

ALCHEMICAL GLOG

A Cube of Ooze

by Alchemical Lich

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Based on the GLoG lineage: RELIC, Many Rats on Sticks, Cairn, Runecairn



ACKNOWLEDGMENTS

If you want to see a mash-up of RELIC and Cairn, Runecairn, and Into the Odd, look no further. Important rule changes from RELIC include replacing to-hit rolls with a single attack/damage roll, similar to Cairn and ItO. The attack roll is based on weapon damage dice and attribute bonuses. Different from ItO/Cairn, there is some inherent damage scaling through improving attribute scores and an extra attack feature, which makes it more similar to standard D&D than Cairn or ItO. There are also weapon-based maneuvers. It combines the quickness of the single attack roll, with the leveling- and power-scaling of standard B/X clones, and the class-flexibility of a GLoG.

This version also has only four main attributes: Strength, Dexterity, Wits, Personality (and Luck).

Conversions from B/X are less straightforward, but you might enjoy the different feel of combat.

Many class templates are adapted from Scott Wegener's RELIC and Skerples' Many Rats on Sticks. The Entities are adapted from Skerples' 100 Entities You Can Summon. The Scars table is adapted from Chris McDowall's Electric Bastionland. The Monster Menu rules are based on Coins and Scrolls.

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CHARACTER CREATION

1. Select your **Ancestry**. Choose or roll your PC's traits, such as their physique, face, skin, hair, speech, clothing, virtue, vice, and alignment using the tables below. Choose a name for your PC.

2. Player Characters (PCs) have four regular abilities: **Strength** (STR), **Dexterity** (DEX), **Wits** (WIT), and **Personality** (PER). Each ability has a bonus value. For character creation, simply pick one of the following arrays and distribute the bonuses however you like (or roll one randomly):

1D3 Ability Bonus Array

1	+3, +0, +0, +0
2	+2, +1, +0, +0
3	+1, +1, +1, +0

The fifth attribute is **Luck**. At level 0, each PC has a D3 of Luck. A PC can permanently burn a point of luck to re-roll a **Save**. Luck is gained at the GMs discretion, but typically at the end of an adventure or for heroic and daring actions.

3. Pick or roll for a **Profession**. This describes your broad area of expertise before you started adventuring.

4. Select your first Character Class Template. Templates grant you a number of special abilities and skills. At levels 2, 3, and 4, choose an additional template from any class, always starting with **Template A**, following the **Base Adventurer** Table. At levels 8 and 10 you receive Bonus Templates (you still have to start at Template A for each new class).

5. PCs start with a random assortment of **Gear**, possibly some coin. See the tables below for Gear. Your Character Class will also give you some starting equipment.

6. Note your starting Hit Points (**HP**) and armor value (**AV**).

HP is your **STR Bonus** modified by your level, as indicated on the **Base Adventurer** table below. HP is explained in the Core Rule Section.

AV is a form of damage reduction. Combat is explained in the Core Rules Section. If a PC is not wearing armor, their base **AV** is 0.



STARTING GOLD

STARTING GOLD 1D20		
1-3	4-17	18-20
None. Broke.	2d6	4d6

STARTING DEBT 1D20		
1-3	4-17	18-20
2d100 gp	1d6 x 100 gp	4d6 x 100 gp

1D6 WHO DO YOU OWE?

- 1 A distant uncle
 - 2 Local money lender
 - 3 A group of thugs
 - 4 The local lord
 - 5 A merchant
 - 6 A sketchy wizard
-



RANDOM STARTING GEAR

Roll once for rations, once for dungeoneering gear, and once each on general gear table A and B.

STARTING RATIONS 1D20

1-3	4-17	18-20
None. Hungry.	1 Day	2 Days

DUNGEONEERING GEAR 1D20

1. Caltrops, 20	8. Lamp oil	15. Rope, 50ft.
2. Candles, 5	9. Lantern	16. Sack
3. Chalk	10. Manacles	17. Bag of ball bearings
4. Crowbar	11. Mirror	18. Spikes, 5
5. Grappling hook	12. Padlocks	19. Tinderbox
6. Hammer	13. Pole, 10ft.	20. Torches, 6
7. Holy Water	14. Pulleys	

GENERAL GEAR A 1D20

1. Air bladder	8. Fishing line	15. Nails
2. Bear trap	9. Glue	16. Net
3. Bellows	10. Grease	17. Pick
4. Iron pot	11. Hourglass	18. Rope, 50ft
5. Caltrops	12. Lock-picks	19. Shovel
6. Chisel	13. Shield	20. Tongs
7. Drill	14. Metal file	

**GENERAL GEAR B
1D20**

1. Blank book	8. Horn	15. Rope, 50ft.
2. Bottle	9. Incense	16. Sponge
3. Card deck	10. Instrument	17. Spyglass
4. Cook pots	11. Lens	18. Tar pot
5. Dice set	12. Big wheel of cheese	19. Twine
6. Questionable mushrooms	13. Quill & Ink	20. Bag of charcoal
7. Pliers, loop of wire	14. Small bell	

ANCESTRIES

The list below provides information on some suggested Ancestries. The listed bonuses and weaknesses are only suggestive. Feel free to modify or create your own (Trollkin, Slugling, Automaton, ...).

Classic Ancestries (1d5)

- 1. Dwarf.** Pick one bonus: Lowlight Vision, or Stonecunning. *Weakness:* **PER Save** to bond magic items unless they are weapons or Dwarven-made. The deep earth runs in their blood, and it is jealous.
- 2. Elf.** Pick one bonus: Lowlight Vision, or Glade & Glen (you pass through wild places without trace — the forest closes behind you like water; when traveling through wilderness alone or with other elves you cannot be tracked and you gain +2 when rolling to avoid surprise). *Weakness:* Worked metal sickens you. Wearing forged armor of any sort inflicts the **Poisoned** condition.
- 3. Gnome.** Pick one bonus: Become invisible if you close your eyes, hold your breath, and don't move; or Truculence (**Advantage** on saves vs Charm effects). *Weakness:* Dangerously curious. Cannot resist an unopened door, an unexplored passage, a locked box.
- 4. Halfling.** Pick one bonus: Small and hard to hit — +1 to AV when attacked by larger creatures; or Brave (**Advantage** against fear effects). *Weakness:* Bottomless appetite — you need 1.5 times the rations others require.
- 5. Human.** +1 Item Quick Draw Slot and gain a random piece of gear. *Weakness:* Malleable flesh — -2 saves vs. being mutated or transformed.

Extended Ancestries (1d14)

- 1. Cambion.** Pick a Demonic inheritance, e.g., horns (1d4 damage), forked tongue (improved smell), prehensile tail (can manipulate items). *Weakness:* Cannot tell a direct lie. Can deceive, mislead, and omit with the fluency of a born lawyer.
- 2. Changeling.** Many faces. You can spend 1 **Good Night's Rest** to reshape your appearance for the day. *Weakness:* Not trusted. If people learn what you are, they will never believe another word you say.
- 3. Duergar.** 1/per day turn invisible. Lasts for 1 dungeon turn or until you attack or cast a spell. *Weakness:* Compulsive Greed. **PER Save** to walk away from unguarded treasure.

4. **Fleshwarp.** Mutation. Roll once on the Random Mutations Table. *Weakness:* You rolled on the Random Mutations Table. People cross the street when they see you coming.
 5. **Frogling.** Prehensile tongue (as whip). *Weakness:* Drink twice as much water. Dry climates are agony.
 6. **Gnoll.** Lowlight Vision. Cackle — you can throw your distinctive, bone-rattling laugh to any point within a 60ft radius. *Weakness:* Indolent. You need 12 instead of 8 hours of rest each day to remove Fatigue (8 hours provide all other benefits).
 7. **Goblin.** Improved Smell. Squishy — you can compress your body through gaps that would stop a cat. *Weakness:* Mutator. Whenever you roll on the Scars table, also roll for a random mutation. Your flesh remembers nothing and forgets nothing.
 8. **Jotun-kin.** Huge. You gain extra item slots equal to your STR mod. Calmness — you have **Advantage** on **PER saves** against mind-altering effects. The fury of lesser creatures washes over you like weather. *Weakness:* You eat twice the rations and all your gear must be custom-made (200% of regular prices).
 9. **Kobold.** Cringe. 1/per day you can grovel so abjectly that an attacker suffers **Disadvantage** on their strike. *Weakness:* Fearful. **Disadvantage** when saving against fear effects. You survived this long by being afraid of everything.
 10. **Magpie.** Always know the approximate value of mundane items. The knowledge arrives unbidden, precise, and annoying. *Weakness:* **PER save** or pick up shiny objects. Cannot fly, despite persistent rumors.
 11. **Rockfolk.** Natural AV2 (or +1 AV when wearing other armor). Your skin is stone. *Weakness:* Slow to act. You always act last in **Initiative**.
 12. **Orc.** Relentless. 1/per day you can remove 1 level of **Fatigue** through sheer obstinacy. *Weakness:* **PER Save** to refuse a direct challenge. Honor is a chain, and you wear it willingly.
 13. **Ratfolk.** Scurry. You can Withdraw or Retreat at 1.5 times your regular speed. Improved Smell. *Weakness:* You are uneasy in open spaces and direct sunlight. The sky is too large and too empty.
 14. **Undead.** You don't need to eat or breathe. *Weakness:* You don't heal naturally. You must consume blood or raw flesh to regain hit points. Regular folk will flee from you, or worse.
-

Lowlight Vision. Can see clearly in dim light. Light brighter than moonlight or candlelight negates. Ineffective in complete darkness (windowless room, dungeon, deep cave, etc.).

Improved Smell. You have a keen nose and can determine the location of creatures within a 25ft radius around you (as long as there is not too much wind).



PROFESSIONS

Professions represent hard-won expertise from a life before adventuring. There are no explicit skills in this game. Tasks are either resolved by simply letting them happen or through a **save**. If a PC can make a convincing case that their profession is relevant to a task, they make the save with **Advantage**.

Roll 1d20, or choose.

1D20	PROFESSION	TRADE GOOD
1	Barber-Surgeon	Surgical tools, bandages
2	Blacksmith	Steel tongs, hammer
3	Butcher	Cleaver, side of meat
4	Farmer	Hen, sack of grain
5	Forester	Hand axe, herbs (1 lb.)
6	Grave Digger	Shovel, tallow candles (6)
7	Hedge Alchemist	Glass vials (6), 1 flask of oil
8	Herbalist	Mortar and pestle, dried herbs (1 lb.)
9	Hunter	Skinning knife, deer pelt
10	Mariner	Rope (50'), sailcloth
11	Mason	Chisel, fine stone (10 lbs.)
12	Merchant	10 gp in mixed coin
13	Miner	Lantern, pick

1D20	PROFESSION	TRADE GOOD
14	Outlaw	Leather armor (light), mask
15	Rat-Catcher	Net, small cage, a worrying familiarity with sewers
16	Scribe	Quill, ink, parchment (10 sheets)
17	Servant	Livery, locket, a keen sense of when to disappear
18	Smuggler	Waterproof sack, false-bottomed chest
19	Soldier	Shield, 5 sp in back pay
20	Tinker	Pliers, wire, small bag of nails



ADVANCEMENT

EXPERIENCE POINTS There are several ways for PCs to earn XP:

- PCs receive 1 XP per gold coin of treasure recovered.
- Problem solving (100-500 XP).
- Achieving adventuring goals and exploration discoveries (25-1,000 XP)
- 10 XP per 100 gold coins per coin spent on carousing.
- Besting monsters.

When a PC gains a level, consult the **Base Adventurer** table and adjust HP, Ability Bonuses, and Templates, etc.

To advance a level, PCs need to spend **Current level X 1 week** in downtime training and **Current level X 1,500 gc** in training costs.

Until Level 5, no **Ability Bonus** may be higher than +3. Until Level 8, no **Ability Bonus** maybe be higher than a +4. The maximum Ability Bonus for any stat is +5.

At levels 1–4 select a new **Class Template**. Every time a template is selected from a new class, begin with **Template A**. Multi-classing is easy and encouraged. At level 8 and 10, you receive a bonus template.

THE BASE ADVENTURER

Level	XP	HP	Class Template	Ability Bonus	Max Bonus
1	0	STR+8	1	-	+3
2	2,000	STR+10	2	+1	+3
3	4,000	STR+12	3	+1	+3
4	8,000	STR+14	4	-	+3
5	16,000	STR+16	-	+1	+4
6	32,000	STR+18	-	+1	+4
7	64,000	STR+20	-	+1	+4
8	128,000	STR+22	Bonus Template	-	+5
9	256,000	STR+24	-	+1	+5
10	384,000	STR+26	Bonus Template	-	+5

For more detailed rules on carousing, training, and downtime activities, see *On Downtime and Demesnes*.



PLAYING THE GAME

Abilities

This game has **four abilities**: Strength, Dexterity, Wits, and Personality. There is no Intelligence, Wisdom, Constitution, or Charisma — their territory is absorbed by the four below. If you are porting content from another OSR system, map legacy stats as follows:

Legacy stat	Maps to	Notes
Constitution	STR	STR covers resisting poison, sickness, and cold.
Intelligence	WIT	
Wisdom (perception, lore, focus)	WIT	
Wisdom (willpower, resisting fear / charm / compulsion)	PER	
Charisma	PER	

The Four Abilities

- **Strength (STR):** Melee attacks and saves requiring physical power — lifting gates, bending bars, leaping a chasm. Also used to resist poison, sickness, and cold.
- **Dexterity (DEX):** Ranged attacks, delicate tasks, moving silently, and saves requiring poise, speed, and reflexes.
- **Wits (WIT):** Saves requiring perception, recalling obscure knowledge, concentration and precision — wielding magic, deductive reasoning, logic, cleverness, and wisdom.
- **Personality (PER):** Saves to persuade, deceive, interrogate, charm, provoke, or read a person. Also used to resist magic, fear, and compulsion through sheer willpower. Your PER bonus is added to Reaction Rolls.

Saving Throws

Saves are the default resolution mechanism in this game. The default difficulty for saves is 12.

Saves occur when a PC attempts something where the outcome is uncertain and failure has consequences. Rolls are risks. Good plans mean less risk and fewer rolls. Poor planning can mean lots of risky rolls.

The Referee may say “**PER Save**” or ask for a “**DEX Save**”.

To make a **save** roll 1d20 and add the applicable **Ability Bonus**. A result of **12+** is a success.

Saves are not necessarily a binary pass/fail resolution mechanism.

Consider if a failed **save** will stall the game. If not, let the PC fail and suffer the consequences. If a failed **save** would negatively impact the

flow of the game, try introducing a complication instead. Think of it as success at a cost.

A failed **save** might mean that the Thief picked the lock, but their tools break. The Fighter misremembers a bit of gossip and tips off the guards to their deception. The Wizard scours the archives for a critical bit of lore, but alerts their enemy's agents.

Critical Success and Failure

Rolling a **natural 20** on a save is a **critical success**: the PC succeeds and gains a small boon — a free action, a bonus to their next related roll, advantage on a follow-up, or some other narrative upside.

Rolling a **natural 1** is a **critical failure**: the PC fails and suffers a complication relevant to the situation at hand.

A PC who succeeds on a save by a margin of **5 or more** (without rolling a natural 20) may also be granted a small boon at the Referee's discretion — success with style.

Advantage & Disadvantage

Not all **saves** are equally difficult.

An old castle wall may offer easy hand- and footholds to a climber. A glass tower could be nearly frictionless. Having proper tools or foreknowledge of a situation can increase the odds of success.

Likewise, trying to sneak past alert guards in broad daylight will be significantly more difficult than sneaking past drowsy guards on a moonless night.

When making a **save** with **advantage**, roll **2D20** and use the higher result. Use the low result if making a **save** with **disadvantage**.

Adjusting DCs

The standard DC should be adjusted when facing an especially difficult or easy task.

One useful rule-of-thumb relies on level and HD differences. To calculate the adjustment, compare the difference between the PC's level and the task's or opponent's level/HD (representing an average difficulty for a PC of that level). If the difference is larger than 1, adjust the DC by the difference. E.g., a 1 HD creature saving against a magical spell by a 2nd-level PC faces a standard DC of 12. The same 1 HD creature facing a 3rd-level character now has to roll 14 or higher to pass. Conversely,

a 4th-level PC trying to open a lock of level 9 with a **DEX save** would face a hefty +5 increase of the standard DC to 17.

This rule of thumb is particularly useful for Saves involving spells or combat maneuvers.

Opposed Saves

When two or more characters have mutually exclusive goals but aren't in combat, resolve the contest with an opposed save.

PCs describe their actions and make a save using the appropriate ability. The active PC rolls against DC 12, modified by the opposing character's matching ability bonus and by any level/HD difference between the contestants (see **Adjusting DCs** above). A success counts in favor of the active PC; a failure is a success for the opposing NPC.

If the contest requires two or more successes to win, count a critical success as two successful saves and a critical failure as two failures.

Improving the Odds

A PC can improve their odds of success in many ways, the most obvious being by deploying items from their inventory.

Breaking down the door before the gelatinous cube reaches the party is a lot easier with a crowbar or sledgehammer. Finding a tomb in a burning library is easier if a PC knows what it looks like.

In these cases, Referees can award **Advantage** on a save. It does not have to be the first roll, but the PC must declare they are using the bonus before they attempt the save. Using gear this way causes wear and tear — see Usage Dots.

Aid

How many PCs can aid another is situational and up to the Referee. It's hard to imagine how anyone could help a thief pick a lock, but they might help disable a trap. How many PCs can kick down a door? Can the illiterate Barbarian help the wizard conduct research?

To receive **aid**, give the main PC involved in the **save** or **opposed save Advantage**. NPCs cannot provide aid.



DUNGEON TURNS

Turns are 10 minutes long or can be abstracted to represent the time it takes to change the state of the party in-game.

It takes 1 Turn to search an area for traps and secret doors, move to a new area of the dungeon, pick a lock, resolve a combat, listen at a door, etc.

More complicated actions will take longer.

TURN ORDER	
1	Party moves, maps, enters rooms, listens at doors, searches, etc.
2	On every second turn, the Referee rolls the encounter die.
3	Resolve encounters (distance, surprise, reactions, possible combat).
4	Track light sources & ongoing spells, recover arrows/bolts.
5	Turn ends.

The Encounter Sequence

When the party moves into a new area or spends time on an exploration activity, advance time by 1 dungeon turn.

Roll the encounter die **every other** dungeon turn and interpret the results. More dangerous areas might trigger more frequent encounter die rolls.

If the PCs are moving cautiously, or have a Hunter in the party, they get the omen before the encounter and spot signs of traps. The fun part isn't noticing the trap, it's how the PCs deal with it. Use common sense and inventory items.

PCs moving quickly or incautiously may get a chance to make a **WIT Save** to notice a trap (Referee's discretion). Otherwise, they find traps via HP and hirelings. You can cover twice as much ground between encounter rolls when moving quickly. It's a gamble whose risks must be weighed.

ENCOUNTER 1D6

- 1 Wandering monster appears at a distance of $2d6 \times 10'$ away.
2–6 Nothing of note occurs
-

VARIABLE ENCOUNTER DIE If you don't like the static nature of a 1-in-6 wandering monster, consider rolling a D20 and a wandering monster appears when you roll on or under **T**, where **T** is the number of turns that have passed.

ENCOUNTER 1D20

- =<T Wandering monster appears at a distance of $2d6 \times 10'$ away.
>T & even No monster, but a clue or omen
>T & odd Nothing of note occurs.
20 Rest for 1 Turn or suffer fatigue.
-

ENCOUNTER DISTANCE Dungeon: $2d6 \times 10\text{ft}$ Wilderness: $4d6 \times 10$ yards (1d4 if surprised)

SURPRISE A check for surprise is made by the side/s that are not expecting the encounter. A monster waiting quietly in the dark for an incautious party would not roll for surprise. The PCs would. Light sources can be seen a mile away.

Make a **WIT save** with **DC 6** for each PC to determine surprise. Any surprised groups cannot act in the first round of the encounter. However, a group that is not surprised gets one free round of actions.

REACTIONS When the PCs encounter an NPC whose reaction to the party is not obvious, roll 2d6 and consult the following table. Add the **PER bonus** of the PC interacting with the NPC.

REACTION 2D6

- 2 Hostile. Immediate attack.
3–6 Unfriendly. Possible attack.
7–9 Neutral.
10–11 Friendly. Monster/NPC leaves or considers offers.
12+ Helpful. Enthusiastic friendship
-

FATIGUE Excessive activity — sprinting, forced marches, skipped meals — inflicts **Fatigue**. See Fatigue for the full rules.



FATIGUE

Fatigue represents exhaustion, hunger, and the slow grind of adventuring life. Each level of **Fatigue** occupies **1 Inventory Slot** — as Fatigue accumulates, a PC runs out of room to carry gear and quickly becomes Encumbered.

Gaining Fatigue

A PC gains 1 level of Fatigue whenever they:

- Sprint repeatedly or push themselves to physical exhaustion.
- Skip a night of camping while traveling overland (see Exploration and Travel).
- Miss a meal (a PC needs 2 rations per day — one level per missed meal, see Making Rations).
- Suffer certain weather or environmental hazards (see the Weather Table in Exploration and Travel).
- Trigger specific spell, class, or monster effects that call it out.

Removing Fatigue

Fatigue clears during rest:

- **Lunch** (a midday short rest with food) removes 1 level.
- A **Good Night's Rest** (~8 hours in a safe place, with rations) removes all Fatigue.

The Death Spiral

At **5 levels of Fatigue** a PC collapses. They are conscious but in a death spiral: if they do not consume a ration or healing potion within **1 Turn**, they die. Rest alone will not save them.



CONDITIONS

CONDITION	EFFECT
Blinded	Attacks against you have advantage. You can only attack something that you are in physical contact with. DEX Saves are made with disadvantage.
Charmed	Cannot attack the creature that charmed you. Charmer has advantage to reactions and social interactions with anyone they have charmed. PER Save to end, unless a spell or magic item provides other rules.
Deafened	Auto-fail any saves that rely on hearing alone.
Fatigued	Each level of Fatigue takes up 1 Inventory Slot. At 5 levels of Fatigue, a PC collapses and enters a death spiral. See Fatigue for full rules.
Frightened	PER Save to resist and end effects. Disadvantage on saves, attacks, etc. while you can see the source of your fear. Cannot willingly move closer to the source of your fear.
Grappled	Cannot move. Spend an action to make a STR Save to escape (negative modifiers may apply). You can move normally after breaking free.
Incapacitated	Cannot move or speak. Cannot take actions or reactions. Auto-fail DEX Saves .
Invisible	Can still be heard, smelled, etc. Advantage to Move Silently & Unseen . Attacks against you have disadvantage. Your attacks are made with advantage.
Paralyzed	See Incapacitated. Auto-fail STR and DEX Saves . Attacks against you have advantage.

CONDITION	EFFECT
Petrified	See Incapacitated. You and all non-magical gear transform into a solid inanimate substance. Weight increases by factor of 10. Attacks against you have advantage. Auto-fail STR and DEX Saves .
Poisoned	Disadvantage on Saves and attack rolls. STR Save to end.
Prone	Movement reduced by 75%. 50% the round you stand up. Melee attacks against you have Advantage. Ranged attacks are at Disadvantage .
Restrained	See Grappled. While being restrained, attacks against you have advantage and you cannot attack. Spend an action to make a STR or DEX Save (determined by the Referee) to escape(negative modifiers may apply). You can move normally after breaking free.
Stunned	Your attacks and saves are made with disadvantage. Attacks against you have advantage.
Unconscious	Drop whatever you are holding. Auto-fail STR and DEX Saves . Attacks against you have advantage. If you take damage, incur an automatic wound.



