will find stolen paperwork that reveals that they are aware of the gold at the Anderson farm, and thus the attacks.

Ending the Adventure

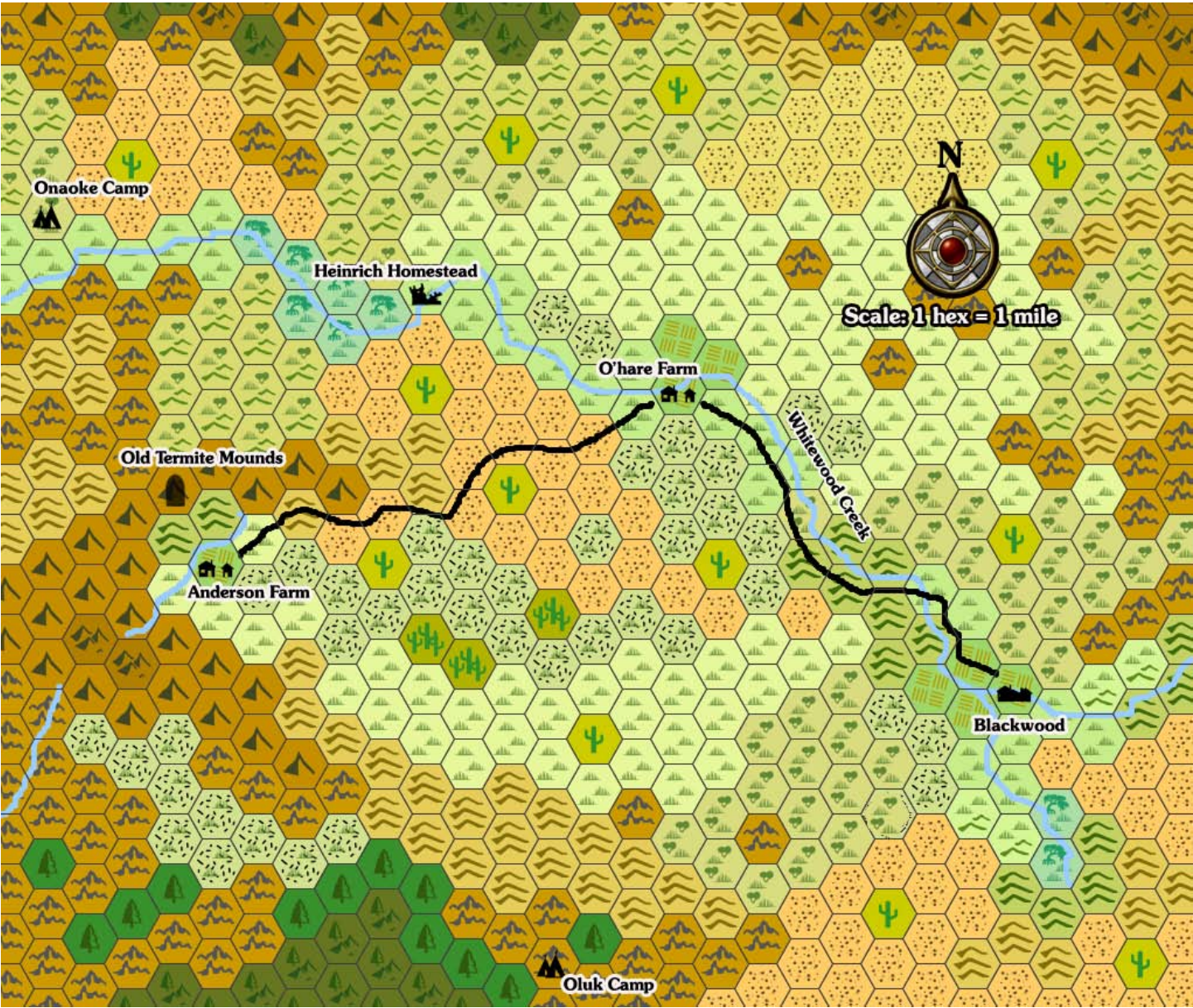
If the players defeat the goblin tribe, they have effectively ended the adventure. This is meant to be just an introductory adventure, and of course you can expand out further if you want. There certainly are a lot of open ended options available to the party. Do they reveal the gold to Anderson? Do they let him lose the farm and buy it themselves from O'Hare? The options are only limited by your imagination.