COMBAT

The Combat Round

A Round of combat lasts 10 seconds. A PC can move and perform a single action during a round. This action may be casting a spell, making a second move, making an attack, retrieving an item from inventory, attempting a combat maneuver, or any other action deemed reasonable

by the Referee. Some PCs may have access to **Reactions**, which can be taken out of initiative order (and only once per round).

Combat Sequence

1. Declare scroll or grimoire casting. Declare Fighting Withdrawal or Retreat.
2. Roll Initiative.
3. Winning PCs take their turn.
4. Enemies take their turn.
5. Losing PCs take their turn.

Initiative

At the start of every round, every PC makes a **DEX Save**. On a success, the PC acts before the enemies. On a failure, they act after the enemies. The Order of Combat still applies. Spellcasters casting from a book or scroll have to declare so before initiative is rolled. They automatically fail their initiative test.

Taking A Turn

MOVEMENT & DISTANCE

Outside of combat, movement is generally abstracted. In combat it is more important to know where everyone is in relation to one another and how far they can move or shoot.

A lightly armored creature can move 40ft per combat round. A creature wearing medium or heavy armor receives additional movement penalties (see **Armor** table). An encumbered creature moves at half their normal rate. Each level of fatigue reduces movement speed by 5ft.

Some creatures may move faster or slower as noted by their Character Class.

Once a creature has entered melee with an enemy, they cannot move away without declaring a **Fighting Withdrawal** or **Retreat**.

ATTACKING Attacks and damage are handled in a single roll:

- **Melee Attacks:** Roll weapon damage +**STR**.
- **Ranged Attacks:** Roll weapon damage+**DEX**. Cannot be used if Close to the target. Shooting into a melee incurs **Disadvantage** on the damage roll.
- **Multiple Attackers:** If multiple attackers target the same enemy, only the highest damage roll is used.

Tactical note: ganging up on one enemy is inefficient — only the best roll counts. Instead, have allies use **combat maneuvers** (Grapple, Knock-Down, Trip, Disarm) to create Advantage or impose conditions on the target, while the strongest attacker deals the damage. Alternatively, spread your attacks across multiple enemies to take them down faster. This is the single most important tactical difference between this game and other RPGs.

- **Two Weapons:** Roll Damage for both weapons and keep the highest single die.
- **Advantage:** Roll your damage roll twice and use the better result.
- **Disadvantage:** Attacks that are at Disadvantage, such as firing through cover, roll their attack twice and take the worse result.

If your character has the **Extra Attack** feature, you can attack a second time on your turn (or attempt a combat maneuver). If this ability is gained from multiple templates, it does not give you any additional attacks.

PUSH YOURSELF Any PC can decide to **push themselves** in a combat round. This gives the PC an extra **Action** that can be used for a physical activity, e.g., another attack, maneuver, or movement (i.e., no spellcasting) at the cost of 1 **Fatigue**. This can only be done on your own turn and once per round.

DAMAGE Incoming damage is reduced by the target's AV, unless otherwise noted (magical damage typically bypasses armor). Damage from melee attacks can never be reduced below 1 by regular armor (creature immunities can reduce damage to 0), while ranged attacks do not receive this benefit.

When an individual takes damage, they lose that much HP. If they take more damage than their remaining HP, they have taken **Critical Damage**. They have to make a **STR Save**, modified by the excess damage. On a success, they stay conscious but take a **Wound**. A **Wound** takes up an inventory slot and incurs a penalty on all saves of -1. A character that incurs **Wounds equal to their STR bonus+1** dies. On a failure, the PC goes unconscious and rolls on the **Scars** table when waking up.

CRITICAL SUCCESS When you roll the maximum on your weapon damage die, you land a critical hit. This may trigger a special effect, based on your weapon type.

DODGE If your AV is 2 or lower, a character can take a **Reaction** to Dodge a melee attack. This can only be done once per round and has to be declared before the attack roll. The character needs to be able to see

the attack coming. Make a **DEX Save** and incur 1 **Fatigue**. If successful, you take **no damage**. If unsuccessful, reduce the incoming damage by 2 before applying AV.

HELD ACTIONS A creature may hold their action until a specified circumstance triggers it. Held actions not resolved during the round they are declared are lost.

FIGHTING WITHDRAWAL The creature in melee moves backwards at up to half their movement rate.

RETREAT The creature turns and flees from melee, moving up to their full movement rate. This round: the creature may not attack; their opponent's attacks have **Advantage** and ignore any AV bonus due to shields. If the creature loses Initiative, their enemies still get to take advantage of these benefits, despite the creature not having moved yet.

COMBAT MANEUVERS

Based on the **weapon** used, PCs have access to special tricks during combat, called **maneuvers**:

MANEUVER	DESCRIPTION
Aim	Pick a target. Forego your attack this turn and gain Advantage on the next attack and ignore 2 points of AV on the same target.
Block	Reaction. Costs 1 Fatigue . Raise your shield to block an incoming melee attack. Reduce incoming damage by an extra five points.
Brace	Reaction. Costs 1 Fatigue . When an enemy moves in to attack, brace and roll a free attack yourself before being hit.
Charge	Move an extra 15ft and attack with Advantage . Costs 1 Fatigue .

MANEUVER	DESCRIPTION
Disarm	Attack to disarm your enemy. Instead of rolling for damage, their weapon lands 2d6x10 feet in a random direction. Target gets to make a STR Save to avoid being disarmed, modified by your STR or DEX (PC's choice).
Feint	Attack and ignore 1 point of AV. Costs 1 Fatigue .
Grapple	Attempt to hold your opponent. Your target makes a STR Save (modified by your STR bonus). On a failure, the target cannot move and their attacks against you have Disadvantage . The target can attempt a new STR Save on their turn to break free.
Knock-Down	STR Save . On a success, your target takes STR mod damage and is knocked prone. Melee attacks against them have advantage until the end of your next turn. Target may stand up but this counts as their movement.
Parry	Reaction . Costs 1 Fatigue . Parry an incoming attack. Roll your own damage and subtract from the incoming attack. If you roll higher than the enemy, you take no damage.
Reckless Attack	Costs 1 Fatigue . Roll your attack with Advantage .
Shove	STR Save and shove an enemy 5' backwards. You still cause STR mod damage (add flat modifiers from abilities or magic items).

MANEUVER	DESCRIPTION
Shield Bash	Costs 1 Fatigue . Attack and cause STR mod damage (add flat modifiers from class abilities or magic items). Target has to make a STR Save or become Stunned for one round. Stunned creatures have Disadvantage on their attacks and saves and attacks on them have Advantage . Some creatures may be immune to being stunned.
Trip	DEX Save to trip the target. On a success, the target falls prone and melee attacks against them have Advantage until the end of your next turn. Target may stand up but this counts as their movement. You still cause STR mod damage (add flat modifiers from class abilities or magic items). Targets that are much larger than you get a STR Save or may be immune to being tripped (up to the GM).
Crippling Shot	Costs 1 Fatigue . Roll for attack. If you cause damage, your target's movement is reduced to 0 for 1 round. The target must make a DEX Save with Disadvantage to move at all.

MOUNTED COMBAT

Being on a mount in combat lets you exchange your character's movement for the mount's. A horse and warhorse both have a 60ft movement.

If you take critical damage while mounted, you must succeed a **DEX save** to not fall prone on the ground. If your mount is a warhorse, you gain +2 to this roll.

Mounted PCs have access to the **Charge** maneuver.

MORALE

Monsters and NPCs all have a morale rating, usually between 5 and 9. When they face more danger than they expected, the Referee makes a **morale roll** by rolling 2d6 and comparing the result to the NPC's morale rating. If the roll is higher than the rating, the NPC will attempt to flee, retreat, or parley. Two successes: If a monster or NPC makes two successful morale checks in an encounter, it will fight until killed, with no further checks necessary.

Morale rolls can be triggered by drawing first blood, defeating half of an enemy group, defeating a group's leader, or reducing a solo enemy to half HP. Other effects may trigger a morale roll at the Referee's discretion.

Retainers also make morale rolls when they aren't paid, their employer dies, or they face extraordinary danger. Morale may be improved by paying retainers more and treating them well.

HEALING

Assuming you have survived...

1. Lunch. Heals a character for 25% of their max HP (round up). Lunch takes 1 hour, requires a safe place, and consumes 1 ration. **STR Save** to remove 1 **Fatigue**.

2. A Good Night's Rest. Restores all HP, removes 1 **Wound**, and all **Fatigue** (see **Fatigue**). Requires 8 hours of rest, a safe place, a fire or heat source, and consumes 1 ration. For PCs with **MD**, all of your **MD** return if you get a **Good Night's Rest**. If you didn't sleep well, your rest was disrupted by a hazard, or combat, you do not automatically remove **Fatigue** or recover **MD**. Make a **STR Save** for each level of **Fatigue** to remove it despite a poor rest. Make a **PER Save** for each **MD** to have them return to your pool anyway. Test for Random Encounters once.

3. Magical Healing. Usually in the form of potions or spells, heals a character for 50-75% of their max HP (round up). Ruinously expensive; 10gp per 10% of HP restored. Otherwise works as Lunch and requires 1 hour to take effect.

Unless found in a dungeon (scrolls/potions) magical healing can be obtained from a temple or large shrine. Useful for curses, plague, ampu-

tated limbs, death, etc. Large donations to the temple are required in exchange. The gods heal; they do not heal cheaply.

Scars Table (1d12)

Adapted from Chris McDowall's Electric Bastionland.

1. Battle Scar. A part of you is marked forever. Roll 1d6: 1: Eye, 2: Cheek, 3: Neck, 4: Chest, 5: Stomach, 6: Hands. The wound heals ugly but strong. Increase STR bonus permanently by +1.

2. Shaken Nerves. You stammer. Your hands tremble. After you find something to steady yourself — drink, a quiet corner, a comrade's voice — increase your DEX bonus permanently by +1. You learned to flinch before the blow lands.

3. Hobbled. Something in your leg is wrong now. Until fixed, movement is halved. Requires a barber surgeon or cleric. Reduce DEX bonus permanently by -1.

4. Ruined Face. You spit teeth and blood. Your jaw is wrong. **Disadvantage** on NPC Reaction Rolls and social interactions until a surgeon sets it right. Reduce PER bonus permanently by -1.

5. Bloody Mess. You need stitches, badly. You cannot gain the healing benefits from Lunch. Potions and a Good Night's Rest are only 50% effective until treated by a barber surgeon or cleric. Once healed, increase STR bonus permanently by +1. What knit back together is harder than what was there before.

6. Punctured Organ. Something vital is failing inside you. You can feel it leaking. You die if you take more than 5 points of damage from a single blow after healing, or are reduced to 0 HP again, before seeing a barber surgeon or cleric. Reduce STR bonus permanently by -1.

7. Enlightening Concussion. You are delirious for 1d4 Turns. In the fever-dark behind your eyes you glimpse something vast and true. Increase WIT bonus permanently by +1.

8. Torn Limb. A limb is severed or mangled beyond saving. Must be amputated by a barber surgeon or cleric, or you die of rot. Roll 1d4: 1: Hand, 2: Arm, 3: Foot, 4: Leg. Reduce STR bonus permanently by -1.

9. Splintered Mind. Something broke that was not bone. You cannot gain the healing benefits from Lunch. Potions and a Good Night's Rest are only 50% effective until you spend a whole evening unburdening yourself to someone who will listen. Reduce WIT bonus permanently by -1.

10. Shattered Ego. You are struck down in a way that shames you. If you achieve revenge — specific, deliberate, personal — increase your PER bonus permanently by +1.

11. Fractured Skull. Your skull cracked. You are not quite who you were before. Reduce WIT bonus permanently by -1.

12. Doomed to Die. You should not have survived. You know it. The knowledge sits in your chest like a stone. You die if you take more than 5 points of damage from a single blow after healing, or are reduced to 0 HP again, before making an appropriate offering to whatever gods you believe in. Requires visiting a temple, shrine, or other holy place. Increase an ability bonus of your choice permanently by +1. You have been given time. Spend it wisely.



EXPLORATION AND TRAVEL

Hex Crawling

A typical hex represents 6 miles. An adventuring day is divided into 6 **Watches** of approximately 4 hours each. Two of these phases, approximately 8 hours, must be spent camping in order to avoid becoming fatigued. In each Watch, the following procedure is followed:

1. Action: The party decides on one exploration action for that turn.
2. Event Roll: The GM rolls on the event die for encounters and other random events if required by the Action.
3. Resolution: The action and event rolls are resolved.

Exploration Actions

The party may choose one of the following standard actions each 4-hour wilderness Watch.

- **Travel:** passing through a hex and into an adjacent one. On roads marked on the map, the party travels through two hexes (three if mounted). Offroad, one hex is traversed. There is also a 2-in-6 chance, when traveling off-road, of getting lost. This is increased to 3-in-6 in hexes classified as difficult terrain. An experienced woodsman decreases the chance of getting lost by 1-in-6. If players get lost, they will need to spend the next turn using the “search” action to reorient themselves. The effects of getting lost are rolling 1d6, assigning a number to each side of the hex, and moving the

players one hex off course in that direction. Once the PCs enter a new Hex, obvious features are revealed. Major features of neighboring features can be determined from a suitable vantage point. After resolving the action, roll on the **Event Table**.

- **Explore:** Looking for interesting features within a hex. There is a 4-in-6 chance of discovering a hidden location in the hex description. Difficult terrain reduces this to 3-in-6. An experienced woodsman increases the chance by 1-in-6. Roll on the **Event Table**.
- **Interact:** Staying in the current location (e.g. exploring a dungeon, town, etc).
- **Camp:** Resting and/or sleeping. PCs should determine watches and need the right supplies for a **Good Night's Rest**. Roll on the **Event Table**.
- **Hunt & Forage:** The party collectively replenishes their supplies from the wilderness. 1d4 rations are gained per character (apply negative modifier for harsh environments). **Barbarians, Hunters, Vagabonds & Quartermasters** or PCs with an applicable professional background make a **WIT Save** to roll an additional 1d4 for the party. After resolving the action, roll on the **Event Table**.

Fatigue: PCs gain 1 level of Fatigue each night they skip Camp.

Event Table

<hr/>	
1D6	EVENT
<hr/>	
1	Encounter
2	Weather change
3	Location
4	Hazard
5-6	Uneventful

UNEVENTFUL: The hours pass without incident. The quiet is not necessarily a comfort.

WEATHER CHANGE: Roll on the weather table or decide how the weather conditions improve or worsen. Assume they don't change again until another Weather Change result.

ENCOUNTER: Based on the time of day and the party's activity, generate an appropriate encounter using your method of choice.

HAZARD: The party encounters an environmental threat — washed-out trails, sinkholes, rockfalls, tainted water, unstable ground. Something that tests their resources and their nerve.

LOCATION: The party stumbles upon a hidden location within the hex, or a known one if they set out to reach a specific location.

Weather Table

2D6	WEATHER
2	Something fell from the sky. Roll a d6: 1. skulls, 2. blackened bones, 3. severed heads (mouths still working), 4. headless corpses, 5. offal and ruined meat, 6. translucent figures that crawl and moan before dissolving. 20% chance the fallen things rise and attack everything nearby.
3	Killing cold. Temperature plummets. Find shelter or make a STR Save to avoid gaining 1 level of Fatigue . Consume 1 extra ration. Breath freezes on beards and armor clasps.
4-5	Strong winds. If this result is rolled a second time, the wind becomes a hazard — debris flies like shrapnel, visibility collapses, fires are torn from their pits.
6-8	Clear skies. Pleasant weather. Enjoy it while it holds.
9-10	Rain. If this result is rolled a second time it becomes a downpour — trails become streams, rivers swell, the world turns to mud. A downpour causes a level of Fatigue .
11	Brutal heat. Find shade and water or make a STR Save to avoid gaining 1 level of Fatigue . Consume 1 extra ration. Metal armor becomes an oven.

2D6

WEATHER

12

Hungry Fog. It rolls in low and dense, pressing against doors and windows. Within the fog, something hunts — a vast, formless stomach trailing sucking tendrils. It breaks through barricades. Those caught are lifted, paralyzed, and slowly dissolved in layers. Lasts 1d6 hours. What it leaves behind: bones, shoe-leather, and keychains, heaped in the square like an offering.

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ADVENTURING ODDS AND ENDS

Rumors

Every tavern, crossroads, and market stall is thick with talk — some of it true, most of it not, all of it potentially lethal. PCs may attempt to learn rumors from NPCs they encounter in a steading or on the road. To discover a rumor make a **PER Save**.

Good role-playing, plying the NPC with food and drink, flattery, or coin may allow them to roll with a bonus or advantage.

Upkeep

Adventuring is occasionally profitable and always expensive.

The ongoing costs of maintaining gear, paying municipal fees and tithes, burning candles to study grimoires in rented cells, surrendering cuts of recovered treasure to whichever local lord claims the land it came from, and the considerable quantities of drink and other substances required to quiet the things one has seen underground — it all adds up.

This can be abstracted as *Level x10 gp per week*.

As PCs gain levels and their appetites grow to match their power, any time the party returns to town from adventuring roll 1d6 to determine

how many *weeks* pass before their next expedition. If it is winter, roll 1d4 to determine how many *months* since the party last ventured out.

If the party can't pay their bills then they are in debt. Some creditors will accept repayment in coin (with interest). Most will want repayment in the form of a task — and the tasks debtors are given are never the safe kind.

Upkeep is an abstraction. As PCs gain levels and acquire treasure their ability to exert influence on the world increases. They may wish to open a tavern, build a keep (usually requires a grant of land) or a wizard's tower. They may be granted a fief by a local noble — a reward that comes with its own leash.

These things all have associated costs and responsibilities that can replace *Upkeep* at the Referee's discretion.

Monster Menu

Rules for harvesting monsters and magical creatures for consumption and profit.

Untrained PCs have a 1-in-6 chance of successfully finding and preparing food scavenged in a dungeon or wilderness. A failed roll means the ingredients are ruined — or worse, improperly prepared.

It will take 1d4+1 hours to prepare such a meal.

The following add +1 to the chance of success up to a maximum of 4-in-6:

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- A. Fire

 - B. Water (1 gallon min.)
 - C. Pots & pans
 - D. Proper utensils
 - E. Spices
-

Character classes that make specific mention of prepping meals (Beastmasters, Quartermasters, Hunters) are considered trained and competent in this area and need not make a roll to succeed. Additionally these classes only require 1 hour to prep and cook a meal/prepare rations.

Making Rations

Any flora or fauna gathered in the wild or deep within a dungeon will yield a number of rations equal to twice their hit-dice (HD) and remain edible for 2 days.

Characters must consume 2 rations a day or they begin to accumulate levels of **fatigue** – one level for each missed meal.

Magical Monsters

Magical creatures count as exotic ingredients and eating them is not without risk. The flesh of enchanted things carries its enchantment in the meat — sometimes as a gift, sometimes as a curse.

Consult the **Monster Menu All** PDF available free at coinsandscrolls.blogspot.com for specific details on many monster types.

Harvesting Monsters

Many creatures have valuable parts — poison glands, spore sacs, venom reservoirs, alchemically potent organs.

PCs can attempt a **DEX Save** with a **-2** modifier to harvest these parts. One wrong cut ruins everything. Hunters, Quartermasters, and Beastmasters may attempt the save without penalty. Quartermasters of Level 3 or above automatically succeed — they know where to cut.



INVENTORY AND ENCUMBRANCE

ITEM SLOTS

PCs have a number of item slots equal to 10 + their STR bonus. The number of slots that an item requires is noted in the equipment section. The first 100 Coins are not counted against item slots, 200 Coins take up 1 item slot. Bulky treasure also takes up 1 item slot.

The first 4 slots are quick-draw slots — what you can reach without thinking. Weapons, shields, wands, or other hand-held gear go here. Worn armor counts against your non-quick-draw inventory slots. It takes 1 round to retrieve an item from any other inventory slot. Digging through your pack during combat gives enemies **advantage** on their attacks against you. The dungeon does not wait while you rummage.

Inventory management is not bookkeeping. It is survival.

Selecting and tracking problem-solving tools and equipment is a core player skill. What you carry defines what you can do.

ENCUMBRANCE

Carrying more items than you have slots for means a PC is encumbered. When encumbered, all saves have **Disadvantage**. The PC also takes

a movement penalty of 20 ft. You cannot carry more than twice your inventory. Greed has a weight, and it will kill you.



ARMS & ARMOR

Each class template confers **proficiencies** with certain weapons and armor types. A PC that is using a weapon without proficiency, has to step down the weapon damage by two die types. Wearing armor without proficiency incurs a general penalty to saves of -1 for medium armor and -2 for heavy armor.

Melee Weapons

Dagger — 1d4, 1/2 slot, 1 hand, 5 gp. Crit: Weak Point. Traits: Concealable, Light, Agile. Can be thrown (15ft).

Hand Axe — 1d6, 1/2 slot, 1 hand, 5 gp. Crit: Brutal. Traits: Light. Can be thrown (15ft).

Shortsword — 1d6, 1/2 slot, 1 hand, 5 gp. Crit: Rend. Traits: Light. Maneuver: Parry.

Rapier — 1d6, 1/2 slot, 1 hand, 5 gp. Crit: Bleed. Traits: Light, Agile. Maneuver: Feint.

Club/Hammer — 1d6, 1/2 slot, 1 hand, 5 gp. Crit: Knock-out. Maneuvers: Shove, Knock-Down.

Staff — 1d6, 1 slot, 2 hands, 5 gp. Crit: Knock-out. Traits: Reach. Maneuvers: Shove, Trip.

Whip — 1d4, 1 slot, 1 hand, 10 gp. Traits: Light, Reach. Maneuvers: Grapple, Disarm.

Spear — 1d8, 1 slot, 1 hand, 10 gp. Crit: Bleed. Traits: Reach if wielded with 2 hands. Maneuver: Brace.

Sword — 1d8, 1 slot, 1 hand, 10 gp. Crit: Bleed or Rend. Traits: Versatile. Maneuver: Parry.

Mace — 1d8, 1 slot, 1 hand, 10 gp. Crit: Knock-out. Traits: Versatile. Maneuver: Knock-Down.

Battle Axe — 1d8, 1 slot, 1 hand, 10 gp. Crit: Brutal. Traits: Versatile. Maneuver: Reckless Attack.

Flail — 1d8, 1 slot, 1 hand, 10 gp. Crit: Knock-out. Traits: Chained. Maneuver: Disarm.

Halberd/Pike — 1d12, 2 slots, 2 hands, 20 gp. Crit: Bleed. Traits: Heavy, Reach. Maneuver: Brace.

War Hammer — 1d12, 2 slots, 2 hands, 20 gp. Crit: Smash. Traits: Heavy. Maneuver: Knock-Down.

Zweihänder — 2d6, 2 slots, 2 hands, 20 gp. Crit: Cleave. Traits: Heavy. Maneuver: Reckless Attack.

Great Axe — 1d12, 2 slots, 2 hands, 20 gp. Crit: Brutal. Traits: Heavy. Maneuver: Reckless Attack.

Unarmed — 1d2. Crit: Knock-out. Maneuvers: Grapple, Shove, Trip.

Ranged Weapons

Sling — 1d4, 1/2 slot, 1 hand, 5 gp. Range: 30ft. Crit: Knock-out. Traits: Ranged, Concealable. Maneuver: Knock-Down. Ammunition included.

Bow — 1d6, 2 slots, 2 hands, 15 gp. Range: 50ft. Crit: Bleed. Traits: Ranged. Maneuver: Crippling Shot.

Crossbow — 1d10, 2 slots, 2 hands, 60 gp. Range: 50ft. Crit: Weak Point. Traits: Ranged, Reload-1. Maneuver: Aim.

Musket — 1d12, 2 slots, 2 hands, 300 gp. Range: 50ft. Crit: Weak Point, Bleed. Traits: Ranged, Reload-2, Unusual. Maneuver: Aim.

Oil/Acid Flask — 1d8, 1 slot, 2 hands, 15 gp. Range: 30ft. Crit: Double Splash. Traits: Ranged. Maneuver: Splash.

Net — no damage, 1 slot, 2 hands, 25 gp. Range: 15ft. Traits: Entangle.

Arrows/bolts (20) — 1 slot, 15 gp. 3-in-6 chance to recover after an encounter.

Traits:

Agile You can use **DEX** instead of **STR** for melee attacks.

Concealable Can be hidden from sight.

Chained Ignores AV bonuses from shields.

Entangle Target must make a **DEX Save** or become **grappled**.

Light Can be held off-handed in two-weapon fighting.

Heavy Requires STR+2 to use.

Ranged Ranged weapons cannot be used against targets within 5ft.

Reach Can reach enemies with in 10ft.

Reload Requires 1-2 actions to reload.

Splash Causes 1 point of damage to adjacent targets.

Versatile Increase damage die by 1 step if wielded 2-handed.

Unusual Proficiency can only be attained in-game via training and instruction.

Critical Effects:

Rend Reduces target's movement speed by half.

Bleed Causes 1 point of persistent bleed damage on subsequent turns for 1d6 rounds (or until healed or attended by a medic).

Brutal Roll an extra 1d4 and add to the total damage.

Cleave Make an extra attack against a nearby enemy.

Knock-out Target has to make a **STR Save** or be stunned for 1 round.

Smash Permanently reduce target's AV by 1.

Double Splash Causes ongoing damage for 1d4 rounds on the main target and 3 points of splash damage on adjacent targets. Target can take an action, e.g., **STR Save** or **DEX Save**, to extinguish or rub off the liquid and stop the damage.

Weak Point Ignores target's AV.

ARMOR	AV	SLOTS	VALUE	NOTES
Unarmored	0	0	5	Every day clothes
Light armor				
Gambeson/Boiled Leather/Furs	1	1	30	
Medium Armor				
Ring Mail, Chain Mail	2	3	250	Disadvantage to stealth
Heavy armor				

ARMOR	AV	SLOTS	VALUE	NOTES
Splint Mail	3	4	1000	Disadvantage to stealth and swimming, -5ft movement, requires a minimum of STR +2
Full Plate	4	6	4000	Disadvantage to stealth and swimming, and initiative tests, -10ft movement, requires a minimum of STR +3
Shield	+1	1	10	Requires 1 free hand. Gives the Block and Shield Bash maneuvers.

AV can never be higher than 5.

Sleeping in medium or heavy armor inflicts 1 level of **Fatigue** that cannot be cleared until a PC's next **Good Night's Sleep**. These armors do incorporate a padded undergarment that can be slept in and counts as light armor (equivalent to a Gambeson). It takes 5-10 minutes to put on medium or heavy armor.

Spellcasters can wear Light armor without any impediment. Wearing Medium armor reduces their available Magic Dice by 2. Wearing Heavy Armor reduces available Magic Dice by 4. Holding a shield reduces available Magic Dice by 1.



ADVENTURING GEAR

All prices are given in “value” to encourage barter and trade in addition to using gold. Payment for things like ships, real estate, and so on usually takes the form of trade goods, favors, or oaths of fealty rather than currency. “Value: 1” is equal to 1 gold coin or 10 silver pieces.

Usage Dots

Adventuring gear can be used to provide **Advantage** on a **Save** when reasonable — thieves’ tools on a lock, a crowbar on a stuck door, a mirror to peek around a corner. The PC must declare they are using the item before the roll. Using gear this way causes wear and tear:

- On a **successful** save using gear, roll 1d6. On a 1–2 the item marks a **Usage Dot**.
- On a **failed** save using gear, the item automatically marks one **Usage Dot**.

Most gear has **three Usage Dots** before it is considered **broken**. Broken gear provides no bonus and cannot be used until repaired. **Repair costs 50%** of the item’s original value.

ITEM	SLOTS	VALUE
Air Bladder	1	5
Bear Trap	1	20
Bedroll	1	10
Bellows	1	10
Black Grease	1	1
Block & Tackle	1	30
Book (Blank)	1/2	50
Book (Reading)	1/2	300
Bottle/vial	1/3	1
Bucket	1	5
Caltrops (bag)	1	10
Cards with an extra Ace	1/3	5
Chain (10 ft)	1	10
Chalk (10 pieces)	1/3	1
Chisel	1	5
Cook Pot	1	2
Crowbar	1	10
Drill	1	10

ITEM	SLOTS	VALUE
Fishing Line & Tackle	1/3	10
Glass Marbles (bag)	1/2	5
Glue (bottle)	1/2	1
Grappling Hook	1	10
Lens/ Magnifying Glass	1/3	100
Lock-picks	1	100
Manacles	1	10
Metal file	1	5
Mirror (small, steel)	1/3	20
Musical Instrument	1	200
Nails (small bag)	1/3	5
Net	1	10
Oilskin Bag	1	5
Oilskin Trousers	1	10
Padlock & Key	1	20
Pick	1	10
Pole (10ft)	1	5
Quill & Ink	1/2	1
Ration	1/2	5
Rope (50ft)	1	10
Sack	1	1
Saddle & Tack	2*	100
Saw	1	10
Shovel	1	10
Spike, Iron (12)	1	5
Sponge	1/3	1
Spyglass	1	1000
Tar (Pot)	1	10
Tent (3 man)	2	100
Tent (personal)	1	50
Water / wineskin	1	2

* Saddle & tack occupy **0 Slots** when worn by an appropriate mount

LIGHT	SLOTS	VALUE
Candles (10)	1	10
Lantern	1	30
Lamp oil (1 flask)	1/3	10
Tinderbox	1	5
Torches (5)	1	1

Beyond the listed range, light sources illuminate shadows. Vague shapes, movement, and reflective surfaces are visible. Light sources are visible a mile away.

Candle: 5ft light, +5ft shadow, 6 Turns.

Torch: 30ft light, +10ft shadow, 6 Turns.

Lantern: 30ft, +10ft shadow, 9 Turns/flask.

Flint and tinder requires 1 Round to ignite a light source. PCs are assumed to have basic fire starting gear. Magic may ignite a light source immediately.

Light sources dropped in combat have a 2-in-6 chance of going out.

LODGING	VALUE
Bed, per night	1
Private room, per night	2
Meal	2
Hot bath	2
Stabling and fodder	2



RETAINERS

PCs may employ a number of retainers equal to **1 + their PER bonus**. Retainers are NPCs who work for pay; they are not adventurers. They carry torches, haul loot, hold the rope, and occasionally die in places their families will never find. They are subject to Morale rolls.

Hiring

Retainers can be recruited in any settlement. Availability depends on the size of the settlement and the Referee's discretion. Specialists are harder to find — the competent ones have already been hired, and the available ones are available for a reason.

Make a **Reaction Roll** (2d6 + PER bonus) when approaching a potential hire. On a 6 or less, they decline or demand double pay.

Base Hireling

HD	1/2 (4 HP)
AV	0 (or whatever you give them)
Attack	weapon +0
Morale	6
Saves	all +0

Hirelings have 6 inventory slots and no quick-draw slots. They are not proficient with medium or heavy armor. They can wield simple weapons (dagger, club, spear, sling) without penalty.

Types and Costs

TYPE	COST/DAY	NOTES
Torchbearer	1 gp	Carries your torch and your burdens. Screams until it stops.
Porter	2 gp	10 inventory slots instead of 6. Will not fight, and means it.
Guide	3 gp	Reduces chance of getting lost by 1-in-6 in terrain they know. Knows which paths the locals avoid, and why.

TYPE	COST/DAY	NOTES
Soldier	5 gp	1 HD (6 HP), AV 1 (gambeson), armed with spear and shield. Morale 7. Has seen enough to know this pay isn't worth it.
Specialist	10+ gp	Locksmith, scribe, animal handler, barber-surgeon, etc. Relevant skill at Advantage . Their rates reflect what they know and what they've survived.

All retainers expect 1 ration per day, a share of any treasure (typically 1/2 share per hireling), and to not be used as bait. Retainers do not gain XP.

Morale

Retainers have a **Morale** rating (default 6). When they face danger beyond what they signed up for, the Referee rolls **2d6**. If the result is **higher** than the retainer's Morale, they flee, refuse orders, or demand renegotiation.

Morale triggers for retainers: - Their employer drops to 0 HP or dies. - They aren't paid on time. - They witness something that breaks them (a companion devoured, a dead thing that should stay dead, the dark moving on its own). - They are asked to do something obviously suicidal.

Improving morale: - Pay double wages: **+1** to Morale rating for the duration. - Employer's PER bonus is added to the retainer's Morale when the employer is present and conscious. - Consistent good treatment over time (Referee's call): permanent **+1**, up to Morale 9.

Failed morale: the retainer flees, surrenders, or refuses to proceed. They do not attack the PCs (usually). A retainer who fails morale can be talked down with a **PER Save** at the Referee's discretion.

Retainer Death

When a retainer dies in service, word gets around. Future **Reaction Rolls** to hire retainers in the same settlement take a **-1** penalty per death, fading by 1 per month. The dead have families. Families talk. A reputation for burning through hirelings follows you from town to town.

For expanded rules on hirelings, specialists, and loyalty, see the Gig Economy supplement.



MAGIC AND SPELLS

Magic is a powerful and mysterious force in the world. Harnessing eldritch powers is a dangerous undertaking. Across cultures, many traditions and approaches exist to bend magic for practical purposes. In game terms, a **Magic User** (or M-U) is a PC that has gained at least 1 **Magic Die** or **MD** through a class template and gained some understanding of magic—ranging from the intuitive, religious to the analytical. Think of **MD** as magical fuel.

Having access to **MD** alone though is not enough to generate any practical effects. A PC needs to have a way of translating **MD** into effects. This comes in the form of class abilities (e.g., **Fey Walker** ability to infuse arrows with magical effects), access to a magical item that already contains a spell, or the **Spellcasting** ability granted by some class templates.



SPELLCASTING

If a PC gains the **Spellcasting** feature through a class template, they gain the ability to translate **MD** into real world effects in the form of spells. Spells can be cast from memory (**Signature Spells**), directly from a spellbook or scroll, or from magic items containing spells. The **Spellcasting** feature also grants the ability to **Identify Magic** (see below).

OPTIONAL RESTRICTION: A PC can only ever gain the **Spellcasting** ability from a single class. That means a PC cannot multi-class into several classes that grant **Spellcasting** (but they can multiclass into classes that grant **MD** and other magical powers).

To cast a spell, select the number of **Magic Dice (MD)** you wish to invest, roll them, and add the numbers together. **MD** are d6s. As a Magic User, you get 1 **MD** per Magic User template. Most spells depend on the number of [dice] invested and the [sum] they show. If you roll doubles you suffer a **Mishap**. If you roll triples you suffer a **Doom**. **Magical damage typically bypasses armor**.

Dice that roll 1-3 return to your casting pool and can be used again that day. Dice that roll 4-6 are removed from your casting pool for the day.

Your **MD** return if you get a **Good Night's Sleep**. If you didn't sleep well, you can make a **PER Save** for each **MD** to have them return to your pool anyway.

Wearing armor can impinge on the flow of magic energies and hinders the arm movements necessary to cast spells. Spellcasters can wear Light armor without any impediment (but that means they don't get the benefit of robes). Holding a shield reduces available Magic Dice by 1. Wearing Medium armor reduces available Magic Dice by 2. Wearing Heavy Armor reduces available Magic Dice by 4.

Rerolling with MD. In matters arcane — a wizard duel, a binding ritual, a contest of wills against a spell — a spellcaster may spend Magic Dice to re-roll a failed save.

Blood Magic Desperate spellcasters that have run out of MD have a dire option: sacrifice their own blood to fuel their spells. A spellcaster can imbue a spell with new MDs that are immediately spent after the roll. The MD work as usual (including causing Mishaps and Dooms) but also cause **Critical Damage**. The PC has to make a **STR Save** with a penalty equal to [DICE].

Signature Spells

A spellcaster can dedicate a substantial amount of practice and study to commit a spell to memory. Such spells are the spellcaster's **Signature Spells**.

The total number of **Signature Spells** is determined by their **WIT mod**. Each key attribute bonus point equates to one **Signature Spell**. Spellcasters gain additional **Signature Spells** through spellcasting class templates. The number of **Signature Spells** gained through class templates is equal to 1 per Template A–C. The **Master of Magic** ability grants 5 **Signature Spells**.

If the spellcaster gains the ability to assign a **Signature Spell**, either through an ability bonus increase or an additional class template, they can wait to do so until they find a suitable spell while adventuring.

To make a spell a **Signature Spell**, the spellcaster needs either the instruction of a teacher, access to a spellbook describing the spell, a scroll, or a wand/stave containing the spell. It takes one week of study to make a spell a **Signature Spell** and a **WIT save**.

Once a spell has become a **Signature Spell**, it cannot be easily unlearned. The M-U has to dedicate one month of research and study to replace an existing **Signature Spell** with another, in addition to the basic requirements for learning a new spell.

Casting a **Signature Spell** does not have to be declared before initiative is rolled and cannot be disrupted through damage. The M-U simply has to assign the desired MD to determine its effect.

A spellcaster can also cast non-**Signature spells** from spellbooks, scrolls, wands, and staves but this is inherently more difficult and risky.

Spellbooks

A spellbook, or grimoire, contains information on up to 10 spells and occupies 1 Item Slot.

In order to use a spellbook, the PC needs to have gained the **Spellcasting** ability through a class template (or a special ability granting their use).

A solid volume, with thick vellum pages and a sturdy cover. Each page is littered with runes, arcane symbols, diagrams, calculations, and hand-written notes in the margins, describing the theory and practice of casting a particular spell. Spellbooks start in a waterproof, acid- and fire-resistant bag. Outside the bag, they are not waterproof. They are flammable. And they are also valuable—even an empty book is worth 1000 gp, +500-1,000 gp per spell it may contain.

A spellcaster can try to make a spell in a spellbook one of their **Signature Spells**, if they have not yet exhausted their maximum number of signature spells and they pass a **WIT Save**. Attempting to commit a spell to memory takes one week of study.

Upon gaining the **Book Casting** feature, a spellcaster can try to cast a spell directly from the spellbook. This is slow and dangerous because the caster has not yet mastered the spell. The spellcaster has to declare the intent to cast a spell from their spellbook **before initiative is rolled for the round**. They automatically lose initiative and go after the enemies in a fight. The spellcaster has to decide how many MD to invest, hold the spellbook in their hand, and they cannot move during their turn. If they take any damage during the round **STR Save**. If they fail the save, they fumble the spell and there is no effect, but the spellcaster

still rolls the **MD** for the purposes of determining **Mishaps** or **Doom** and the loss of **MD**.

Some rare spellbooks may also have additional **MD** stored inside of them.

Scrolls

A scroll is effectively a page from a spellbook with some extra magic built in. It contains the description of a single spell and the power to cast it once. Three scrolls fit in one Item Slot.

In order to use a scroll, the PC needs to have the **Spellcasting** ability, gained through a class template (or a special ability granting their use).

A spellcaster can try to make a spell on a scroll one of their **Signature Spells**, if they have not yet exhausted their number of **Signature Spells** and they pass a **WIT Save**. Attempting to commit a spell to memory requires one week of study.

A spellcaster can try to cast a spell from the scroll. This is slow and dangerous because the caster has not yet mastered the spell. The spellcaster has to declare the intent to cast a spell from a scroll **before initiative is rolled for the round**. They automatically lose initiative and go after the enemies in a fight. The spellcaster has to decide how many **MD** to invest, hold the scroll in their hand, and they cannot move during their turn. If they take any damage during the round **STR Save**. If they fail the save, they fumble the spell and there is no effect, but the spellcaster still rolls the **MD** for the purposes of determining **Mishaps** or **Doom** and the loss of **MD**. If they succeed, roll **MD** as normal to determine the spell's effect. Doing so unleashes the stored magic of the scroll. The scroll burns and you add **+1 MD** to your roll for the purposes of determining the effect. Roll different colored dice to keep them sorted. This **MD** is automatically consumed and does not return to your pool.

The **Flame Proof** class ability allows the Wizard to cast a spell from a scroll without burning it (not using the +1 **MD** stored in the scroll). A wizard can invoke this ability once per day.

Wands & Staves

In order to use a Wand or Staff, the PC needs to have at least one **M-U** class template (or a special ability granting their use).

Wands and Staves contain extra **MD** that are tied to specific spells. Wands provide the ability to cast a single, specific spell (e.g., a Wand of Magic Missile) and can store up to **4 MD**. Casting a spell from a wand requires **no save**. The PC has to use at least **1 MD** from the wand itself,

but can add additional **MD** from their own pool. Roll different colored dice to keep them sorted. Be wary of rolling too many **MD** at once! Quadruples, quintuples, sextuples, etc. count as stacking Mishaps in addition to any Doom a PC might roll.

MD from the wand are automatically lost, regardless of what you roll.

You may also invest **1 MD** into the wand per day, and you take 1d6 damage from the strain. The **MD** invested in the wand is held there until it is used. Each day, you can add **+1 MD** to the wand, as above. **MD** moved to a wand reduces your total for the day, but you regain your full number of **MD** with a **Good Night's Sleep**.

Big wands (staves) can hold up to **6 MD** and cast up to **3 spells**. The art of making wands died with the Ancients and they are essentially priceless. Expect to be ambushed by collectors, thieves, and other wizards if you are unsubtle about possessing one of these artifacts.

Magic Robes

The Big Hats and fancy robes are not just fashion statements. Magic Robes provide **+1 MD** to a spellcaster's casting pool. Some ancient robes may even offer more power!

Anyone with at least one **M-U** class template (or a special ability granting their use) can wear magic robes in lieu of armor. That means magic robes can be used to fuel spells but also other magical abilities.

Obtaining the materials necessary for creating magic garments almost always involves a quest to a mist shrouded forest or a dismal swamp where you will undoubtedly do battle with a giant sentient spider or make promises you cannot keep to an ancient hag.

Identifying Magic

Spellcasters can sense magic in the air. By tasting, smelling, rubbing, or closely inspecting an item, you can tell if it is magical. You may need to test the item in game to determine what type of magic it holds. A **WIT save** may reveal additional information after such.



MISHAPS

If you roll **doubles** while casting a spell (or using any dice pool that feeds a mishap table — MD, FD, QD, ND, BD, AD, ED, SorD, SumD,

SwD, etc.), consult your class's **Mishap** table. **The value of the doubled number (1–6) determines which row fires.** If you roll double 3s, row 3 happens; double 5s, row 5 happens.

Unless otherwise specified, the spell or ability still works. Magic is dangerous; this was just a hiccup or misfire.

If multiple pairs of doubles appear in the same roll (possible with 4+ dice), each pair triggers its own row. Apply them in order, lowest first.

Classes that accumulate **Instability Dice** (Sorcerer, Gun Priest) or otherwise extend their dice pools can roll past 3 matching dice — see **triples** (below) and **quadruples** (class-specific tables).



DOOMS

If you roll **triples** while casting a spell (or using any dice pool that feeds a doom list), one of your class Dooms takes effect.

Each class has **3 Dooms**, listed in order of escalating severity:

1. The **first** time you roll triples, you suffer **Doom 1**.
2. The **second** time, you suffer **Doom 2**.
3. The **third** time, you suffer **Doom 3** — which is invariably fatal or worse.

The dooms always fire in order regardless of which number was tripled. A wizard's path is dangerous; they burn their souls like candles, and in doing so, court damnation.

It is possible to seek solutions to a wizard's doom. These are always unique quests; see each class's doom list for hints about what might undo them.

Classes that accrue **Instability Dice** (Sorcerer, Gun Priest) use a different structure: their **triples** and **quadruples** tables are rolled by the tripled/quadrupled number like mishaps, rather than escalating in sequence. See those classes for details.

MODIFYING MAGICAL SAVES

Any **Save** for resisting a spell's effect is modified by the Level–HD difference between the caster and the target if this difference is larger than 1. E.g., a Level-5 Wizard casts a spell on a 1 HD goblin. The goblin's

save receives an additional penalty of -4. If the wizard had cast the spell on the 4 HD goblin captain, no additional penalty is incurred.



CLASSES

Adventuring Classes

Alchemist

Starting equipment: Thick leather gloves, dagger, portable mini lab (1 slot), ingredients (see below), lots of vials.

Weapon and armor proficiencies: Light armor, daggers, slings, clubs, staves, crossbows.

A: Alchemy, Stabilize, Alchemical tricks. +2 AD

B: Scrounge, Reclamation, +1 AD

C: Potion Maker, Precise Measurements, +1 AD

D: Discovery, Immunity, +1 AD

For each template (i.e. level) of Alchemist, you can use 1 AD per concoction (max 4). You learn two formulas per template (see below).

A: Alchemy. An alchemist's abilities are powered by "special ingredients"—rare gems, peculiar herbs, dragon scales, exotic metals, nameless spices. The exact nature of these can be defined with your GM, or left deliberately vague. A single dose of special ingredient is represented by an **Alchemical Die**, or **AD**. These work similarly to Magic Dice (MD).

An alchemist does not cast spells. They create concoctions—potions, bombs, ointments—short-term, one-use quasi-magical objects that produce spell-like effects based on known formulas. The more AD invested, the more potent the result. Preparation takes time. An alchemist without concoctions prepared must rely on wit, dagger, or speed.

Using Concoctions: Most require 1 action to activate—light a fuse and throw, drink, etc. When used, roll 1d6 per AD invested during preparation. On a 1-3, the AD is "returned" (you were stingy with ingredients). On a 4-6 the AD is lost (more was used for a bigger result).

Other people can use your concoctions, but it is risky—they roll 2 extra d6 that add no power to the effect but can trigger a mishap or doom.

When rolling ADs, [sum] means the sum of the AD(s) rolled and [dice] the number of ADs rolled. Doubles trigger a mishap. Triples trigger a doom.

Making concoctions: A concoction takes 1 hour per AD invested to prepare. This is careful work that needs quiet, shelter, and light. Most alchemists carry a portable lab (2 slots). If interrupted, the ADs are lost.

There is no limit to the number of concoctions an alchemist can prepare, but they are unstable—each morning, a concoction has a 1 in 6 chance of losing one AD of power. A concoction with no AD left has degraded into uselessness.

Regaining ADs: An alchemist starts at level 1 with 2d6 ADs, and gains 1d6 more each level. When returning to town, a level 1 alchemist can regain 1d4 ADs, at a cost of 1 gp per AD. At level 2-3, resupplying yields 1d6 ADs. A master alchemist gathers 1d8 ADs. Alchemists do not regain ADs by sleeping or ceremony.