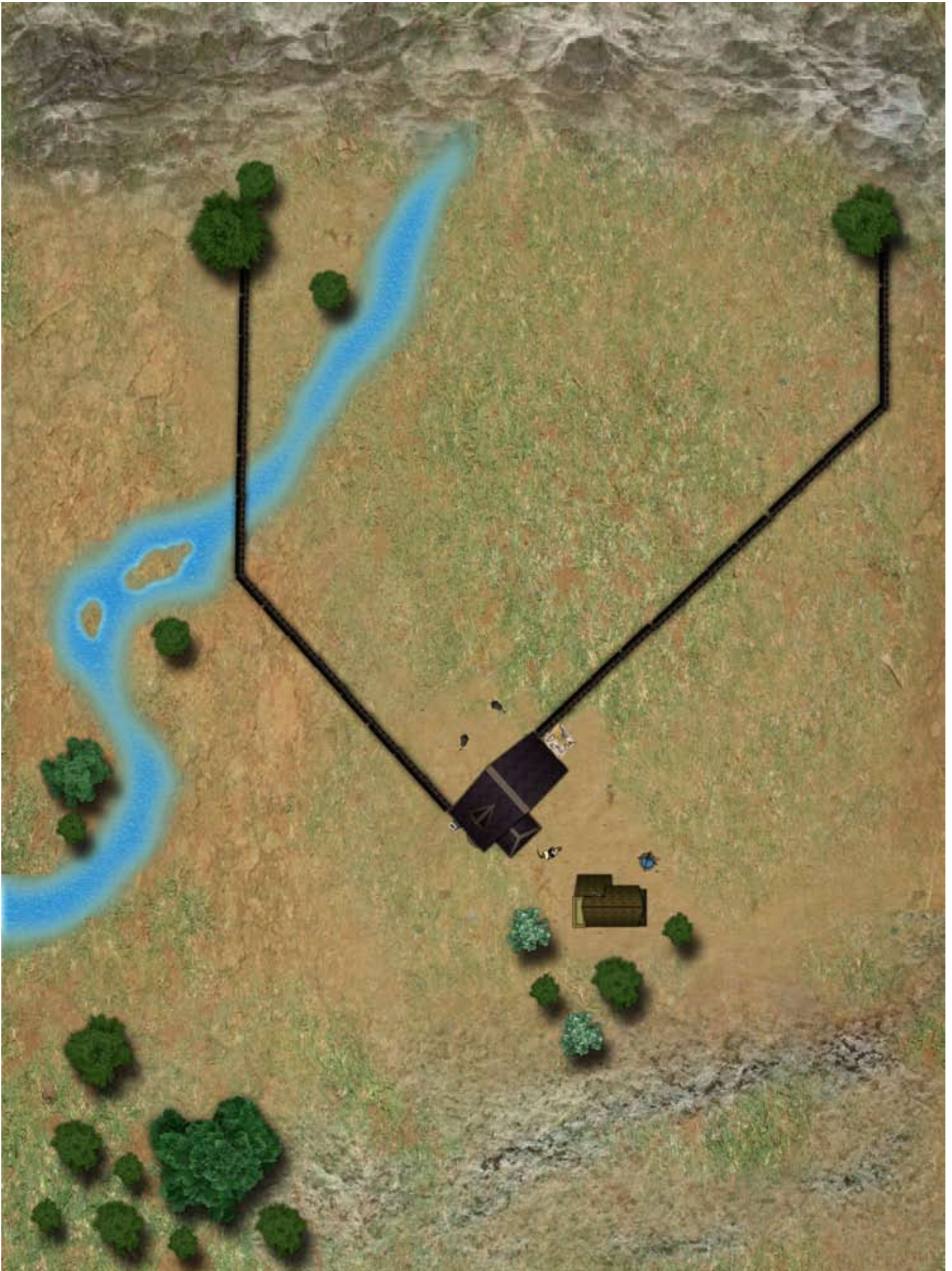
BLACKWOOD

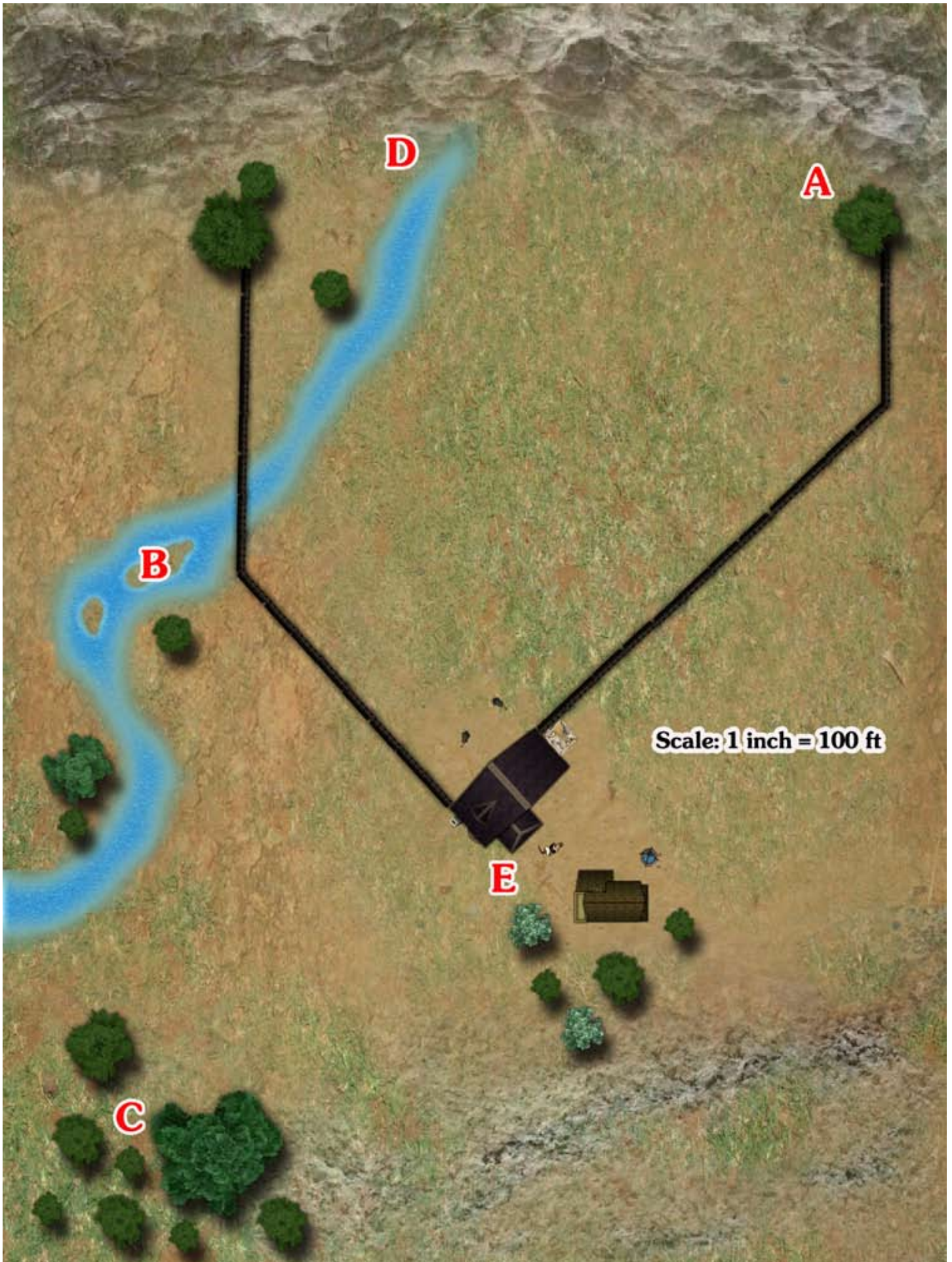


- A: Town Pavilion**
- B: Jackson Saloon**
- C: Doctor's Office**
- D: General Goods**
- E: Ruby's Saloon & Boarding**
- F: Tailor & Cobbler**
- G: Jail**
- H: Blacksmith & Guns**
- I: Livery & Stable**
- J: Bank**
- K: Wild Jim's Saloon**