Formulas: Begin with two random formulas (roll 1d6, reroll duplicates). At template B gain two more (1d8 twice), at C two more (1d10 twice), at D two more (1d12 once and select another). Additional formulas can be learned from alchemical tomes, taking a day or more per formula.

A: Stabilize. To prevent degradation, spend one hour neutralizing a prepared concoction. It will remain inert and stable for years if kept dry and away from extreme temperatures. Another hour of work is required to reactivate it. Once reactivated, it cannot be neutralized again.

A: Alchemical tricks. You know one of the following minor feats (and learn one per template). These do not require ADs: - Matches. Small fire sticks. Light fires in most circumstances or provide candle-level illumination for 1d3 rounds. If the exact count matters, you have 2d6x5 matches, and creating a new batch takes 1 hour. - Small firework display. A sparkler or three, a whistler, half a dozen firecrackers, a couple of bottle rockets, a cone fountain. Enough to entertain children or create a serviceable distraction. Larger displays require larger sums and more time. - Planetary Charm: A small plate of lead inscribed with protective symbols. Provides +2 save bonus vs a specific hazard (fire, fear, poison, illness, etc.). Re-aligning the save takes 1 hour but must be done on the proper day of the week (roll 1d7).

B: Scrounge. An alchemist with no remaining ADs can spend an hour searching an area (a cavern, a wooded area, an abandoned lich lab, even a small village) and gain 1 AD. At template C: 1d2 AD. At template D:

1d3 AD. Once per day. This search may trigger random encounters. Scrounging is free, unless in a village or the lich is still around.

B: Reclamation: An alchemist can take apart an already prepared concoction and extract remaining ADs. Roll 1d6 per AD, you regain it on a 1-4. If the concoction is not stabilized, this roll may trigger mishaps/dooms in case of doubles or triples. This process takes an hour.

C: Potion Maker. You learn the craft of making magical potions (healing, giant strength, etc). Costs, special ingredients, and recipes are left to the GM. You can do it twice as fast as a wizard, and probably with fewer explosions.

C: Precise Measurement. Instead of rolling, you can decide that an AD will be 2 (conserved ingredients) or 5 (didn't skimp). At least one AD must be random. Having multiple 2s or 5s can still trigger a mishap or doom.

D: Discovery. You rediscover an ancient alchemical secret. You (the player) research old grimoires, find a formula or spell you like, and transcribe it into the GLoG format. Your character thanks you for your diligence.

D: Immunity. Years of exposure to strange substances have granted you **Advantage** to saves vs poison, gas, fire or acid.

Formulas

1. **Fire Projector** This concoction is a tube that projects [dice] fiery projectiles, each doing 1d6 damage and casting light as a torch. Hits are automatic within 30 feet; beyond that an attack roll is required (treat as a ranged weapon, 30ft range increment). The alchemist can set a fast fuse (all projectiles in 1 round) or slow (one per round). You can choose the color. ADs are regained on 1-4, not 1-3.
2. **Stone Bread** The alchemist bakes sawdust, grass, dried leaves, or dirt into a dense, grey substance that is neither delicious nor nutritious but will keep you alive. Lunch taken with stone bread heals half of normal. "Bread" made this way keeps twice as long as normal bread (no degradation check). Generates [sum] portions.
3. **Celestial Perfume of the Seven Planets** This perfume is most auspicious and pleasant, making the wearer seem interesting, trustworthy, and worthy of assistance—+4 bonus to **PER Saves** and Reaction Rolls. Also keeps miasmas and plagues at bay (+2 to **STR Saves** against disease). Gnomes are particularly fond of the perfume—they know what it is, and its usage is seen as a mark of good character. Lasts [sum] hours.

4. **Smoke Pot** Upon ignition, this clay pot emits copious smoke, generating a cloud of [dice] \times 5' radius, lasting [sum]/2 rounds (1 round in a stiff wind). Two types: opaque (blocks vision, unpleasant but mostly harmless) or noxious (thinner but foul—**STR Save** or be sickened, suffering -4 to attack rolls and ability checks while in the smoke and for [dice] rounds thereafter). Can be set to detonate immediately or with a fuse delay of up to [dice] rounds.
5. **Vitriol** The alchemist generates [dice] vials of strong acid. Can be thrown (10ft range increment, attack roll required, [sum] damage round 1, [dice] damage for [dice] rounds after). Can destroy metals (gold is immune)—a single vial wrecks a lock or melts an iron bar in about a minute. Particularly stable: only check degradation monthly.
6. **Theriac** The alchemist takes a large onion, opens it carefully, inserts spices and poisons between the layers, and slow-cooks it in boiling honey. Some believe keeping a stabilized Theriac for years enhances the effect. The flavor is certainly something. This powerful panacea allows the patient to remake a **STR Save** against illness or poison with a +4 bonus. Also heals 1d3 HP per AD used. Preparation takes two hours per AD, not one.
7. **The Great Petard** A metal sphere or tube filled with fiery ingredients. KABOOM. Does [sum] damage in a 20ft radius. If placed against a structure, does double damage (1D breaches a solid door, 2D a postern, 3D a stout gate, 4D all but the greatest). Can be thrown up to 50ft with a running start. Fuse: immediate to [dice] \times 2 rounds.
8. **Sword of St Germain** A 7-pointed star of thin pure tin, inscribed with potent symbols under the light of the full moon, wrapped around the tang of a single-handed sword. The star remains inert and stable for years until invoked. The sword becomes a +2 weapon for [sum] hours, but only for the alchemist who made it.
9. **Mercury Invisibility Ring** A ring of solidified quicksilver mounted with a small stone found in the nest of a hoopoe. Worn stone-outward to activate, stone-inward to suppress. Invisibility lasts [sum]+[dice] minutes, divisible into up to [dice] uses. Violence, magic, rapid motion, or loud speech disrupts the invisibility for 1d6 rounds. Despite these limitations, the power of such a ring cannot be overstated. Does not expire until time/uses run out, when the ring melts. Must be prepared on a Wednesday.
10. **Killing Miasma** In a glass bottle: water, salt, distilled vinegar, old urine, styrax, and other things, exposed to sunlight, then sealed with cork and beeswax. Upon breaking, the vial releases noxious fumes ([dice] \times 5' radius, [sum]/2 rounds). Strong wind disperses in 1 round; gentle breeze moves it 1d3 \times 10' per round. Anyone inside takes [dice] damage. Anyone in the fumes longer than their HD in rounds must

make a **STR Save** or die. Woe upon the alchemist who breaks the bottle by accident. Range: 40ft, 60 with a running start.

11. **Homunculus** Using clay, bile, and a drop of blood, and with a full day of sculpting and gentle baking, you create a new living organism. It can speak your native tongue. Not particularly intelligent, but cunning and able to improvise. Loyal as long as it's treated reasonably well. 1D: AC10, 3 HP, +0 to hit, 1d4 dmg, all stats 8. Lives [sum] hours. 2D: AV2, 5 HP, +1 to hit, 1d6 dmg, +4 stealth, all stats 10. Lives [sum] days. 3D: AV3, 8 HP, +2 to hit, 1d6 dmg, stealth as above + can use a bow, all stats 11. Lives [sum] weeks. 4D: AV3, 12 HP, +3 to hit, 1d6 dmg, can fly on batwings, all stats 12. Lives [dice] years + [sum] weeks. Can use your concoctions. Alchemists hotly contest claims that they are merely hiring small ugly goblins.
12. **Philosopher's Stone.** The Grand Work. Takes a full month and must invest 4 AD, along with a pound of lead, a pound of silver, one thousand ants, and access to a full alchemical lab. Through sublimations, condensations, combustions, fermentations, precipitations and close attention to planetary alignments, the alchemist prepares the philosopher's stone—a golden-brown stone the size of a baby's fist. Stable until used. Some say that when crushed and mixed with lead, it yields gold. Some say that placed in the mouth of a creature dead no more than a week, it grants resurrection. Some say that if swallowed by a dragon, it allows the beast to assume human form for [sum] days, and that dragons will grant a wish for such a stone. Some say that dissolved in perfect alcohol and drunk, it instantly grants a wizard template.

ALCHEMIST MISHAPS

DOUBLES	MISHAP
1	The concoction goes wrong. Minor explosion or acid splash. Take 1d6 damage.
2	The concoction worked, but you regain no ADs from it on a 1-3. Wasteful.
3	Coughing fit for 1d6 rounds. Your lungs burn.
4	A hideous stench is released. The reek clings to you for days.

DOUBLES	MISHAP
5	The fumes give you a splitting headache. You can use concoctions but are in no shape to prepare new ones for the rest of the day.
6	You drop the concoction and it goes off at your feet.

ALCHEMIST DOOMS

1. Countless mishaps have permanently singed your eyebrows. You smell of char and strange metals. People keep their distance.
2. Exposure to noxious chemicals has ravaged your health. Lose 1 HP permanently.
3. You have contracted a slow wasting illness from years of exposure to toxic metals. Lose 1 HP permanently each month. There is no known cure—but perhaps the Elixir of Life could save you, if the formula has not been lost forever.

Assassin

Starting equipment: 3 throwing knives, disguise kit, vial of poison, contract for assassination

Weapon and armor proficiencies: Light armor, daggers, shortswords, rapiers, bows, crossbows, slings, clubs, whips.

A: Cold Read, Assassinate

B: Poison, Opportunist

C: Bet My Life, Paralyzing Poison

D: Fadeaway, Pierce

A: Cold Read. The first time you get a good look at someone, you can examine them to determine one of their secrets or weaknesses at random (in combat, this takes an action). Can alternatively be used before combat to determine what the opponent's first action will be. Everyone has a tell. You just know where to look.

A: Assassinate. For every secret or weakness of the target's that you know, gain +1 damage for the remainder of the combat, up to +5. Knowledge is the sharpest blade.

B: Poison. Using common kitchen ingredients, you can create a single-use vial of poison that deals 1d6 damage applied to a weapon (main

attack needs to penetrate AV) or in spiked food or drink. 3 vials/slot, can't stack damage.

B: Opportunist. Any time you attack from behind, while hidden, or from above, you gain **Advantage on your attack**.

C: Paralyzing Poison. Using 20 gp of ingredients purchased from criminal contacts, you can create paralyzing poison, which paralyzes targets for 1d6 minutes on a failed **STR Save**. Strong creatures might get new saves every minute or round.

C: Bet My Life. Non-magical poisons that you have added to food, drink, or your weapon will not affect you unless you wish. You have sampled everything you carry, in small doses, for a very long time.

D: Pierce. Attacks on unaware or immobilized opponents bypass normal armor. Find the gap. There is always a gap.

D: Fadeaway. If unengaged during combat, you may roll a stealth check to disappear, and perform an **Opportunist** attack on your next turn.

Barbarian

Starting Equipment: heavy weapon, light armor, beast mount.

Weapon and armor proficiencies: Light armor and shields, all weapons.

A: Rage, Weird Herbs, +2 HP

B: Danger Sense, Feat of Strength, +2 HP

C: Will of Steel, Die Hard, +2 HP

D: Tough, Extra Attack, +2 HP

A: Rage. You can choose to enter a rage at the start of your turn, or in response to taking damage. While in a rage, you have +2 to attack and you are immune to pain and fear. You might froth, or stare in dead-eyed battle-focus, or merely let a mask drop and give in to something old and hungry—ancient urges, brutal training, or religious frenzy.

While raging, you cannot do anything defensive, curative, or tactical with your allies. All you can do is attempt to kill things. Spellcasting is not impossible, but all your spells must be damaging spells, which deal +2 damage (if single target) or +1 damage (if multiple targets). Mishaps and Dooms may be more severe.

While raging, you cannot stop fighting until you kill, subdue, or drive off all enemies. If one of your allies has injured you this fight, they count as an enemy.

While raging, you ignore any effects of **Fatigue**.

You can make a **PER save** at the start of your turn as a free action to end the Rage.

Once your Rage ends, you gain 1 level of **Fatigue**.

A: Weird Herbs. You can consume a special ration to regain 25% of your total HP. This takes 1 round. One use costs 5gp and can be purchased in any trading city. 3 “doses” fit in a single inventory slot. You don’t share. No one asks twice.

You cannot do this while raging, but you can immediately enter a rage after eating the herbs. If reduced to 0 HP and an ally waves the herbs under your nose, you can make a **STR Save** to wake up with 1 HP and not gain a Scar.

B: Danger Sense. If you are surprised, you have a 3-in-6 chance to act on the surprise round anyway. If you encounter a creature no one in the group has seen before, you can make a **WIT save** to remember a weakness or detail about them, provided the creature is not unique.

B: Feat of Strength. Once per day as a free action, you have advantage on STR saves. Can also be used in combat (advantage to-hit).

C: Will of Steel. You gain **Advantage** on any test to resist fear or mind-affecting magic.

C: Die Hard. Once per day when you are reduced to 0 HP or below, you automatically pass your STR save to stay conscious and do not receive a **Wound**.

D: Tough. Increase your AV by 1 (stacks with light armor). You gain +2 on **PER Saves** against mind-altering spells and fear effects.

D: Extra Attack. You may make one additional melee attack on your turn.

Bard

Starting Equipment: gaudy clothing, musical instrument, d6 gold, an empty book

Weapon and armor proficiencies: Light armor, dagger, shortsword, rapier, longsword, staff, club, crossbow, bow, sling.

A: Gossip, A Bard Knows Things

B: Inspire, Storyteller

C: Bardic Immunity, Relax

D: Tale of Monsters

A: Gossip When you sing a song (or tell a tale) about something in a public place, everyone in the area knows about it within one week. When you talk to someone, **PER save** to see if they believe it. If your song was exceptional, or the listener especially credulous or canny, you may have advantage/disadvantage or skip the roll entirely. Words spread like disease in the right tavern.

A: A Bard Knows Things. When you encounter a new location, NPC, monster, or treasure that could possibly have been written about somewhere, you know three useful facts about it. Whether the facts are comforting is another matter.

B: Inspire. Before another player rolls, use a reaction to play a song for them (or give them words of encouragement), which gives them advantage (roll twice, use best) on their roll. Uses per day equal to your number of Bard templates.

B: Storyteller. Once per session you can tell a convincing lie. It can't be about something impossible, but it should be believable within reason. You can also detect lies with ease (**Advantage on PER saves** to detect lies). Takes one to know one.

C: Bardic Immunity. Once per session, if you would be killed, you can weasel your way out of it somehow. The details are always implausible. Don't look too closely.

C: Relax. Once per day, you can play especially calming music (or tell an engaging story). Allies who can hear you regain 1d4 HP. This is non-magical healing. If used out of combat, allies instead gain 2d4 + your **PER bonus** HP.

D: Tale of Monsters Sing about a type of monster, including one fact (weakness) you make up about it, which is now true. Takes at least 10 minutes. Uses per session equal to your number of Bard templates. The GM may deny this ability if your claims are ridiculous, irrelevant, or conflict with known information. After your song, if it's plausible, there's a 3-in-6 chance that you encounter the monster immediately. Be careful what you sing about.

Beastmaster

Starting Equipment: Razor Boomerang, light armor, spice pouch

Weapon and armor proficiencies: Light armor and shields, all weapons.

A: Beast Companion, Beast-Fang Boomerang, +1 BD, +1 HP

B: Feline Reflexes, +1 BD, +1 HP

C: Nine Lives Gauntlet, Sight Beyond Sight, +1 BD, +1 HP

D: Beastly Cuisine, Boomerang Mastery, +1 BD, +1 HP

You gain +1 HP and +1 BD (Beast Dice) for each Beastmaster template you possess.

A: Beast Companion. You begin play with a big beast companion (BFB). Its exact species is hard to identify—something between a great cat and a nightmare. Add a few visual quirks (strange color, odd markings, extra limbs). If it dies or leaves, it is possible to befriend a new one. The process requires getting very close to very dangerous animals. Beast companions cannot fly.

A: Beast-Fang Boomerang. This boomerang has a range of 50ft and does 1d6+STR damage before returning to your hand. People without this ability can still throw boomerangs, but the boomerang does not return.

The Beast-Fang can be wielded in melee combat like a hand axe and has the same maneuver and critical effect traits. If a boomerang doesn't suit your style, you can re flavor the weapon.

B: Feline Reflexes. You have advantage on **DEX saves vs attacks/damage**, as long as you can see the attack coming. If a success would halve the damage, you instead take no damage. Treat fall distance as half for determining damage.

C: Nine Lives Gauntlet. Your Beast Companion can morph into a bracer/gauntlet. This bracer protects as a +1 magic shield. Requires a free hand (as a mundane shield). It takes up no item slot. It can morph back into its Beast form only after you get a **Good Night's Rest**.

When wearing your claw shield and a physical ranged attack would hit you, make a **DEX save**. On a success you block the attack. If the die result (before Ability Bonus) is 18 or higher you deflect the shot back at your attacker. No attack roll required. Once per encounter.

C: Sight Beyond Sight. You can sense (but not see) invisible creatures within 15ft. This lets you pinpoint their location. You also get a sense of their movements, so if they are moving their limbs, you can attack them without penalty.

D: Beastly Cuisine. In their youth, Beastmasters are not allowed to pick up a weapon until they have mastered the culinary skills of their ancestors. You are adept at turning slain beasts into meals that mend as

well as they nourish. Monster rations prepared by a Beastmaster restore an additional 1d4HP at Lunch.

D: Boomerang Mastery. When you throw a boomerang, it can hit any number of unique targets before returning to your hand. All targets must be within 50ft of you and have clear lines between them. Make an attack roll against each target in order. If the attack misses, all subsequent attacks also miss and the boomerang returns.

BIG BEAST COMPANION—BFB The exact nature of what a BFB is remains unknown. Scholars that ask too many questions have lost their heads to razor boomerangs.

BFB have HP equal to $5 + (5 \times \text{number of Beastmaster templates})$, +1 attack bonus per Beastmaster template, and AV equal to the number of Beastmaster templates - 1 (minimum 1). For purposes of saves, assume their physical ability bonuses are +2 higher than their Beastmaster's, and their mental ability bonuses are -2 lower.

For every Beastmaster template you possess you gain +1 Beast Die (BD). They function like Magic Dice.

The BFB is a companion and ally, but has a mind of its own. It takes your action to give BFB an order. Thereafter it acts autonomously until you give it a new order.

Roll your Beast Dice to give it orders, with BFB gaining +[dice] bonus to the task and doing [sum] damage or affecting [sum] targets depending on the command.

For each Beastmaster template that you possess there is a 1-in-6 chance the BFB will do something that benefits you between received orders. (4-in-6 maximum.)

BFB is neither stupid nor suicidal. If you send it to face danger you clearly want to avoid yourself, you automatically suffer a BFB Doom.

BD that roll 1-3 return to your casting pool. Dice that roll 4-6 are removed for the day. Your BD return after a Good Night's Rest. If you didn't sleep well, make a **WIT save** for each BD to have them return anyway.

BFB grows from lynx to liger sized with each template. Once you obtain Template D, BFB is large enough to ride as a mount. Assuming it wants you to. Sometimes it won't be in the mood, and it will let you know.

Rolling doubles on your BD creates a BFB Mishap. Rolling triples summons a BFB Doom. If BFB drops below 0HP it dies and you suffer the stunned condition for 1d6 rounds.

BFB MISHAPS

DOUBLES	MISHAP
1	BD return to your pool on a 1-2 for 24 hours.
2	BFB swats you for 1d6 damage. A reminder of who is really in charge.
3	Hack up a hairball each round. You are capable of no other actions. STR Save to end.
4	BFB has judged you and found you wanting. Lose 1 BD for 24 hours.
5	Gain 1 level of Fatigue .
6	BFB ignores you for 1d6 rounds. You do not exist to it.

DOOM OF THE BFB

1. BFB vanishes on Beast Business for 1 day.
2. BFB vanishes on Beast Business for 3 days.
3. BFB is called away permanently by the King of Beasts.

You cannot bond with a new beast until BFB dies or you both ritually end your relationship. This doom can be undone by entering the Feywild and petitioning the King of Beasts to release BFB from service. This is extremely dangerous—the King of Beasts is both fickle and cruel. You will likely be quested to aid BFB in whatever impossible task it has been commanded to accomplish.

Captain

Starting Equipment: Medium armor, longsword, officer's helmet.

Weapon and armor proficiencies: All armor and shields, all weapons.

A: Notches, Command, +2 HP

B: Parrying Expert, Rallying Cry, +2 HP

C: Riposte, Mark Foe, +2 HP

D: Leader of Men, Call to Arms, +2 HP

A: Notches. You unlock a new ability for your weapon after ten kills each (up to a total of three abilities), chosen from the list below. Keep

track of your kills on the back of your character sheet. The GM decides what counts as a kill. - +1 Damage - +1 to minimum damage after AV reduction - Add another maneuver option or critical hit effect to your weapon (one effect at a time). - Special ability (negotiated with GM, one per weapon).

A: Command. You can use your action to give one of your allies the opportunity to strike an enemy during your turn.

B: Parrying Expert. You can use the **Parry** maneuver with any weapon and gain **Advantage** on the roll.

B: Rallying Cry. Once per day, use an action to rally one of your allies (they must hear you). They regain 1d8+level HP. Sometimes a word from the right person is worth more than a healer's kit.

C: Riposte. Once per round when you are struck by an enemy, make an immediate attack in return. Costs 1 **Fatigue**.

C: Mark Foe. You can mark an enemy as a target for your allies. Until your next turn, all attacks on the marked foe have **Advantage**.

D: Leader of Men. You gain two hirelings for free. They are particularly loyal and make morale checks with **Advantage**. Your hirelings may also reroll a failed **PER Save** against fear. If they die, you can recruit a replacement in a town within 1 day.

D: Call to Arms. You and your allies (within 30 ft) roll **Initiative** with **Advantage**.

Fighter

Starting Equipment: light armor, bow, 20 arrows, and a melee weapon of choice.

Weapon and armor proficiencies: All armor and shields, all weapons.

A: Grit, Notches, +2 HP

B: Campaigner, Savvy Fighter, +2 HP

C: Riposte, Parrying Expert, +2 HP

D: Brutal Strikes, Girded Loins, Extra Attack, +2 HP

A: Grit. When **pushing yourself** in combat, you can ignore the first instance of **Fatigue** in that fight. You are accustomed to discomfort.

B: Notches. You unlock a new ability for your weapon after ten kills each (up to a total of three abilities), chosen from the list below. Keep track of your kills and special abilities on the back of your character

sheet. The GM decides what counts as a kill. - +1 Damage - +1 to minimum damage after AV reduction - Add another maneuver option or critical hit effect to your weapon (you only get to trigger one effect at a time). - Special ability (negotiated with GM, one per weapon). Examples: ability to draw the weapon from any slot, wield a two-handed weapon in one hand, gain a bonus to use the weapon as a tool, etc.

B: Campaigner. Armor occupies 2 fewer item slots in your inventory. You've learned to wear it like a second skin.

B: Savvy Fighter. You gain **Advantage** on Saves involved in any Combat Maneuver.

C: Parrying Expert. You can use the **Parry** maneuver with any weapon and gain **Advantage** on the roll.

C: Riposte. Once per round when you are struck by an enemy, make an immediate attack in return. Costs 1 **Fatigue**.

D: Brutal Strikes. Your strikes always hurt. Gain +1 to damage and your attack causes minimum damage equal to your STR mod after AV reduction. Targets with HD/Levels two levels above the PC are unaffected by this ability.

D: Girded Loins. Once per combat, reduce the damage from an attack made against you by half.

D: Extra Attack. You may make one additional melee attack on your turn.

You have advantage on **PER Saves** against fear. Hirelings get a +2 to morale and may re-roll a failed **PER Save** against fear. They fight harder when you're watching.

Hunter

Starting Equipment: bow, 40 arrows, dagger, light armor.

Weapon and armor proficiencies: Light and medium armor and shields, daggers, shortsword, club/hammer, spear, longsword, hand axe, battle axe, whip, staff, sling, bow, crossbow.

A: Rangefinder, Wilderness Sense, +1 HP

B: Monster Chef, Quick Shot, +1 HP

C: Traps, Monster Slayer, +1 HP

D: Impossible Shot, Vanish, +1 HP

A: Rangefinder. If your ranged attack causes no damage, your next shot is made with advantage. A miss teaches you more than a hit.

A: Wilderness Sense. Advantage on **WIT saves** to forage, stalk, and navigate in wilderness areas. After the Referee gives you the omen for an encounter, you can choose to follow the trail. You have a 50% chance of encountering the monster or its lair. There is a 50% chance the lair is empty. Lairs usually contain treasure.

B: Monster Chef. You've learned to prepare and preserve monsters you've hunted before (you must keep track). Rations created this way provide an additional 1d4 HP.

Make a **WIT Save** to tell if a new monster will be outright poisonous to eat. You can also make an educated guess about the extra effects of consuming magical creatures.

B: Quick Shot. If you do not move on your turn you can **Exert** yourself for a second ranged attack without incurring **Fatigue**. If using a cross-bow or other weapon requiring 1 or more rounds to reload, take only one shot but ignore the reload time.

C: Traps. You can craft and set traps. It takes one Turn to craft a trap. Traps can be set immediately or carried (1 Inventory Slot). Enemies that walk into your trap must make a **DEX save** with disadvantage or suffer its effects.

C: Monster Slayer. Once per day, you can cause one of your physical attacks to deal +X damage, where X is equal to the HD of the highest level monster your party has ever slain (you must keep track). If you miss, this ability is not expended.

D: Impossible Shot. Once per combat, you can make an impossible shot with a ranged weapon. The attack can target any creature, provided the target is within 2x the weapon's listed range and there is a path from you to the target. The attack can bounce around corners, cut a coin in half, or part a single hair on a target's head. Roll the damage with **Advantage**.

D: Vanish. If you are in dense forest, hills, caves, or other terrain with abundant line-of-sight blocking features, you can choose to vanish. While vanished you cannot affect the world or be affected by it. You can reappear at any time by climbing down a tree, walking over a hill, emerging from a shrub, etc. This ability is limited by plausibility. You were simply never where they were looking.

Knight

Starting Equipment: chainmail, shield, sword, horse, 10 sp

Weapon and armor proficiencies: All armor and shields, all weapons.

A: Challenge, Parrying Expert, +2 HP

B: Bodyguard, Chivalry, +2 HP

C: Cleaver, Squire, +2 HP

D: Aura of Courage, Dragon Slayer, Extra Attack, +2 HP

You gain +1 on **PER Saves** against fear for each Knight template you possess.

A: Challenge. This ability only works on creatures that can understand you and are capable of being offended. If you challenge a creature outside of combat, they must make a **PER Save** to resist accepting. In civilized areas, this means a duel—agree upon the time, the place, the weapons, the victory condition, and the stakes. Leaders will usually send out a champion. In combat, you can challenge one creature each turn by yelling at it as a free action. The creature must make a **PER Save**. Failure means they will attack you. This cannot force an opponent to make major tactical errors or leap off cliffs.

A: Parrying Expert. You can use the **Parry** maneuver with any weapon and gain **Advantage** on the roll.

B: Bodyguard If an adjacent ally would take damage from a physical attack, you can choose to take the damage for them. 4-in-6 chance of succeeding.

B: Chivalry. You can call on the code of chivalry to invoke guest rights, the favorable treatment of nobles and their attendants, or the calling of duels. In turn, you must live by the Code. You cannot turn down requests to help the helpless. The code is a chain that protects and binds in equal measure.

C: Cleaver. When you reduce a creature to 0HP with an attack, make another attack with the same weapon against a target within range. You can cleave a number of targets equal to your level in a single round.

C: Squire. You gain a loyal squire. Use simple hireling statistics but they are willing to fight and receive the PC's **PER mod** to their morale saves. The PC has to pay for their gear and rations.

D: Aura of Courage. Adjacent allies may use your **PER Save** bonus against fear in place of their own. This ability has no effect if you are currently afraid.

D: Dragon Slayer. Once per day, you can cause one of your physical attacks to deal +X damage, where X is equal to the HD of the highest level monster your party has ever killed. You must keep track. If you miss, this ability is not expended.

D: Extra Attack. You may make one additional melee attack on your turn.

Landsknecht

Adapted from the Zouve.

The backbone of the army or the mercenary company. You have been in the shit and lived to see another dawn. A warm meal, a good nap, and a comfortable pair of boots is all you need—if it weren't for these damned officers, and the things you see when you close your eyes.

Starting Equipment: Slightly ridiculous old-fashioned uniform (as leather), an iron ringsword (medium), good pair of boots, excellent backpack, one other piece of kit of your choice.

Weapon and armor proficiencies: All armor and shields, all weapons.

A: Tall Tales, Nonplussed, +2 HP

B: Respect, Notches, +2 HP

C: Old Friends, Savvy Fighter, +2 HP

D: Nose for Trouble, Riposte, Extra Attack, +2 HP

For every template you have in this class you gain +1 inventory slot and +2 HP.

A: Tall Tales. You've been everywhere. Roll 3d12 on the following table of mostly-true things you did before becoming an adventurer and record the results. If you roll the same result twice, take your choice of the one above or below.

1

Crossed the Deserts Bare. Your long campaign took you as far as the frozen mud-puddle of Arel, where trees never grow and people wear stupid coats all year round. A six-month guerilla campaign against a vastly superior force of manhunters taught you the value of good boots and warm wool socks. You and your party travel at full speed over rough terrain.

2

Breathed the Mountain Air. Your long campaign wound through the mountains and over steep peaks. You developed an instinct for avalanches and rockslides, and learned the ways of the goat and the warg. You and your party travel over normally impassable terrain as if it were rough.

3

Travelled Every Road in This Here Land.

Your long campaign took you everywhere, really. You can read roadsigns in any language, and you and your party move 1.5x as fast when on actual roads.

4

Hunted the Dead in the Hills.

Your unit was tasked with cleaning out Unburied-infested ghost towns which threatened your supply lines. Treacherous work. You still have nightmares about an encounter with a kobold in the cellar of a church. You can smell a human corpse from two hundred feet. If you stay perfectly still for a full minute, you can hear the difference between a dark room which is silent and a dark room in which someone is holding their breath.

5

Forded Eden White in Flood. You took part in a famous pre-dawn raid over a broad, deep river. Half your force was swept away and drowned, but the enemy was taken entirely by surprise, and their leaders were killed before the watchmen roused. Educated officers will have learned about this raid in the academy. You have a +4 bonus to any roll against being moved against your will.

6

Killed an Evil Wizard With My Bare Hands. A lie. You actually bashed the wizard to death with the occult manacles he had placed on you in preparation for a goetic sacrifice. You can tell the difference between magical and non-magical items by tasting them, and you get an extra save against any Command spell.

7

Waded Ankle-Deep in Blood. You took part in an infamous blockade of a fortified city. The six-month siege ended with the destruction of the walls and the slaughter of the inhabitants, which caused a mass-rising of the Unburied. The city is abandoned to this day and the survivors curse your name. You can identify the value of a mundane item in a real damn hurry, about as accurately as a first-level thief.

8

Rode Beside A Hero. You once rode vanguard for a young man with a strange birthmark and a worse habit of rescuing people. Later, he distinguished himself as the Chosen One in some prophecy or other. This might be worth a free drink or two, but unless you can find the boy again, you probably won't get the full benefit.

9

Strolled Through a Blockade. You were once besieged in a fortified city, cut off from food and water. When all hope seemed lost, you slipped out a side door one evening and walked through the enemy line. No one challenged you. You were as surprised as anyone. Outside of combat, people just assume you belong wherever you are unless given a compelling reason not to.

10

Killed Three Men With One Shot. Also not true. You shot one man at the top of a tall ladder, and he knocked two others off as he fell. If you roll a critical hit with a firearm you make a ballistically improbable shot. The target moves up to 10' in any direction you choose, including straight up. It's the Referee's problem to explain how.

11

Won a Game of Riddles With A Giant.

Self-explanatory. They were good riddles.

Non-player characters take your riddles very seriously, although this usually isn't enough to dissuade them from killing you.

12

Narrowly Escaped an Angry Husband.

One escapade in a post-battle debauch led to a deadly choice: face an angry and armed city headsman while totally nude, or leap headfirst out a third-story window. You chose the window, survived the fall, and haven't been afraid of heights since. Treat every fall as if it were 10 feet lower.

A: Nonplussed. You've seen it before. Twice. You have **Advantage** on **PER Saves** against fear. If you succeed, allies and hirelings who can see you have a +2 bonus to their save. Even if you fail, if you were carrying a loaded pistol you can take a shot before running.

B: Respect. You aren't some bumbling conscript. You're a Landsknecht, and people are starting to remember what that means. Peasant militias, wandering thief-catchers and other low-caste warriors will look to you for guidance. Even the nobility will stop to listen if you make a fuss, though they might have you horsewhipped for saying something they don't like.

You can issue a challenge to an NPC you aren't currently fighting. Roll a d6: Peasant: 1: Disbelief and derision. 2-6: Intimidation and apology. Soldier: 1: Loud mockery. Expect his friends to try and beat you up.

2-5: They accept. Expect a fistfight or, at best, two sturdy clubs. 6: Intimidation and awkward submission. Noble (petty): 1-2: A horsewhipping. 3-6: They accept. Name your terms. Noble (proper): 1: Guards! Guards! 2-5: A horsewhipping, followed by a second and more thorough horsewhipping. 6: Pistols at dawn.

B: Notches. You unlock a new ability for your weapon after ten kills each (up to a total of three abilities), chosen from the list below. Keep track of your kills and special abilities on the back of your character sheet. The GM decides what counts as a kill. - +1 Damage - +1 to minimum damage after AV reduction - Add another maneuver option or critical hit effect to your weapon (you only get to trigger one effect at a time). - Special ability (negotiated with GM, one per weapon).

C: Savvy Fighter. You gain **Advantage** on Saves involved in any Combat Maneuver.

C: Old Friends. They found you at last—the ones you’ve been trying to avoid for years. They might owe you a debt, but they are probably here to collect instead. This is someone from one of your tall tales: a survivor of a siege, a hero, an angry husband. Or a giant. Or a goat. Or the ghost of a dead wizard.

D: Riposte. Once per round when you are struck by an enemy, make an immediate attack in return. Costs 1 **Fatigue**.

D: Nose for Trouble. Your paranoia has saved your life many times, and if you attend to it closely it will save you many times more. You always go first in combat. If you are surprised, you aren’t. If you take someone else by surprise you deal maximum damage with all attacks on your first turn. You sleep with a loaded gun under your pillow, and unless you’ve been strip-searched you always have 1d4 knives on your person. If someone demands your weapons you can pull the old unloading-an-armory trick and hand over all four—but you will still be carrying the 1d4.

D: Extra Attack. You may make one additional melee attack on your turn.

Merchant

Starting Equipment: Iron dagger, traveling robes, 10gp.

Weapon and armor proficiencies: Light armor and shields, dagger, shortsword, club/hammer, rapier, longsword, mace, crossbow, whip, staff.

A: Evaluate, Boss

B: Flighty, Prominence

C: Bargain, Winning Smile

D: Forge, Guildmaster

You gain +1 Inventory Slot for each Merchant template you possess.

A: Evaluate. You know the market value of any mundane item. Unique items may require a **WIT save** to evaluate.

A: Boss. You have special command over hirelings. All morale/loyalty checks for your hirelings receive a bonus equal to your **PER mod**. People work harder when the coin is reliable.

B: Flighty. If you choose not to attack in a round your armor counts as AV4. This only applies if you can see your enemies. Cowardice, applied correctly, is a survival skill.

B: Prominence. Once per round, you can choose to be the most prominent person in a group or the least. This affects how much enemies target you. It does not give you any bonuses to stealth.

C: Bargain. Anything you purchase gets a 20% discount.

C: Winning Smile. As long as no bloodshed has taken place, you get a +1 bonus to all reaction rolls as long as you are the one doing the talking.

D: Forge. You can spend 10gp to create a replica of any item smaller than a horse. If the item is mundane, it will pass inspection for 1d6 hours. If the item is supernatural, your forgery will only pass inspection for 1d6 minutes.

D: Guildmaster. You can have 3+**PER mod** hirelings at any given time in your employ.

Mountebank

Starting Equipment: Three flasks of alcohol, two fashion items, 1d6-3 gp, 1d4 Random Items, a family heirloom worth 10 gp.

Weapon and armor proficiencies: Light armor, dagger, shortsword, club, rapier, longsword, crossbow, whip, staff.

A: Pick 1 Talent, Roll 1 Talent

B: Pick 1 Talent, Roll 1 Talent, +5 ft Movement

C: Pick 1 Talent, Roll 1 Talent

D: Pick 1 Talent, Roll 1 Talent

- 1 **Actor:** You have a talent for performance and impersonation. If you can present yourself in a plausible disguise—a priest in a temple, a servant in a large house—people will always assume you are who you appear to be unless you give them strong reason not to. If you take an injury that reduces you to less than half maximum HP, you can attempt to ‘play dead’ by making a **PER Save**.
- 2 **Con Artist:** So long as no one can verify what you’re saying is wrong, you can lie through your teeth and they’ll believe you for at least d6 minutes. Becomes hours, then days if this talent is taken again.
- 3 **Connected:** You know a guy who knows a guy. If you want something (items, information, invitations, etc.) which could possibly be obtained in your location for the right price, you know who can get it. Even in a completely alien environment, you will manage to establish a network of contacts within 1d6 days of arrival.
- 4 **Disguise Artist:** With a box of makeup and a bag of props, you can quickly disguise yourself as belonging to a gender, ethnicity, or medium-sized humanoid species other than your own. Your disguise won’t pass close inspection, but will hold in any casual encounter unless they already have reason to be suspicious. Can be used in conjunction with ‘Actor’.

- 5 **Drunkard:** You have a phenomenal ability to consume alcohol and do so constantly. You can heal yourself 1d6+2x[level] HP with ‘a drink for medicinal purposes’. Anyone who spends a few hours drinking with you will regard you as a friend unless and until you give them strong reason not to.
- 6 **Duelist:** All those fencing lessons paid off. You get +1 Attack in one-on-one battle with a single opponent. The bonus ends as soon as either of you attacks or is attacked by anyone else. Anyone who sees you fight a formal duel will regard you as a person of courage and honor unless and until you give them reason not to.
- 7 **Expensive Education:** By dropping a few learned remarks, you give the impression of being an expert on any given subject, which will last until you do something to make it obvious you are not. A real expert will see through you as soon as they test you. You may also happen to know a fact or weakness about an enemy—make a **WIT Save**.
- 8 **Fop:** You have beautiful clothes and you wear them well. If wearing something awe-inspiringly fashionable (takes 1 item slot) and impractical (not armor), you will automatically be the centre of attention wherever you go. In combat, you can sacrifice your fashionable item to avert 1d8 damage. The item is destroyed.

- 9 **Hauteur:** You behave with such natural authority that everyone always assumes you're in charge unless it's really obvious that you're not. In an emergency, people will look to you for orders and usually go along with your plans unless they're obviously terrible. Your followers gain +1 morale.
- 10 **Libertine:** You pride yourself on your mastery of seduction. You can seduce an NPC who might plausibly be interested in a casual encounter in 1d6 hours. (They get a saving throw if they know they really shouldn't.) Spend another 1d6 hours and they will be very positively disposed towards you as long as they remain the sole focus of your attention and affection. They will grant any reasonable requests or favors.
- 11 **Mohock:** In your misspent youth you were an aristocratic street thug and hellraiser. You gain +1 Attack with clubs and knives, and take no penalties fighting in poor light (not full darkness). Once, ever, you may ask a single favor from the Emperor of the Mohocks—a shadowy figure of great influence in aristocratic and criminal circles.
- 12 **Name Drop:** Once per session, you can request a favor from authority or invoke a powerful name to get out of trouble. Only works on people who might have heard of them. 3-in-6 chance of working.

1D20**TALENTS**

- 13 **Raconteur:** You are a master storyteller, capable of holding an audience spellbound (and distracted) for up to 1d6 hours. Any vaguely plausible stories about your own exploits will always be believed unless evidence is presented to the contrary.
- 14 **Rover:** You've been everywhere, and you're very good at fitting in. Even without a common language, you can always establish basic communication through gestures and pidgin speech. If a group is negatively disposed towards your kind, after 1d6 hours of non-violent interaction you'll have picked up so many mannerisms that they regard you as one of their own. +1 to reaction rolls.
- 15 **Carouser:** You know how to have a good time. You gain double XP when carousing.
- 16 **Flashy:** If wearing no armor, you can add half your **PER bonus** (rounded down) to your AV.
- 17 **Crafty:** If fighting with a light, one-handed weapon and your other hand is free, gain +1 to attack. After attacking, you may move an additional 5ft away from the target.
- 18 **Light Step:** Gain advantage on **DEX Save** when trying to be stealthy.
- 19 **Luck of the Scoundrel:** Once per day, you can re-roll a **Save**.
- 20 **Live to Fight Another Day:** You can do a fighting withdrawal at full speed.
-

Pirate

A cut-throat, a thief, and a dog. You take what you can from who you can, and you live for the moment, because tomorrow the sea or the rope will have you. You operate on the open seas or crewing an airship. A survivable, versatile rogue.

Starting Equipment: Light armor, cutlass, flask of rum.

Weapon and armor proficiencies: Light armor, dagger, shortsword, club, rapier, longsword, crossbow, bow, whip, staff, spear, hand axe, battle axe, flail.

A: Dirty Pirate, A Pirate's Life, +1 HP

B: Lucky, Duel, +1 HP

C: Almost Got Me, Choice Weapon, +1 HP

D: Very Lucky, Charmed, +1 HP

A: Dirty Pirate. When striking from ambush, you may roll damage with **Advantage**.

A: A Pirate's Life. You live an extraordinarily reckless life. When spending gold to carouse, roll the die twice to see how much you spend (and also how much XP you get). Easy come, easy go.

B: Lucky. Every day, you have at least 1 Luck available.

B: Duel. Once per battle, you may lock eyes with an opponent and **PER Save** to goad them into a duel. Other hostile foes will not engage you until either you or your opponent are killed or otherwise incapacitated. The effect ends the moment another PC strikes your target.

C: Almost Got Me. Once per game session, you can automatically escape from a situation that is restraining you that you could plausibly escape from. This includes manacles, pit traps, grapples and awkward social conversations.

C: Choice Weapon. Choose a weapon type (e.g., dagger, sword). You gain +1 to damage with that weapon type.

D: Very Lucky. You have at least 2 Luck available per day. An adjacent ally can use this ability, if you could have plausibly assisted them.

D: Charmed. You may ignore a single source of damage once per game session. The blade slides off. The arrow misses by a hair. The fire parts around you. Don't question it.

Pugilist

Starting Equipment: handwraps, simple clothing, a jug of liquor.

Weapon and armor proficiencies: Light armor, club/hammer, staff.

A: Jab, Corner Man, +1 HP

B: Hand Wraps, Ground and Pound, +1 HP

C: Tough as Nails, Fundamentals, +1 HP

D: Cut Up, What Doesn't Kill You..., +1 HP

A: Jab. Your unarmed strikes deal 1d6 +STR damage & count as melee weapons.

A: Corner Man You know how to fix up cuts and bruises and deliver the kind of pep talk that puts a man back on his feet. Each Pugilist template gives you one use of this ability per day. Take an action to help a creature recover 1d6+PER HP (requires healer's tools), give a creature a new attempt to shake off the **Frightened** condition, or remove 1 **Fatigue**.

B: Hand Wraps. You have developed your own technique of wrapping your fists for protection. While unarmored and not wielding a shield, but wearing your hand wraps, you have an AV equal to (STR+DEX)/2 (rounded down) up to a maximum of 4.

B: Ground and Pound. Whenever you attack a grappled or prone enemy, roll damage with **Advantage** and ignore 2 points of AV.

C: Fundamentals. You gain **Advantage** on all **unarmed** Combat Maneuver rolls.

C: Tough as Nails. Once per day, when you are reduced to 0 or less HP, you automatically pass your save to stay conscious. You've been hit harder.

D: Cut Up. You know how to celebrate a victory. You have **advantage** on saves for **Debauchery** during **Carousing**. After you've caroused in a settlement, you have **advantage** on all social saves with people who live there. Everyone remembers a good time.

D: What Doesn't Kill You... For every **Scar** you have earned, you gain a pool of extra attacks that can be used in the course of a day. All your extra attacks can be used within the same round. Each scar taught you something, and you learned it in blood.

Quartermaster

Starting Equipment: chef's tools (knives, ladle, sieve, etc., 1 slot bundle), spices (0 slots, 5 uses), pots & pans (2 slots).

Weapon and armor proficiencies: Light and medium armor and shields, daggers, shortsword, hand axe, club/hammer, staff, spear, sword, mace, battle axe, flail, crossbow, bow, sling.

A: Fillet, Foraging, Monster Chef

B: Seasoned Wok, Spices

C: Magical Harvest, Make Delicious

D: Feast, Stewpot Familiar

You gain +1 on **STR Saves** against poison for every Quartermaster template that you possess.

A: Fillet. You know how to carve up a piece of meat. When attacking with a chef's knife (1d6 damage, 1/2 slots, 1 hand, 15 gp, 15ft(thrown)), not concealable, otherwise like a dagger).

A: Foraging. Spend 1 Turn to find enough edible plants, mushrooms, lichens, fruit, and roots to feed 1d4+4 people a single meal. **PER Save** if attempting to locate a specific ingredient.

A: Monster Chef. You've learned to prepare and preserve all kinds of strange flora and fauna. Create an additional 1d6 rations from any monsters that you butcher. Rations last an additional day.

Make a **WIT Save** to determine the medicinal and culinary qualities of unfamiliar ingredients, potions, and similar concoctions. Also tells you if something will be outright poisonous. Keeping a recipe book of these discoveries negates the need for future saves, but only if the player keeps notes.

B: Seasoned Wok. Your assortment of pots, pans, and platters functions as armor (as Chain Mail). Increase this bonus by +1 for every additional Quartermaster template that you possess. Does not stack with actual armor.

B: Spices: You know which spices pair best with which ingredients. Any rations or meals that you prepare with spices provide an additional 1d6 HP.

C: Magical Harvest. If a creature possesses valuable parts (poison glands, spore sacks, etc.) you may harvest them for use or sale without a roll. All others must make a **DEX Save** or destroy the valuable component.

C: Make Delicious. *R: Touch, T: creature, D: 1 Turn* Target creature becomes irresistibly delicious. The smell radiates 20' in calm air, but can spread via wind or leave a trail. Pass a **PER Save** or be compelled to attack the target. Intelligent creatures save with advantage. Unintelligent creatures save with disadvantage.

D: Feast. By combining exotic ingredients you can create a meal with magical effects. Requires a Lunch or Good Night's Sleep to prepare. Feeds up to 8 people.