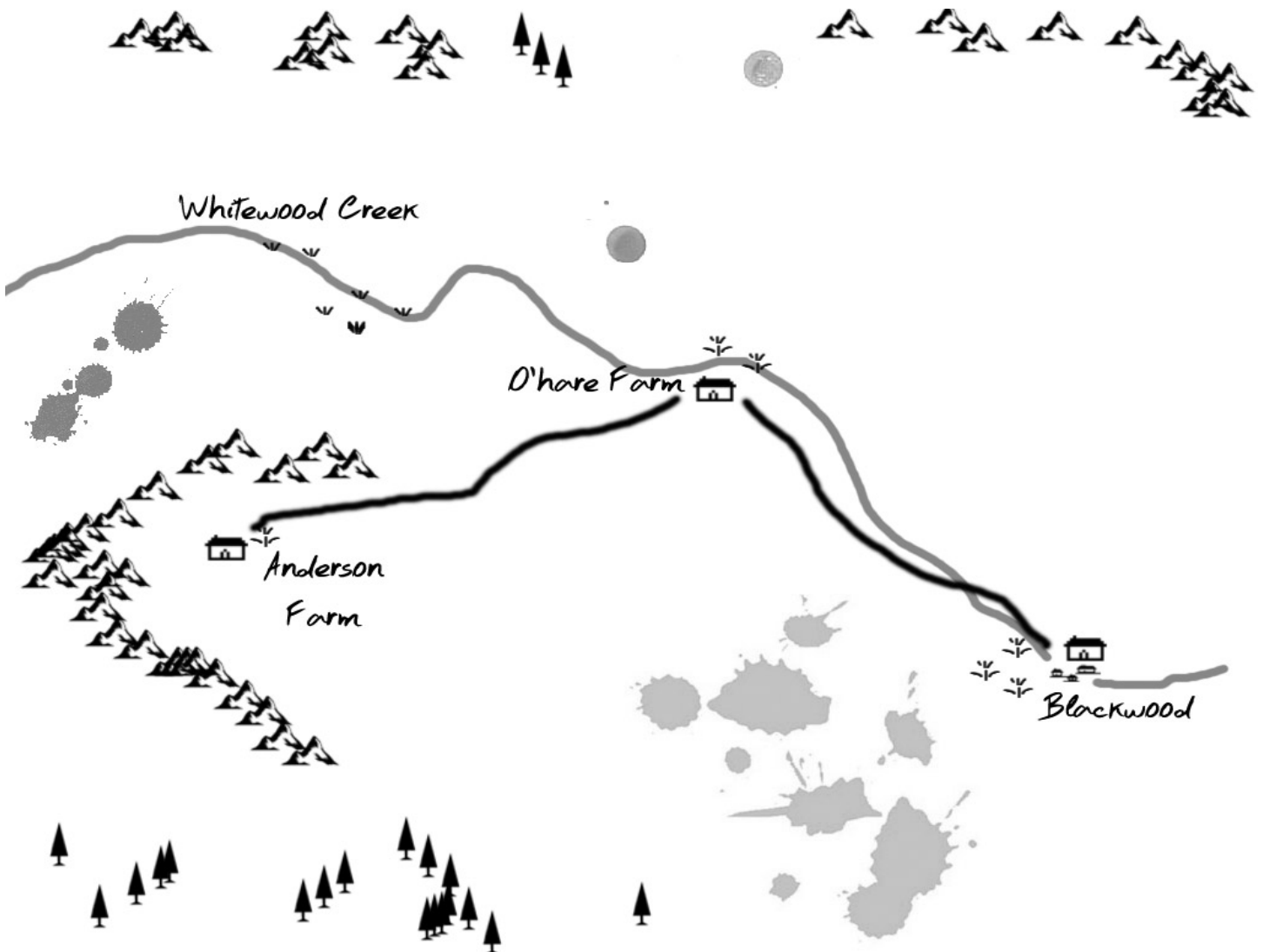
GM's Map







Player's Map



Scale: 1 sq = 10 ft

Termite Mound



Thank You!

Thank you very much for expressing interest in this product. I sincerely hope that you are able to have enjoyable role-playing sessions using this material. I know I've said this many times, but it bears repeating: make the game your own, and you are only limited by your imagination. Don't feel that you are shackled or restrained by any rule in this game. And don't feel that you are constrained to the settings or game world found in this book.

This game was meant to be completely compatible with the B/X fantasy version, which means if you want to import your magic user into Westwater? Go for it. Do you want to have a gunslinger and holy man in your fantasy game? Sure, as long as your group is cool with it.

But above all, have fun!

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WESTWATER

CHARACTER RECORD SHEET

PLAYER NAME	TEAM	POSITION	AGE	HEIGHT	WEIGHT	WINGSPAN	VERTICAL JUMP	3-PT. SHOOTING	FREE THROW	REBOUNDING	ASSISTS	STEALS	BLOCKS	TOURNAMENT PERFORM.
John Smith	Team A	Guard	22	6'2"	180	70"	28"	40%	85%	5	10	2	1	8.5
Jane Doe	Team B	Forward	20	6'5"	200	72"	30"	35%	80%	10	5	3	2	7.0
Mike Johnson	Team C	Center	25	7'0"	250	75"	32"	30%	78%	15	3	4	3	6.0
Sarah Lee	Team D	Guard	21	6'0"	170	68"	26"	45%	88%	3	12	1	0	9.0
David Kim	Team E	Forward	23	6'8"	210	73"	31"	38%	82%	8	7	2	1	7.5
Emily White	Team F	Center	24	6'9"	230	74"	33"	32%	79%	12	4	3	2	6.5
Chris Brown	Team G	Guard	20	6'1"	175	69"	27"	42%	86%	4	11	1	0	8.0
Alex Green	Team H	Forward	22	6'6"	205	71"	29"	36%	81%	9	6	2	1	7.2
Olivia Black	Team I	Center	26	7'1"	260	76"	34"	28%	77%	18	2	5	3	5.5
Benjamin Gray	Team J	Guard	21	6'3"	185	70"	27"	41%	87%	6	9	1	0	8.2

CHARACTER SKETCH

CHARACTER NAME**RACE & CLASS****LEVEL**

ALIGNMENT

EXPERIENCE

NEEDED XP

SAVING THROWS

Adjustment

STR

INT

WIS

DEX

CON

CHA

POISON OR DEATH RAY

MAGIC WAND

PARALYSIS

DRAGON BREATH

SPELLS

ARMOR CLASS

HIT POINTS

WEALTH

\$

GOLS OZ:

SILVER OZ:

[illegible][illegible][illegible]