It takes an entire day of searching to locate an exotic ingredient. You have a 2-in-6 chance of finding a specific ingredient and a 5-in-6 chance of finding a random one. Magical creatures count as exotic ingredients.

You may combine a number of exotic ingredients equal to your level in a single feast. Leftovers spoil after 24hrs.

D: Stewpot Familiar. Enough magical material has been rendered, reduced, and simmered in your favorite pot that it has woken up. It is only about as intelligent as the average spell, but it will grow sly and cunning as it ages. If it has hands (3-in-6 chance) it will hold a torch or lantern for you.

The pot has an outrageous face worked into its surface and ambulates on stubby iron legs. If it squats over flammable material, the material bursts into flame, bringing the pot to cooking temperature in one minute. The pot keeps contents warm indefinitely.

Though normally small enough to carry on your belt, the stewpot familiar can expand to cook creatures of HD equal to your level. It returns to portable size when the greater capacity is no longer needed.

In battle, the pot can spill its contents on enemies: 1d8 damage in a 5' wide, 15' long scalding wave. **DEX Save** to dodge. If full, it can do this a number of times equal to your level.

It can also ram a target, inflicting 1d6 damage. Apply your **WIT bonus** to attack rolls. Medium or small creatures must make a **STR save** or be tipped into the pot. If empty, this is merely inconvenient. If full, the victim takes 1d8 damage until dead or a successful **STR Save**. Victims so boiled are rendered into a delicious broth.

It takes your action to give such a command and you roll to-hit using your **WIT bonus**.

Stewpot familiars have AV3 and twice as many HP as their Quartermaster. If a stewpot familiar is reduced to 0 HP it explodes for 3d6 damage in a 10' radius, **DEX Save** for half. If the Quartermaster survives, they

must retire in shame—taking the worst job in a tavern scullery, barked at by a loud but talentless sous-chef for the rest of their days.

EXOTIC INGREDIENTS TABLE

Roll a D12 five times to create a random exotic ingredient. Making a note of it in your recipe book means you have a 3-in-6 chance of finding it when you wish to add it to a **feast**.

Example roll: 3, 7, 2, 5, 12 = Blue Skinned Bitter Leaf that grants Visions.

5D12	EXOTIC FEAST INGREDIENTS	EXOTIC INGREDIENT EFFECT
1	Ashy	Changeling: free STR Save against poison
2	Black	Billie Balm: rations work like healing potions, restoring 50% HP
3	Blue	Brigadier: raise PER & STR by 1d6, lasts 1d6 Turns
4	Greater	Chickadee: free STR Save against disease
5	Green	Deedee: enhances other effect*
6	Lesser	Rippled: extends other effect**
7	Red	Skunk: focus: gain 3-in-6 chance to immediately recover a spell when you cast it
8	Rough	Slime: STR save for victim, 1d6 rounds
9	Slippery	Spore: Resilience: gain +1d6 to all physical Saves (STR, DEX), 1d6 Turns
10	Sweet	Strawberry: Sensory Boost: lowlight vision, +4 Perception, 1d6 Turns
11	Yellow	Tipster: advantage on STR saves, +4 damage, 1d6 Turns
12	White	Topaz: Visions: see invisible, detect magic, identify magic item 3-in-6

* Enhanced Effects—no saves needed, an effect automatically happens.

** Extended—effect lasts for hours rather than Turns.

Rider

Starting Equipment: bow, 20 arrows, horse.

Weapon and armor proficiencies: All armor and shields, daggers, shortswords, longswords, spear/lance, battle axe, mace, bow.

A: Mounted Charge, Nomadic Lifestyle, +1 HP

B: Milk of the Mare, Rider Quick-Shot, +1 HP

C: Barding, Raider, +1 HP

D: Caracole, Padded Hoofs, +1 HP

A: Mounted Charge. You can perform the **Charge** maneuver on your mount without incurring **Fatigue**, but you need to move 25ft.

A: Nomadic Lifestyle. You carry your life with you. Your mount gains 4 additional inventory slots compared to regular mounts. You also gain 1 extra quick-draw inventory slot while mounted.

B: Milk of the Mare. You can use your horse's milk and blood to produce 2 rations per day. Unless the horse is fed or grazed, this can only be sustained for one week. Your mount gains +5 HP relative to the regular version of the creature.

B: Rider Quick-Shot. You may **Exert** yourself for a second ranged attack without incurring **Fatigue**, but your second shot has **disadvantage**.

C: Barding. You can direct any damage targeted at your mount onto yourself (except area-of-effect damage). You can also equip your mount with appropriate barding (AV2, 2 inventory slots).

C: Raider. You are accustomed to traveling large distances at night and camping without fire. You only need 1 **Watch** for a Good Night's Rest and no campfire is required.

D: Caracole. When you make a **Mounted Charge**, you also gain advantage on ranged attacks and can immediately retreat 25ft after your attack. If combined with **Rider Quick-Shot**, your first shot has **Advantage** and your second shot is a normal shot.

D: Padded Hoofs. You can attempt to **Move silently** while mounted.

Skirmisher

Starting Equipment: bow, 20 arrows, spear, shield, 50' of rope.

Weapon and armor proficiencies: Light and medium armor and shields, all melee weapons.

A: Move Like Water, Tricky, +1 HP

B: Evasion, Opportunist, +1 HP

C: Acrobatics, Lucky, +1 HP

D: Great Escape, Reflect, Extra Attack, +1 HP

Gain +1 to Move Silently & Unseen for each Skirmisher template that you possess.

A: Move Like Water. While unarmored and not wielding a shield, your AV is equal to **PER + DEX**, divided by 2 (rounded down), up to a maximum of 4.

A: Tricky. You gain **Advantage** on all Combat Maneuver rolls (including Dodge).

B: Evasion. You have advantage on **DEX saves** vs attacks/area damaging effects and for the purposes of **Dodge**, as long as you can see the attack coming. If a success would halve the damage, you instead take no damage. For **Dodge**, you can also ignore the first instance of **Fatigue** in a combat. Treat fall distance as half for determining damage.

B: Opportunist. Whenever you have a situational bonus (surprise, elevation, benefit from a **combat maneuver**, etc.) your attacks have **advantage**.

C: Acrobatics. You can jump twice as far as normal (**STR+10** x2). If there is a stable wall, you can instead wall-run four times as far (**STR+10** x4).

C: Lucky. Every day, you have at least 1 Luck available.

D: Great Escape. Once per day, you can automatically escape from something that is restraining you and that you could plausibly escape from. This includes grapples, lynchings, pit traps, and awkward social situations, but not sealed coffins.

D: Reflect. Once per encounter you can reduce the damage of a physical ranged attack by 1d6, +1 for each Skirmisher template that you possess. If this reduces the damage to 0, a target of your choosing is hit by the attack instead.

D: Extra Attack. You may make one additional melee attack on your turn.

Thief

Starting Equipment: light armor, files, lock-picks, dagger.

Weapon and armor proficiencies: Light armor, dagger, club, short-sword, rapiers, longsword, whip, staff, crossbow, sling.

A: Always Prepared, Rumors, Wall Crawler

B: Pick 1 Thief Ability, Roll 1 Thief Ability

C: Pick 1 Thief Ability, Roll 1 Thief Ability

D: Pick 1 Thief Ability, Roll 1 Thief Ability

You have advantage on **DEX saves** made to move silently and unseen, but only when you are alone or working with other Thieves.

A: Always Prepared. In town, you may spend 20 gold pieces (or items of equivalent value) to buy an Unlabelled Package. When the package is unwrapped in play, you declare what it contains, as long as the contents comprise the appropriate number of Item Slots and are available in town. Small items that can be bundled together (ex. 3 oil flasks) will be of a quantity sufficient to fill the Item Slot. You can have up to two Unlabelled Packages at a time.

A: Rumors. When entering a steading for the first time, or returning from an adventure, you may learn one rumor automatically without making a **PER Save**.

A: Wall Crawler. A permission slip to get almost anywhere you like. You climb just as well without climbing gear as with it. If a climb is possible using gear, you don't need to roll, even if free-climbing. If a climb would be impossible you can make a skill check to attempt it anyway.

1D20	Thief Ability	Effect
1	Acrobat	You can move an extra 15' per round (45' total). You can jump 20' instead of 10'. Treat your falls as 20' shorter. You can easily maintain your balance on a taut rope.
2	Always Armed	Even when you have been disarmed, you still have a dagger hidden on you. Always.
3	Opportunist	Whenever you have a situational bonus (surprise, elevation, benefit from a combat maneuver , etc.) your attacks have Advantage .
4	Cat's Eyes	With a small amount of light (moonlight, candle) you can see 30' in darkness.

1D20	Thief Ability	Effect
5	Camouflage	Cover grants you an extra +1 AV against ranged attacks.
6	Dog Whisperer	You start with a dog. Dogs you train can make a DEX save for stealth with advantage, communicate if an area is obviously dangerous, and track a week-old trail by scent without fail (barring magical concealment).
7	Delicate Tasks	Gain Advantage on DEX saves to disable traps and pick locks.

1D20	Thief Ability	Effect
8	Great Escape	Once per day, you can automatically escape from something that is restraining you and that you could plausibly escape from. This includes grapples, lynchings, pit traps, and awkward social situations, but not sealed coffins.
9	Lucky	Every day, you have at least 1 Luck available.
10	Pack Rat	Gain an additional 3 Item Slots.
11	Quick Draw	Gain an additional 3 Quick Draw Slots.

1D20	Thief Ability	Effect
12	Quick Fingers	You have advantage on DEX saves to pickpocket people. You can steal things directly out of someone's hands with a regular (no advantage) DEX save .
13	Recorder Crow	You start with a crow. It can make and play auditory recordings. It responds to Record, Stop Recording, Play, Pause, Rewind, and Fast Forward. Max storage: 1 hour. It's very smart.
14	Second Chance	When you trigger a trap you hear a "click". WIT Save . Success means you did not trigger the trap and you know exactly what would have happened if you did.

1D20	Thief Ability	Effect
15	Square Meal	Lunch heals you to full HP provided you pair it with alcohol.
16	Salvage	When disarming traps, picking locks, or working other simple mechanisms you can recover the parts for later use.
17	Urchin	A street rat demands to learn. They're a very sneaky hireling that doesn't ask for pay. If you lose your urchin, you can recruit another wherever urchins are plentiful, but it will be difficult if you have a reputation for getting them killed.

1D20	Thief Ability	Effect
18	Evasion	You have advantage on DEX saves vs attacks/area damaging effects and for the purposes of Dodge , as long as you can see the attack coming. If a success would halve the damage, you instead take no damage. For Dodge , you can also ignore the first instance of Fatigue in a combat. Treat fall distance as half for determining damage.
19	Watchful	Gain Advantage on rolls to Find Hidden Things . You can't be snuck past.
20	Wizardly Initiate	By tasting an object you can determine if it is magical or not. You gain the ability to use scrolls.

Duplicate rolls: select the next highest result. Take the next lowest if you already have that skill as well. If you have both—work it out with your Referee.

Vagabond

Starting Equipment: light armor, dagger. You cannot wear heavy armor.

Weapon and armor proficiencies: Light armor, dagger, club, staff, sling.

A: Hobo Signs, Roughin' It

B: Roll 1 Thief Ability, Seasoned Traveler

C: Roll 1 Thief Ability, Hobo Song

D: Roll 1 Thief Ability, King of Beggars

You have advantage on **DEX saves** made to move silently and unseen, but only when you are alone or working with other Thieves.

A: Hobo Signs. When entering a steading for the first time, or returning from an adventure, you may learn one rumor automatically without making a **PER Save**, or learn another useful piece of information about the location. You read the signs left by those who passed before you—scratches on fence posts, pebble arrangements, charcoal marks on walls. The road remembers.

A: Roughin' It. Vagabonds can find a place to sleep in any conditions. They recover 2 **Fatigue** with a **Good Night's Rest**, even under bad weather.

B: Seasoned Traveler. During **Exploration**, you decrease the party's chances of getting lost by 1-6 and increase the chances of finding interesting places by 1-6.

C: Hobo Song. You know songs and tall tales that have kept men alive through worse nights than this one. During a **Lunch**, you can entertain the party. Each member recovers 1 level of **Fatigue**. This benefit can only be received once per day.

D: King of Beggars. You can call on the help of local beggars and street urchins. Gain 1d12 temporary hirelings that help you for the day for free. They know every alley, every back door, every hiding place. They will not fight, but they will watch, listen, and steal.

Spellcasting Classes

Orthodox Wizard

Starting Equipment: Spellbook, ink, quill. Light armor is permitted, but most wizards prefer robes. Armor draws attention. Robes draw pity.

Weapon and armor proficiencies: Light armor, dagger, club, staff, sling.

A: +1 MD, +1 Signature Spell (1d6), Spellcasting, Cantrips

B: +1 MD, +1 Signature Spell (1d8), Book Casting, Arcane Recovery

C: +1 MD, +1 Signature Spell (1d10), Friendly Spell, Flame Proof, Iron Will

D: +1 MD, Master of Magic, Spell Creation

You gain +1 Magic Die (MD) and +1 Signature Spell for each Wizard template you possess, to a maximum of 4 each (templates & MD).

When you first gain a Wizard template, you cannot multiclass into other spellcasting classes, though you may gain templates from other Adventurer or otherwise magical classes.

When you select Template A, roll 1d6 and gain the spell listed as a **Signature Spell**. You can repeat this process for each point of **WIT bonus** you have (but you can also reserve this for spells you find while adventuring). When you receive Template B, roll 1d8. Template C, roll 1d10. If a duplicate spell is rolled, select the spell above or below it on the list.

As you level, you will gain spells from your class's spell list. You still can learn and cast spells from outside your school.

All of your MD return if you get a **Good Night's Rest**. If you didn't sleep well or your rest was disrupted by a hazard or combat, make a **PER save** for each MD to have them return to your pool anyway.

A: Spellcasting. You gain the ability to cast spells. See **Magic and Spells** for details on how spellcasting works. The wizard's spellcasting ability is **WIT**.

A: Cantrips You have mastered minor magics:

1. Change the color or texture of an object smaller than a horse for 10 minutes.
2. Create a tiny light as bright as a match on a fingertip.
3. Move a light object with a wave of your finger. You could cause a coin to roll along the ground or turn the pages of a book.

B: Book Casting. You can cast spells from a spellbook or scroll without making them a **Signature Spell**. See **Magic and Spells** for details on how book casting works.

B: Arcane Recovery. During **Lunch** you can attempt to recover one lost MD. Make a **WIT Save** to return a lost MD to your pool.

C: Friendly Spell. Apply a random effect from the **Friendly Spell Mutation** to one of your **Signature Spells**.

Mutating other spells you already know is possible with 4 templates from the wizard class and access to a wizard's sanctum. Use **spell research** on the **Magic Crafting** table to determine the time and cost of additional mutations.

The time and cost of **spell research** doubles, triples, etc. for each additional mutation beyond the first that a wizard attempts to apply to a spell.

C: Flame Proof. You can cast spells from a scroll without destroying the scroll. See **Magic and Spells** for more details.

C: Iron Will. You can control the results of your spellcasting through your iron will. You can change the result of one of your rolled **MD** if you pass a **PER Save**. This can be used to increase the effect of your spell or avoid a **Mishap** or **Doom**.

D: Master of Magic. Learn any 5 spells from your spell list.

With the proper materials, time, and a wizard's sanctum you can now create magic items.

D: Spell Creation. Invent a new spell, or adapt one from the **D100 Spells** table (see **MAGIC AND SPELLS**). This is an ongoing project between you and the Referee, shaped and refined through play.

The process takes 1 month of uninterrupted work. When completed, make a **WIT Save** with a -5 modifier or suffer **1d3** simultaneous **Mishaps**.

Gain a +1 bonus to your save for:

- a) every 150 gp spent on reagents, inks, magical artifacts, incense, etc.
- b) each ritual preparation described to the Referee (max bonus of +2).
- c) each 100 sq. ft. of Wizard's Sanctum you have to work with. [^*] [^]*
Make your **save** with **disadvantage** if attempting to create a new spell without access to a proper sanctum.

WIZARD'S SANCTUM

Part laboratory, part library, and vital to the conduct of wizardly business—creating scrolls, weaving robes, conducting research, studying the heavens, and scrying on rivals. The air in a sanctum smells of burnt ozone and old ink. The walls hum faintly if you press your ear to them.

The sanctums of wizard-artificers, where they create small arcanum, are more pragmatic: half watchmaker's bench, half forge, strewn with fine tools and half-finished devices.

In order to create the most modest magic item (ex: a scroll with 1 spell and 1MD) a sanctum of 100 sq. ft. worth 750 gp is required. To create a new spellbook (10 spells) requires 1,000 sq. ft. worth 7,500 gp.

A scribe must be hired full-time to maintain the sanctum. Without a scribe the sanctum loses 1d6 x100 gp per month in value due to lost or destroyed resources.

A scribe costs 50 gp per month and requires an additional 100 sq. ft. of living space.

To conduct research or create a magic item the wizard makes a **WIT Save**. If successful the sanctum loses 1d6x100 gp due to supplies used. If failed, wasted supplies and accidents reduce the value of the sanctum by 2d6 x100 gp.

With a critical success the sanctum loses no resources. On a critical failure a terrible mishap consumes 4d6 x100 gp of the sanctum's value, the project being worked on is destroyed, and the wizard suffers **1d3 simultaneous Mishaps** from their class table.

These costs are in addition to those listed on the **Magic Crafting Table**. Attempting any of the above without a proper sanctum is not impossible, but a wizard triples their costs, the time required, and make all **WIT Saves** with disadvantage.

The time and cost reflect the fickle nature of working with sentient spells, and the special materials needed to create the binding wards necessary to contain them. A wizard can reduce the time (and thus cost) by one day/week for every **+2 bonus** in **WIT** they possess. Crafting takes a minimum of 1 day or week to complete.

Sanctums discovered in dungeon ruins or taken by force, and somehow transported, add 1d100% of their value to that of the looter's sanctum due to duplication, difference in methods between wizards, etc.

Table 33: **MAGIC CRAFTING**

Item	Time	Cost
Arcanum	1d6 days	50gp/day + 25gp per MD
Robes	1d6 days	100gp/day
Scroll (blank)	1 day	100gp
Scroll	1d6 days	50gp/day
Spellbook (blank)	2d6 days	1,000gp
Spellbook (copy existing)	1d6 weeks/spell	150gp/spell
Spell Research	1d6 weeks	150gp/week

Table 34: **FRIENDLY SPELL MUTATION**

1D10	Mutation	Description
1	Area of Effect	Increase AoE or number of creatures affected by 50%
2	Duration	Increase duration by 50%
3	Effect	The spell does +1d6 damage or is harder to resist, -2 to saves.
4	Elongate	If successful, a weaker copy of the spell bounces to a new target. Apply a cumulative -1d6 dam./+2 to target's save, per bounce. Continued to bounce with diminishing effect until resisted or the spell fizzles.
5	Facile	You can cast the spell as a free action.
6	Graceful	You have more control over your spell. Ex.; you can create gaps in your fireball.
7	Hard	Targets get -4 to their save.

1D10	Mutation	Description
8	New Flavor	The spell changes elements or orientations. Fireball becomes lightning-ball, charm person becomes provoke, etc.
9	Range	Increase range by 50%
10	Recyclable	MD used for the spell return on a 1-4

CLASSIC WIZARD SPELL LIST Typical Spell Format:

Name.

R: (range), T: (# of targets), D: (duration)

1. Lock.

R: 50ft, T: [dice] creatures or objects, D: 1 Turn

Non-living object closes and becomes locked. If the object is a door, chest, or similar object, it will slam shut, dealing [sum] damage to any creature passing through it and then trapping them.

This spell works on things that aren't technically portals (lock a sword in its scabbard, etc.). Requires STR 10+[dice]×4 to open. Alternatively, this spell can be cast on a creature's orifice. The creature gets a **STR Save** to resist, and another **STR Save** at the end of each of its turns.

2. Knock.

R: 50ft, T: [dice] objects, D: 0

Object is opened. Doors are flung wide, locks are broken, shackles are bent open, belts come undone. Treat this as a Strength check made with STR 10+[dice]×4. If target is an armored creature, **STR Save** or armor falls off. If target is an unarmored creature, **STR Save** or vomit for 1d4 rounds.

3. Grease.

R: 50ft, T: object, surface, D: [dice]x2 rounds

Can be cast directly on a creature or a 10' x 10' x [dice] surface. All creatures affected must DEX Save or drop held objects, or, if moving, drop prone.

4. Force Field.

R: 10ft, T: plane or sphere, D: concentration up to [dice] Turns

Creates a shimmering force field, 10'x10', centered up to 10' away. Alternatively, create a sphere centered on the caster 5' in diameter (large enough for the caster and +1 person). The force field has [sum] HP. All attacks against it hit.

5. Levitate.

R: 50ft, T: creature object, D: concentration

You will an object to raise, lower, or hover. You cannot move the object horizontally, and you cannot move it more than 10' per turn. Maximum weight is [dice]x500 lbs. Lasts as long as you concentrate, but you take 1d6 psychic damage per round after [dice]x3 rounds.

6. Magic Missile.

R: 200ft, T: up to [dice]creatures, D: 0

Target takes [sum] + [dice] damage, no Save. As an Orthodox Wizard, your spell is unique to you and can be any shape, color, and pattern your describe.

7. Feather Fall.

R: 10ft, T: [dice] creatures or objects, D: 0

If you would take fall damage, you can cast this spell as a reaction to negate it. You float gently to the ground (possibly alarmingly late).

8. Sleep.

R: 50ft, T: [sum] HD of creatures D: 1 Turn / permanent

Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap. **PER Save** negates. Non-alert, unaware targets do not get a Save. If [sum] is at least 4 times the creature's HD, the duration becomes permanent (until slapped) and creature no longer needs to eat or drink while sleeping.

If you also invested 3 [dice] or more into this spell, the duration becomes permanent, and you can set the only condition that will cause the creature to awake (the sunrise before the apocalypse, true love's kiss, etc.)

9. Light.

R: touch, T: object or creature, D: [dice]x2 hours.

Object illuminates as a torch, with a radius of 20'+[dice]x10'. You can choose the color of the light.

Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded.

If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

10. Wizard Vision.

R: touch, T: sighted creature, D: 1 Turn / permanent

If you invest one [die]: Target can see invisible things. Target can see through illusions. Non-magical disguises are not penetrated.

If you invest two or more [dice]: This can only be cast on yourself. As above, except you can also see through magical darkness, and see the true forms of shapeshifters.

There are also some permanent effects: (a) You can forever see invisible things as a slight warping or lensing of light. You know “there’s something over there” and what size it roughly is, but nothing else. (b) You can tell if someone else is a spellcaster by looking them in the eyes.

The price for this gift is your mind. Either you reject the true nature of Creation and go slightly mad — take disadvantage on **WIT Saves** for 1d3 weeks — or you accept the true nature of Creation and alienate yourself from your peers, taking disadvantage on **PER Saves** for 1d3 weeks.

EMBLEM SPELLS

11. Prismatic Ray.

R: 200ft, T: [dice] creatures or objects, D: 0

Target suffers a different effect depending on which color strikes the target. **Roll 1d10:**

1D10	Effect
1.	Red. Target takes [sum] fire damage, DEX Save for half.
2.	Orange. Target takes [sum] bludgeoning damage and is knocked prone. STR Save negates.

1D10	Effect
3.	Yellow. Target takes [sum] lightning damage, DEX Save for half.
4.	Green. Target takes [sum] acid damage, DEX Save for half.
5.	Blue. Target takes [sum] ice damage, DEX Save for half.
6.	Purple. Target takes [sum] necrotic damage and is blinded for [sum] rounds. PER Save negates.
7, 8, 9.	Struck twice. Roll a d6 twice. Add effects; make one save.
10.	Struck thrice. Roll a d6 three times.

12. Fireball.

R: 100', T: 20' radius, D:0

Does [sum] + [dice] fire damage to all creatures and objects in a 20ft radius. Creatures keep burning for 1d6 fire damage each round until extinguished.

ORTHODOX WIZARD MISHAPS

DOUBLES	MISHAP
1	MD return to your pool on a 1-2 for 24 hours.
2	Take 1d6 damage. Something inside you tears.
3	Random mutation (see Random Mutations) for 1d6 rounds, then STR Save or it becomes permanent.
4	Lose 1 MD for 24 hours. The spell-stuff curdles in your mind.

DOUBLES	MISHAP
5	Stunned for 1d3 rounds. Your thoughts scatter like roaches in lamplight.
6	Cannot cast spells for 1d6 rounds. Your magic recoils from you.

ORTHODOX WIZARD DOOMS

1. Lose the ability to cast spells for 1 day. The silence in your head is deafening.
2. Lose the ability to cast spells for 3 days. You can feel the spells moving behind your eyes, but they will not answer.
3. Lose the ability to cast spells permanently. The fire has gone out.

This doom can be undone by eating the heart of a powerful magical creature, still warm, or by binding yourself in marriage to one. You can also fill your mind with 4 entirely new spells that have never been cast by anyone else. Finding or inventing those is its own kind of doom.

Elementalist

Elementalist Wizards speak to and bargain with elemental spirits. A wild breed—windblown, disreputable, half-feral. In rural lands they are welcomed as rain-bringers and flood-calmers, but just as readily hanged following forest fires and earthquakes. This is not always ignorant superstition. Attracting the attention of powerful spirits is dangerous work, and the spirits do not always come when called. Sometimes they come when they aren't.

Starting Equipment: Spellbook, ink, quill. Light armor is permitted, but most prefer robes.

Weapon and armor proficiencies: Light armor, dagger, club, staff, sling.

A: +1 MD, +1 Signature Spell (1d6), Spellcasting, Cantrips

B: +1 MD, +1 Signature Spell (1d8), Book Casting, Elemental Recovery, Elemental Resistance

C: +1 MD, +1 Signature Spell (1d10), Elemental Vision, Iron Will

D: +1 MD, Master of Magic, Spell Creation

You gain +1 Magic Die (MD) and +1 Signature Spell for each Elementalist template you possess, to a maximum of 4 each (templates & MD).

When you first gain an Elementalist template, you cannot multiclass into other spellcasting classes, though you may gain templates from other Adventurer or otherwise magical classes.

When you select Template A, roll 1d6 and gain the spell listed as a **Signature Spell**. You can repeat this process for each point of **WIT bonus** you have (but you can also reserve this for spells you find while adventuring). When you receive Template B, roll 1d8. Template C, roll 1d10. If a duplicate spell is rolled, select the spell above or below it on the list.

As you level, you will gain spells from your class's spell list. You still can learn and cast spells from outside your school.

All of your MD return if you get a **Good Night's Rest**. If you didn't sleep well or your rest was disrupted by a hazard or combat, make a **PER save** for each MD to have them return to your pool anyway.

A: Spellcasting. You gain the ability to cast spells. See **Magic and Spells** for details on how spellcasting works. The Elementalist's spellcasting ability is **WIT**.

Drawback: Cannot cast fire spells if wet. Cannot cast water or ice spells if dehydrated. Cannot cast earth or acid spells if you are not touching the ground. Cannot cast air or lightning spells if you do not have line of sight to the sky.

A: Cantrips You have mastered minor magics: 1. You can sense the potency and disposition of any nearby elemental spirits. 2. Summon a flame the size of a candle's by snapping your fingers. Cannot be used to deal damage. Will light a lantern, torch, etc. 3. Meditate for 1 hour to gain a new Save against any poison or damaging effect.

B: Elemental Resistance. +3 to **DEX Saves** and AC vs Elemental damage. No bonus against non-damaging effects.

B: Elemental Recovery. During **Lunch** you can attempt to recover one lost MD. Make a **WIT Save** to return a lost MD to your pool.

B: Book Casting. You can cast spells from a spellbook or scroll without making them a **Signature Spell**. See **Magic and Spells** for details on how book casting works.

C: Elemental Vision. Your training allows you to perceive elemental spirits in their true form. The ground appears to be made of interlinked stone bodies. A campfire is a hungry spirit devouring logs. Clouds drift overhead as vast pale shapes rolling through the sky. You can speak to the spirits—you always could, anyone can—but when you are attuned like this, they are more inclined to listen. They won't obey you, and they

may be hostile, but they may offer advice, tell tales, demand offerings, or simply turn away.

C: Iron Will. You can control the results of your spellcasting through your iron will. You can change the result of one of your rolled **MD** if you pass a **PER Save**. This can be used to increase the effect of your spell or avoid a **Mishap** or **Doom**.

D: Master of Magic. Learn any 5 spells from your spell list. With the proper materials, time, and a wizard's sanctum you can now create magic items.

D: Spell Creation. See Wizard class description for details.

ELEMENTALIST SPELL LIST For spells with [element] listed, you can choose the element. If you'd generate a duplicate of a spell with the [element] tag as you gain Wizard templates, you may either reroll the spell, or choose a different element.

1. Circle of Frost. *R: self T: [dice]x10' radius D: 3 rounds* All creatures in area take 1d4 damage, **DEX Save** for half. Everything that fails its save is frozen to whatever surface they were touching. Boots are frozen to the ground, keys are frozen in their locks. Attempting to break loose is a free action that can be attempted once per round, and requires a successful opposed Strength test. The ice has a Strength of 10 + [dice]x2.

2. Control [Element] Control Air. *R: 50' T: a gust of wind D: concentration* Control a gust of wind within 50'. At one [die], use wind to (a) clear away fog or gas, (b) extinguish a fire no larger than a torch, (c) blow all the papers off a desk, (d) with concentration, provide enough of a breeze to power a tiny sailboat. Each [dice] you invest increases the effects.

Control Earth. *R: 50' T: a bucket's worth of earth D: concentration* Control a small amount of earth within 50'. At one [die]: (a) excavate a bucket's worth of dirt, (b) smooth and fill the same amount, (c) causing the earth to quickly swallow a small item, or quickly swallow a non-resisting person, chest, or signpost, (d) exhume something at the same rate, (e) knock over a shack with a tiny tremor. Each [dice] you invest increases the effects.

Control Fire. *R: 50' T: a torch's worth of fire D: concentration* Control a small fire within 50'. At one [die]: (a) cause a fire to double in size, power, and brightness, (b) create a huge amount of smoke, (c) extinguish a fire no larger than a torch, (d) have a small ember (0 damage) jump 1' off the fire, (e) ignite something that is meant to be burnt, such as a match, cigarette, or fuse, (f) heat a cup of tea to a pleasant temperature. Each [dice] you invest increases the effects.

Control Rain. *R: 1000' T: self D: [dice] hours* If it's raining, you can make it not rain for 1000' around you. If there's not a cloud in the sky, this spell has no effect. If it's cloudy, you can make it rain for 1000' around you. Most days have a 40% chance of being cloudy. Cannot be cast indoors.

Control Water. *R: 50' T: a bucket's worth of water D: concentration* Control a small amount of water within 50'. At one [dice]: (a) propel a small boat, (b) carry a small item through the water, (c) allow someone to swim at 2x speed, (d) force someone to swim at half speed, (e) splash something no more than 5' away, (f) dry something that is wet, (g) freeze a small amount of water, (h) cool a hot cup of tea. Each [dice] you invest increases the effects. With 4 [dice] you should be able to sink a ship or turn back a river. Water spirits carry means of purifying corruption, and Elementalists know their secret ways.

3. Dissolve. *R: 50' T: object or creature D: concentration* Target you stare at takes 1d4 acid damage per round and begins to dissolve. **STR Save** for half damage. Can bore holes in walls, but only makes a hole 1' and creates acidic sludge on the floor. [dice]"/10 minutes through stone, [dice]"/minute through wood, cannot affect metal. Heals slimes and oozes for 1d4/round.

4. [Element] Breath. *R: [dice]x20' cone T: area D: 0* Does [sum] damage to anything in the cone. **STR Save** for half damage. Wind or Water breath extinguishes all fires smaller than a big bonfire. Fire breath sets very flammable things on fire. Acid breath bleaches the color from objects and blisters the eyes.

5. Stoneskin. *R: touch T: creature D: [dice] Turns* Reduce all physical damage the target takes by 5 per [dice] invested. The target cannot swim, jump, or run. Dispel at will.

6. Anklecrusher. *R: 50' T: [dice]x2 objects or creatures D: 0* Target creature or object is grabbed by the ground itself. Target takes 1d6 damage and is immobilized. **DEX Save** to negate, prone creatures automatically fail. **STR Save** to break free. The difficulty of the save depends on what the ground is made of: Dirt 8, Clay 12, Limestone 16, Basalt 18. This spell has no effect on things that aren't touching the ground.

7. Protection from [Element] *R: touch T: [dice]x[dice] targets D: 10 minutes / 8 hours* Reduce all damage of the chosen type by 4 for the next 10 minutes. Alternatively, the spell protects its targets from the negative effects of the element (desert heat, arctic chill) for the next 8 hours.

8. Ignite. *R: 50' T: object or creature D: 0* Target creature or object takes [sum] damage and catches on fire. **DEX Save** negates.

9. Breathe [Element] *R: touch T: [dice] creatures D: 2 hr* Target can breathe in the chosen element, in addition to their normal modes of respiration. Clearing your lungs before the spell expires is mandatory. Does not grant you protection from that element, just from drowning in it.

10. Wind Scythe. *R: 50' T: object or creature D: 0* Apply a melee attack from a slashing weapon in your hand to a target within 50'. If you are unarmed, counts as a dagger (1d6). Gain +2 to Attack and deal +[sum] damage.

EMBLEM SPELLS

11. Wall of [Element]

Wall of Earth. *R: 20' T: wall D: permanent* You rearrange dirt to form a 10' by 10' panel per [dice]. You can mold the wall, similar to cutting holes and notches in a sheet of paper. The wall has AC10 and [dice]x5 HD. If it is horizontal, the wall must be anchored on at least 2 sides.

Wall of Fire. *R: 20' T: wall D: 1 minute* You summon fire to form a 10' by 10' panel per [dice]. The wall does not block line of sight. It deals 1d6 fire damage to anything that passes through it. Any creature passing through the wall must DEX Save or be set on fire (1d8 damage for 1d6 rounds).

Wall of Wind. *R: 20' T: wall D: 1 minute* You summon wind to form a 10' by 10' panel per [dice]. The wall does not block line of sight. Powerful winds will knock small projectiles out of the air and prevent vermin (anything smaller than a rat) from crossing. Ranged attacks that pass through the wall are [dice]x(-3) to-hit.

12. Shocking Grasp. *R: 0 T: self D: 10 min* You enchant your hand so that it discharges [sum]+[dice]x2 damage worth of lightning into the next thing you touch. Touching an unwilling opponent requires an Attack roll against their unarmored armor class (AC10+DEX). You cannot wear any metal on the hand you enchant. If you deal more than 12 damage, you and your target must both STR Save or be flung apart, knocked prone, and deafened for 1d6 rounds.

ELEMENTALIST MISHAPS

DOUBLES	MISHAP
1	MD only return to your pool on a 1-2 for 24 hours.
2	Take 1d6 damage. The element turns on you, briefly.

DOUBLES	MISHAP
3	Random mutation (see Random Mutations) for 1d6 rounds, then STR Save or it becomes permanent.
4	By element: soaked or dehydrated; flung upwards 1d3x10', 1d6 fall damage per 10'; buried and immobilized (STR Save to free yourself); or burned for 1d8 damage.
5	Deafened for 1d6 rounds. The spirits are shrieking.
6	Wild elemental spirits flee your body for 1d6 rounds. Everyone within line of sight must make a PER Save each round or be stunned.

DOOM OF THE ELEMENTALIST

1. Take sufficient elemental damage to reduce you to zero HP. Receive a Scar. The elements are testing you.
2. Each time you cast an Elemental spell, make a **WIT Save** or the spell flies out of control. If the spirit likes you, the consequences might be survivable.
3. The elements turn against you. Expect 1d4+4 powerful spirits to arrive shortly. In the meantime, fire chases you, stones seek to crush you, the earth trembles beneath your feet, and lightning plunges from a clear sky.

This doom can be avoided by journeying to a powerful elemental shrine and pledging yourself to the spirit within, or by visiting pure vacuum or the deepest shadow—places beyond the reach of the elements.

Illusionist

Starting Equipment: Spellbook, ink, quill, rainbow-colored gloves or a ridiculously large rainbow-colored scarf. Light armor is permitted, but most prefer robes.

Weapon and armor proficiencies: Light armor, dagger, club, staff, sling.

A: +1 MD, +1 Signature Spell (1d6), Spellcasting, Cantrips

B: +1 MD, +1 Signature Spell (1d8), Book Casting, Illusory Recovery, Lasting Illusions

C: +1 MD, +1 Signature Spell (1d10), Malleable Illusions, Iron Will

D: +1 MD, Master of Magic, Spell Creation

You gain +1 Magic Die (MD) and +1 Signature Spell for each Illusionist template you possess, to a maximum of 4 each (templates & MD).

When you first gain an Illusionist template, you cannot multiclass into other spellcasting classes, though you may gain templates from other Adventurer or otherwise magical classes.

When you select Template A, roll 1d6 and gain the spell listed as a **Signature Spell**. You can repeat this process for each point of **WIT bonus** you have (but you can also reserve this for spells you find while adventuring). When you receive Template B, roll 1d8. Template C, roll 1d10. If a duplicate spell is rolled, select the spell above or below it on the list.

As you level, you will gain spells from your class's spell list. You still can learn and cast spells from outside your school.

All of your MD return if you get a **Good Night's Rest**. If you didn't sleep well or your rest was disrupted by a hazard or combat, make a **WIT save** for each MD to have them return to your pool anyway.

A: Spellcasting. You gain the ability to cast spells. See **Magic and Spells** for details on how spellcasting works. The Illusionist's spellcasting ability is **WIT**.

Drawback: You cannot cast spells unless you can see all 7 primary colors (via your gloves or scarf if nothing else is available). Your magic supplies the 8th: octarine. Pitch darkness is out. Blindness is out. Thick fog will make things interesting. Losing your gloves or getting them soaked in blood will be a disaster.

A: Cantrips You have mastered minor magics: 1. Create a shower of illusory sparks or a puff of illusory smoke from your hands. 2. Touch another caster's illusion and make an opposed **WIT Save**. If you succeed, you gain control of the illusion. 3. You always know the position of the sun in the sky.

B: Lasting Illusions. Your illusion spells have a duration of "Concentration + 1 minute". Others can cast illusions. You are an Illusionist. The difference matters.

B: Book Casting. You can cast spells from a spellbook or scroll without making them a **Signature Spell**. See **Magic and Spells** for details on how book casting works.

B: Illusory Recovery. During **Lunch** you can attempt to recover one lost MD. Make a **WIT Save** to return a lost MD to your pool.

C: Malleable Illusions. If you control an illusion and it is within line of sight, you can change its nature or form once per round. You could create an illusory goblin and then, when pursued, transform it into a tiger. Illusions will still function outside of your line of sight, exhibiting reasonably correct behaviors. A guard-illusion will march if told to march. A fire-illusion will burn (but not spread). The spells that create illusions are about as intelligent as a dog.

C: Iron Will. You can control the results of your spellcasting through your iron will. You can change the result of one of your rolled **MD** if you pass a **PER Save**. This can be used to increase the effect of your spell or avoid a **Mishap** or **Doom**.

D: Master of Magic. Learn any 5 spells from your spell list. With the proper materials, time, and a wizard's sanctum you can now create magic items.

D: Spell Creation. See Wizard class description for details.

ILLUSIONIST SPELL LIST

1. Illusion *R: 50' T: [dice]x5' diameter D: concentration / concentration+1 minute* You create an illusion of whatever object or creature you want. It can move at your will, but cannot make any sound or smell. Illusions can only add, not subtract. They can cover up a hole, but not create the illusion of a hole. Note the area restriction—at 1 die you can't create a 6' tall illusory human.

2. Disguise *R: touch T: object D: [dice] hours / concentration+1 minute* You cloak the object in illusion, making it appear as another object of the same type. An apple could be disguised as any other type of fruit; a table could be disguised as any other type of furniture. A humanoid can be disguised as any other humanoid of comparable size. This only extends to the visual properties of the object. Maximum size by [dice]: 1: human-sized, 2: ogre- or wagon-sized, 3: dragon- or tavern-sized, 4: ship- or bridge-sized. These disguises are visually perfect. You can't "see through them", but you can notice inconsistencies—a hill that produces smoke, a king who walks without a limp.

3. Prismatic Ray *R: 200' T: [dice] creatures or objects D: 0* Target suffers a different effect depending on which color strikes the target. Roll a d10: 1. Red. Target takes [sum] fire damage, **DEX Save** for half. 2. Orange. Target takes [sum] bludgeoning damage and is knocked prone. **STR Save** negates. 3. Yellow. Target takes [sum] lightning damage, **DEX Save** for half. 4. Green. Target takes [sum] acid damage, **DEX Save**

for half. 5. Blue. Target takes [sum] ice damage, **DEX Save** for half. 6. Purple. Target takes [sum] necrotic damage and is blinded for [sum] rounds. **PER Save** negates. 7, 8, 9. Struck twice. Roll a d6 twice. Add effects; make one save. 10. Struck thrice. Roll a d6 three times.

4. Mirror Image *R: 0 T: self D: 10 minutes / concentration+1 minute* You create $1d4 + [\text{dice}]$ illusory images of yourself, which move as you move and always stay within 5' of you. They are constantly stepping through each other, so that it is impossible to tell which is which. When an enemy attacks you, roll to see if they hit you or an image. An image vanishes as soon as it suffers a solid impact. Area effects such as a dragon's breath will cause all images to vanish.

5. Mirror Object *R: touch T: mirror D: [dice] hours / concentration+1 minute* You reach into a mirror-like surface and pull out a copy of an object adjacent to the mirror. The object must be within reach of the mirror (as if it were a window), small enough to fit through, and light enough to pull through with one hand. The mirror object looks and feels exactly like the original. It doesn't copy any magical properties. You cannot duplicate living things. The mirror object pops like a bubble if it suffers a solid blow. If you invest at least 4 [dice], it can copy magical properties of an item, but those properties will only function once. For items with continuous properties (flying carpets, etc.), the magic lasts no longer than 10 minutes.

6. Light *R: touch T: object or creature D: [dice]x2 hours* Object illuminates as a torch, with a radius of $20' + [\text{dice}] \times 10'$. You can choose the color of the light. Alternatively, make an attack roll against a sighted creature to blind them for [sum] rounds. If [sum] is greater than 12, permanently blinded. If you invest 4 [dice] or more, this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more, the light can be purest octarine, though it will only last for 1 round. Octarine light is extremely dangerous.

7. Hypnotic Orb *R: touch T: object D: [sum] minutes / concentration+1 minute* You enchant a mostly-spherical object so that its surface is covered with a captivating, shimmering pattern. Any creature who sees the enchanted object must pass a **PER Save** or be compelled to sit still and observe it for the spell's duration. Flying creatures will land or circle it. The caster is not immune. The effect is broken if line of sight is broken, if something startles a target (a loud adjacent shout), or if the target sees signs of obvious danger (such as someone killing their friends). Groups of statistically identical NPCs should make their save as a group.

8. Colour Spray *R: [dice]x10' cone T: sighted creatures D: 0 / varies* If [sum] is equal or greater to the creature's HD, it is incapacitated for 1d6

rounds. If [sum] is three times the creature's HD or more, it is stunned for a round, then incapacitated for 1d6 rounds. If [sum] is five times the creature's HD, it is stunned for 1d6 rounds, then incapacitated for 1d6 rounds.

9. Wizard Vision *R: touch T: sighted creature D: [sum] min x2 / permanent*
If you invest one [die]: Target can see invisible things and through illusions. Non-magical disguises are not penetrated. If you invest two or more [dice]: This can only be cast on yourself. As above, plus you can see through magical darkness, and see the true forms of shapeshifters. Permanent effects: (a) You can forever see invisible things as a slight warping or lensing of light. (b) You can tell if someone else is a spellcaster by looking them in the eyes. The price for this gift is your mind. Either you reject the true nature of Creation and go slightly mad—take disadvantage on **WIT Saves** for 1d6 weeks—or you accept it and alienate yourself from your peers, taking disadvantage on **PER Saves** for 1d6 weeks.

10. Wall of Light *R: 50' T: wall or sphere D: 10 min / concentration+1 minute*
You conjure either (a) a hemisphere [dice]x5' in diameter, or (b) a 10' by 10' panel per [dice], which can be arranged in any contiguous formation joined by their edges. The wall is intangible, but you can control what each side shows: (a) inky darkness, (b) light out to 30', (c) mirror, (d) transparency, or (e) a simple texture, such as stone, brick, or carpet. Both sides do not have to show the same thing. You can change these surfaces with a thought. If you invest 4 [dice] or more, you may make the duration permanent.

EMBLEM SPELLS

11. Mirror Self *R: touch T: mirror D: concentration+1 minute*
You reach into a mirror-like surface and pull out [dice] copies of yourself. The mirror must be large enough for you to pass through. Your mirror clones behave as you wish. They can walk and talk, but cannot pick anything up. You can see through their eyes and hear through their ears. You can cast spells through them. You can switch places with your mirror twin(s) as a free action. A mirror twin pops like a bubble if it suffers a solid blow. If concentration is lost you have 2 rounds to regain it. Once you learn this spell, expect the Illusionist in the mirror to reach out and copy you from time to time.

12. Fade *R: 50' T: creature or object D: [sum] rounds*
Target phases out and becomes unable to affect the world in any way except visually. It stands or floats like an illusion until the spell concludes. Not even magic can affect the target. If they would be inside a solid object when the spell expires, they are harmlessly shunted into the nearest open space. Maxi-

mum size by [dice]: 1: human-sized, 2: ogre- or wagon-sized, 3: dragon- or tavern-sized, 4: ship- or bridge-sized.

ILLUSIONIST MISHAPS

DOUBLES	MISHAP
1	MD only return to your pool on a 1-2 for 24 hours.
2	Take 1d6 damage. The light bites back.
3	Random mutation (see Random Mutations) for 1d6 rounds, then STR Save or it becomes permanent.
4	Blind for 1d6 rounds. You can't cast spells, and you can't tell what's real.
5	All sighted creatures are invisible to you for 24 hours. You see only the empty world.
6	Eruption of wild illusions from your hands. Everyone in LOS must make a WIT Save to do anything relying on sight for 1d6 rounds.

DOOM OF THE ILLUSIONIST

1. A 10' square mirror appears and you are compelled to enter. You lose a random item, gain a random item of approximately equal value, and have 1 HP. You return the next morning, shivering and unwilling to speak of what you saw.
2. You turn into an illusion for a day.
3. You turn into an illusion permanently.

As an illusion, you have no smell or taste. You cannot be felt. Solid impacts cause you to pop. Lose 1d6 Con that cannot be recovered while you are an illusion, and reform the next morning nearby. Illusions are real to you—you can walk across an illusory bridge or ride an illusory dragon. But you will pop. Often.

This doom can be avoided by journeying into the mirror-realm and eating one of the eyes of the beholders found there, or performing the Rit-

ual of Prismax: a duel to the death against three of your mirror selves, fought in a neutral battlefield.

Necromancer

Outlawed. Outcast. The word itself is a curse—a byword for desecration and dealings best left unspoken. Yet the necromancers endure, clinging to the margins of the living world like moss on a gravestone. They provide a channel between the quick and the dead, and someone always pays—one way or another—for knowledge only the dead can give.

Starting Equipment: Spellbook, ink, quill, dark robes and a bone mask. Light armor is permitted, but most prefer robes. The dead don't care what you're wearing.

Weapon and armor proficiencies: Light armor, dagger, club, staff, sling.

A: +1 MD, +1 Signature Spell (1d6), Spellcasting, Cantrips

B: +1 MD, +1 Signature Spell (1d8), Book Casting, Necrotic Recovery, Death's Touch

C: +1 MD, +1 Signature Spell (1d10), Cold Flesh, Iron Will

D: +1 MD, Master of Magic, Spell Creation

You gain +1 Magic Die (MD) and +1 Signature Spell for each Necromancer template you possess, to a maximum of 4 each (templates & MD).

When you first gain a Necromancer template, you cannot multiclass into other spellcasting classes, though you may gain templates from other Adventurer or otherwise magical classes.

When you select Template A, roll 1d6 and gain the spell listed as a **Signature Spell**. You can repeat this process for each point of **WIT bonus** you have (but you can also reserve this for spells you find while adventuring). When you receive Template B, roll 1d8. Template C, roll 1d10. If a duplicate spell is rolled, select the spell above or below it on the list.

As you level, you will gain spells from your class's spell list. You still can learn and cast spells from outside your school.

All of your MD return if you get a **Good Night's Rest**. If you didn't sleep well or your rest was disrupted by a hazard or combat, make a **WIT save** for each MD to have them return to your pool anyway.

A: Spellcasting. You gain the ability to cast spells. See **Magic and Spells** for details on how spellcasting works.

Drawback: You require a ritual ingredient to cast your spells. The ingredient has a negligible cost (2cp) and is not consumed, but water, fire, or isolation could render you unable to cast spells. Roll on the Ritual Ingredient List below.

A: Cantrips You have mastered minor magics: 1. You can call on the spirit of a recently dead creature by interrogating its body. Provided the creature died before dawn, and it wasn't particularly pious or exceptionally blasphemous, it will answer 3 of your questions. At dawn, the spirit departs. The dead are rarely coherent, and never grateful. Answers may be cryptic. If the creature had 3 or more HD, everyone present can see and hear the spirit. Otherwise, only you can see it. 2. You can ritually protect a corpse against possession by unwelcome spirits. Alternatively, you can deliberately invite spirits to possess a corpse. The ritual takes 10 minutes. The most dangerous time is between death and dawn; after that, the corpse grows cold to wandering spirits. 3. You can permanently lose 1 HP to add 1 MD to a spell you are casting. The blood is yours to spend. You can only lose 1 HP per spell.

B: Book Casting. You can cast spells from a spellbook or scroll without making them a **Signature Spell**. See **Magic and Spells** for details on how book casting works.

B: Necrotic Recovery. During **Lunch** you can attempt to recover one lost MD. Make a **WIT Save** to return a lost MD to your pool.

B: Death's Touch. You can cause creatures you touch to reroll any Scars they accumulated during that Turn. You can allow them to reroll detrimental results or force them to reroll beneficial results. If a creature successfully removes a detrimental Scars result because of the reroll you provided, it permanently loses 1 HP. There is always a price.

C: Cold Flesh. You no longer require sleep. Pain reaches you only as a distant signal, like a bell tolled in another valley.

C: Iron Will. You can control the results of your spellcasting through your iron will. You can change the result of one of your rolled MD if you pass a **PER Save**. This can be used to increase the effect of your spell or avoid a **Mishap** or **Doom**.

D: Master of Magic. Learn any 5 spells from your spell list. With the proper materials, time, and a wizard's sanctum you can now create magic items.

D: Spell Creation. See Wizard class description for details.

NECROMANCER SPELL LIST

1. Raise Spirit. You automatically gain this spell at first level. Roll for your other spell normally. *R: touch T: spirit D: [sum] minutes* After a ritual that takes 10 minutes, you call out to the spirit of a dead person. The spirit can be anyone, from long-dead kings to newly-murdered party members. You do not need the creature's body. This spell can only be cast between sunset and dawn. Roll 1d6 on the table below, modified by the following: **Bonuses:** +1 for each [die] invested in this spell, +1 if the spirit died within a week, +1 if the spirit has unfinished business in Creation, +1 if you know the spirit's true name, +4 if you personally knew the creature before it died. **Penalties:** -1 for each of the creature's original HD, -1 if the spirit was a wizard, -1 if the spirit is angry or irritated with you, -2 if you have only a vague name or description, -4 if the spirit was a necromancer or had significant magical powers in life. Other bonuses and penalties at the GM's discretion. The stronger the soul, the more dangerous the summon.

Raise Spirit Result. 0 or negative: The spirit lashes out in fury. You take 2d6 damage. If this reduces you to 0 HP, you are dragged straight to the afterlife (no Save). Alternatively, the spirit casts Fatal Doom on you. **a.** The spirit cannot be put down. If there is a corpse nearby the spirit will possess it. Otherwise, it acts as a disembodied undead of appropriate HD. **b.** The wrong spirit is raised. It may be more or less useful than the intended spirit. **c.** The spirit is raised, but its answers are mocking and cruel. **d.** The spirit answers your questions truthfully. **e.** The spirit also provides a useful answer to a question you did not ask. **f.** The spirit remains for 1d6 additional minutes. **g.** or higher. The spirit can be given one command (as per the Command Undead spell below.)

2. Explode Corpse. *R: 50' T: corpse D: 0* Target corpse explodes, dealing damage in a [dice]x5' radius, DEX Save for half. Maximum damage by size: Rat: 1, Dog: 1d6, Human: 2d6, Cow: 3d6, Elephant: 6d6, Whale: 8d6. This spell cannot target undead creatures unless you control them.

3. Death Mask. *R: touch T: humanoid corpse D: varies* You touch a corpse and the face peels off like a mask. The rest of the corpse shrivels up and flakes into dust. When you (and only you) wear the mask, you will look and sound like the person whose face you're wearing, but only to sentient people (no effect on animals, spirits, or elementals). The mask will rot into uselessness after [sum] days. If [dice] is at least 4, the mask is permanent.

4. Fear. *R: 50' T: creatures up to [sum] HD D: 0* Target creatures must make a **PER Save** or take a morale check, modified by your PER bonus, or flee from you. If you cast this spell with 4 [dice], creatures unused to

supernatural occurrences (peasants, domesticated dogs, etc.) must also make a **PER Save** or age 2d10 years.

5. Rot. *R: touch T: creature or object D: 0* Creatures take 2x[dice] damage, **STR Save** for half. Creatures also age 2d10 years (no mechanical effect), and may develop grey hair, shakes, and wrinkles. Objects are aged according to how many [dice] are invested. Books sprout into mold, wood becomes soggy, lamps run out of fuel and grow cold, and stone is entirely unaffected. 1 [die]: [sum] days. 2 [dice]: [sum] months. 3 [dice] or more: [sum] years. Undead are healed for [sum]+[dice] HP, or 1 permanent HP is restored (to the former maximum).

6. Raise Undead. *R: 20' T: [dice]x2 HD corpse D: 2 hours* Target is raised as a specific type of undead that is obedient to the caster. The creature is animated by a specially developed spell or an obedient ghost. When the spell's duration ends, the undead may collapse, and cannot be raised again or used for any further spells. The type of undead raised depends on the target and the [dice] invested: 1 [die]: 1-2 HD creature (corpse snake, crawling claw, skeleton, zombie). 2 [dice]: 1-4 HD creature (wight). 3 [dice]: 1-6 HD creature (war spirit, mummy). 4 [dice]: 1-8 HD creature (something impressively terrifying). Undead typically have reduced stats compared to their living form. Undead of 5 HD or less are nearly mindless. If you die while undead are under your control, the spell's duration expires, or you try to end the spell, there is a [HD]-in-10 chance the undead remains active. Otherwise, it collapses. Instead of letting the spell expire, you can keep the [dice] you spent on the spell invested. The spell's duration becomes permanent as long as those [dice] remain invested. Alternatively, if you spend 4 [dice] to raise a 1 or 2 HD creature, the spell's duration becomes permanent and no [dice] need to be invested. Creatures may retain some special abilities they had in life.

7. Innocent Revenant. *R: Touch T: corpse D: 0* A creature of [dice] HD or less that died in the last 3 turns immediately returns as an undead version of itself with full HP. The HD requirement is ignored if the target is well known to you (a fellow PC, for example). This revenant can never gain HP, and loses 1 HP per hour until it reaches 0 HP and disintegrates. Its mind fades in parallel: each hour, it gains 1 level of **Fatigue** as its memories crumble. This HP loss can be healed by the Rot spell or other effects that heal undead creatures. The revenant is unaware that it ever died, even ignoring obvious signs of death (no heartbeat, cold flesh, gaping wounds). However, if someone else insists on confronting them with evidence of their own death, they fly into a rage, becoming a mindless undead. A necromancer can "accidentally" kill a

friend using their class' Perk, then raise them as an Innocent Revenant, then heal them with Rot or control them with Command Undead.

8. Command Undead. *R: 50' T: person D: [dice] hours* Target: 1 undead creature that can hear and understand you. You shout a single-word command to your target, who must make a **PER Save** or obey. If the command lasts more than a single round, intelligent undead, or undead under the control of another necromancer, get a new Save at the beginning of each of their rounds. You can spend additional [dice] to increase the effects. +1 MD: Affect +2 targets. +1 MD: Increase the length of your command by +2 words. +1 MD: Increase the duration between checks by +2 rounds.

9. Fog. *R: 30' T: self D: [dice] hours* You breathe out a tide of fog, filling an area [dice]x20' in radius. No one can see beyond 10' in the fog. Undead can see through it. If you invest 4 [dice], you can instead breathe out a layer of thick grey-yellow clouds that block sunlight for the spell's duration, for 3 miles in every direction.

10. Death Scythe. *R: touch T: corpse D: [dice]x10 min* The corpse disintegrates as you pluck a black scythe from its chest. The scythe deals 1d8+Strength Bonus damage. It deals double damage to creatures of the same type as the corpse used to create the scythe (so a scythe drawn from a troll's body would deal double damage to trolls).

EMBLEM SPELLS

11. Finger of Death. *R: 50' T: creature D: 0* Target living creature must make a **STR Save** or die. Creatures with a significant magical nature gain a bonus equal to their HD. Frail mortal creatures may not get a Save. This spell requires 2 [dice] to cast against a creature of 5 HD or less, 3 [dice] for a creature between 6 and 8 HD, and 4 [dice] for creatures with more HD.

12. Fatal Doom. *R: 10' T: creature D: permanent* You must invest 4 [dice] to cast this spell, and you also drop to 0 HP. You pronounce a Fatal Doom upon a living creature. The creature must have asked you for advice, in a non-casual capacity. They must have asked you what to do, where to go, how to overcome an enemy, or a glimpse into the future. Instead of calling on a spirit, you read the future directly. You may describe (in one or two sentences, clear or cryptic) what will happen to the target, and how they will die. The Doom is inevitable and irreversible. The GM may alter details and circumstances, but if you say that the target will be hounded from his home by those he loves and devoured by wolves in the forest, that's how he's going to die—and soon. Nothing else will kill the target until the Fatal Doom has come to pass.

BECOMING A LICH

You need to breed and research 8 specific spells. The spells do nothing alone, but they modify your soul to withstand the terrors of undeath with your mind intact. You are grafting spells onto your soul like armor onto bone.

No active lich will teach you what they know, and records of spell development are fragmentary at best. Each lich must forge their own path. Some succeed. Many fail—fading into half-mad shadows or vanishing screaming into Hell. Others become trapped in living worlds of madness and memory, unable to accept their new form or the turning of the ages. History is full of Immortal Tyrants. They never quite manage to rule the empires they desire.

1D10 RITUAL INGREDIENTS

- 1 Ashes of a former lover-turned-rival
 - 2 Carved & polished bone
 - 3 Clay Bottle
 - 4 Dried frog in a pouch
 - 5 Front legs of a cat
 - 6 Grey metal bell with no clapper
 - 7 Powdered teeth, human
 - 8 Round blue stone containing a soul
 - 9 Salt made from the tears of dead priests
 - 10 Twig w/ three forks & one dead leaf
-

NECROMANCER MISHAPS

DOUBLES	MISHAP
1	MD only return to your pool on a 1-2 for 24 hours.
2	Take 1d6 damage. Something cold passes through you.
3	Random mutation (see Random Mutations) for 1d6 rounds, then STR Save or it becomes permanent.

DOUBLES	MISHAP
4	Make a PER Save against fear for 1d6 rounds or flee the target of your spell. Target is fully healed if undead.
5	1d6 nearby corpses claw their way upright as zombies and attack you for 1d6 rounds.
6	You die. Make a WIT Save every hour to find your way back to your body. Fail three times and you wander Creation forever.

DOOM OF THE NECROMANCER

1. You die and spend the next 1d6 days wandering Creation as a disembodied, feeble spirit. Your body will rot after 2 days unless preserved—pickled, embalmed, frozen, or desiccated. If you return to a rotting body, you become undead.
2. You become undead, permanently. If you were already undead, you lose 6 HP permanently. The living recoil from your touch.
3. By direct decree of the Caretaker, all corpses within 20 miles rise as zombies and skeletons and march to find you. If you have been particularly notorious, they will be accompanied by 2 Bell Exorcists and a demon. Average: 3d20 skeletons, with 1d6 lieutenants, monsters, and commanders as appropriate. Anyone they kill joins them. They will pursue you to the ends of the earth.

This doom can be avoided by eating the heart of an immortal creature, or journeying into Hell to bargain with the Lord of Death, or by becoming a Lich.

Witch

More accurately called an Animist Wizard. These are the “bad” wizards—the ones who live in shacks on the edge of town or in castles on the edge of reality. Cursed ones, robed in black, sought only when all other hopes have guttered out. When family turns its back. When you scream curses into the night. When your soul burns so hot it chars the prayers in your mouth. Then you need an Animist Wizard. Or you are ready to become one.

Starting Equipment: Spellbook, ink, quill, practical traveling robes. Light armor is permitted, but most prefer robes.

Weapon and armor proficiencies: Light armor, dagger, club, staff, sling.

A: +1 MD, +1 Signature Spell (1d6), Spellcasting, Cantrips

B: +1 MD, +1 Signature Spell (1d8), Book Casting, Hex Recovery, Bonded Words

C: +1 MD, +1 Signature Spell (1d10), Hex, Iron Will

D: +1 MD, Master of Magic, Spell Creation

You gain +1 Magic Die (MD) and +1 Signature Spell for each Witch template you possess, to a maximum of 4 each (templates & MD).

When you first gain a Witch template, you cannot multiclass into other spellcasting classes, though you may gain templates from other Adventurer or otherwise magical classes.

When you select Template A, roll 1d6 and gain the spell listed as a **Signature Spell**. You can repeat this process for each point of **WIT bonus** you have (but you can also reserve this for spells you find while adventuring). When you receive Template B, roll 1d8. Template C, roll 1d10. If a duplicate spell is rolled, select the spell above or below it on the list.

As you level, you will gain spells from your class's spell list. You still can learn and cast spells from outside your school.

All of your MD return if you get a **Good Night's Rest**. If you didn't sleep well or your rest was disrupted by a hazard or combat, make a **PER save** for each MD to have them return to your pool anyway.

A: Spellcasting. You gain the ability to cast spells. See **Magic and Spells** for details on how spellcasting works. The Witch's spellcasting ability is **WIT**.

Drawback: You are feared and distrusted by most. You cannot bathe. You can never return another person's love.

A: Cantrips You have mastered minor magics: 1. Transform into a creature with your face that has either (a) a fly speed of 2x Movement, (b) 3x Movement (c) swim speed of 2x Movement, (d) burrow speed of Movement, (e) the ability to squeeze through gaps smaller than a human head. Choose one option at character creation. The transformation lasts for 1hr per Animist wizard template per day. 2. Dim or extinguish all non-magical light sources within 10'. 3. Touch someone to learn if they have killed another sentient creature in the last 24hrs.

B: Book Casting. You can cast spells from a spellbook or scroll without making them a **Signature Spell**. See **Magic and Spells** for details on how book casting works.

B: Hex Recovery. During **Lunch** you can attempt to recover one lost MD. Make a **WIT Save** to return a lost MD to your pool.

B: Bonded Words. If someone makes a bargain with you and breaks it, **PER save**. If you pass, you instantly know about it. Your spells can target parasites and unborn children without targeting their hosts. What counts as a “parasite” is up to the Referee.

C: Hex. You bring misfortune on a creature you see. Spend an Action to impose **Disadvantage** on the creature’s next roll. The creature gets to make a **PER save** to resist. On a success **Disadvantage** is reduced to a -2 modifier.

C: Iron Will. You can control the results of your spellcasting through your iron will. You can change the result of one of your rolled **MD** if you pass a **PER Save**. This can be used to increase the effect of your spell or avoid a **Mishap** or **Doom**.

D: Master of Magic. Learn any 5 spells from your spell list. With the proper materials, time, and a wizard’s sanctum you can now create magic items.

D: Spell Creation. See Wizard class description for details.

WITCH SPELL LIST

1. Powerful Presence. *R: 0 T: self D: [dice] hours* The caster seems to grow in stature and menace, gaining a +2x[dice] bonus to **PER Saves** against domination, charm, or fear effects. Easily frightened creatures (horses, mice, guilt-ridden murderers) must test **Morale** or flee before the caster. You grow two inches taller and far more sinister.

2. Telekinetic Shove. *R: 50' T: creature or object D: 0* An object or creature within range is hurled through the air. **STR Save** to negate. A human-sized creature travels 10' per [dice], and takes 1d6 damage for every 10' traveled. A creature thrown at another creature requires an **Attack** roll to hit and inflicts 1d6 damage for every 10' traveled. This spell will also blow open all the closed but unlocked doors in a room, shatter all the windows in a building, or knock the thatched roof off a peasant’s shack.

3. Shrivel. *R. 50' T: [dice] creatures D: varies* **STR Save** negates. Target loses half of its current **HP** and loses [dice] **Strength** (affecting the damage it deals). When the spell ends, the lost **HP** and **Strength** returns. If you cast this spell with 3 or more [dice] against a single target, the lost

HP does not return, and the Strength damage is permanent. The target ages visibly for the spell's duration.

4. Control Water. *R: 50' T: a bucket's worth of water D: concentration*
Control a small amount of water within 50'. At one [die]: (a) propel a small boat, (b) carry a small item through the water, (c) allow someone to swim at 2x speed, (d) force someone to swim at half speed, (e) splash something no more than 5' away, (f) dry something that is wet, (g) freeze a small amount of water, (h) cool a hot cup of tea. Each [dice] you invest increases the effects. With 4 [dice] you should be able to sink a ship or turn back a river. Water spirits carry means of purifying corruption, and Animists know their secret ways.

5. Sleep *R: 50' T: [sum] HD of creatures D: varies* Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap (a standard action). If [sum] is at least 4 times the creature's HD, the duration becomes permanent (until slapped) and the creature no longer needs to eat or drink while sleeping. If you also invested 3 [dice] or more into this spell, the duration becomes permanent, and you can set the only condition that will cause the creature to awake (the sunrise before the apocalypse, true love's kiss, etc.) Undead, creatures immune to being charmed, and mindless creatures are not affected.

6. Charm Person. *R: 50' T: person D: [dice] hours* The person regards you as a good friend and ignores the obvious spell you just cast on them. If you invest 4 [dice] or more into this spell, the duration becomes permanent. Targets must be people—not dragons, dryads, owlbeats, or angels. If it worries about taxes, gossips, and wears pants, it's a person. This effect overrides the drawback of being an Animist Wizard, but not for long.

7. Dream Eater. *R: 50' T: creature D: 0* A sleeping creature within 50' takes [sum] damage. The caster heals for the same amount. No save. When you gain this spell, if you don't know Sleep already, you learn it the next time you would roll to gain a spell. It replaces one of the spells you'd roll for. This spell doesn't work on creatures that don't dream (snails, worms, the soulless).

8. Scorching Ray. *R: 100' T: creatures or objects D: 0* Fire a ray at a target, dealing 1d10 fire damage with a successful attack roll. Each dice you invest in this spell allow you to fire an additional ray at the same target or at a new target. Creatures are not set on fire, but very flammable objects such as candles, dry straw, or paper will catch fire 1 round after being struck. Instead of using this spell to deal damage, you can instead use it to light all the candles in a single room. The fire conjured by

an animist wizard is a dark and greasy sort—an outcast spirit, like its caster.

9. Scry *R: [dice]x100' T: point in space D: concentration* You conjure an invisible, intangible, floating eyeball to a point in space that you designate. Unlike most spells, you do not have to have line of sight to cast it. As long as you maintain concentration, you can see through this sensor with your normal senses. This spell requires something to scry on, usually a mirror, quiet pool, clouds, or bonfire. If you invest 2 or more [dice], you can also hear through the sensor (it grows an ear). If you invest at 3 or more [dice], you can also speak through the sensor (it grows a dribbly little mouth). If you use an actual crystal ball when casting this spell, the range is instead [dice] miles. Crystal balls are rare enough that they are never offered for sale, but are worth upwards of 3,000 gp. Most are ancestral relics.

10. Alter Self. *R: 0 T: self D: [dice]x10 minutes* Alter your form to resemble that of another creature of your type (usually humanoid). You do not gain any special abilities from this transformation. You can't alter your smell, and you can't hide from Wizard Vision or an angry mob forever.

EMBLEM SPELLS

11. Doom. *R: 50' T: creature D: concentration* Target feels cold. If you invest 3 [dice] or more, and you loudly pronounce doom on them for the next 2 turns (without being interrupted or breaking line of sight), target dies on the 3rd turn. You need to truly hate the target for this spell to work, or convince yourself that you hate the target. Even a sliver of pity cancels the spell. You can kill anything with this spell. You might need to test **PER** to prove you really hate a target.

12. Curse. *R: 50' T: mortal creature D: permanent* You inflict a Minor or Major curse on the target. For a minor curse, you must invest 2 [dice]. For a major curse, you must invest 4 [dice]. Dice used to cast this spell are automatically exhausted. You cannot dispel your own curses. (**Curse table**)

WITCH'S CURSES

These are examples. Roll randomly, pick a curse, or inflict something thematic.

Cursed people need to have their curse identified (by a priest, a hermit, a madman, a fairy, etc.). Identification also reveals the way to remove the curse. You can also try all sorts of risky exorcisms and rituals instead. Curses should be appropriate to the target, their sins, and the caster's whims.

1D20	MINOR CURSE	EFFECT
1	Dog Hatred	They will attack you, if given half a chance. Cured by living as a dog for 1 year, or doing 1 dungeon or equivalent challenge “as a dog”.
2	Loveless	No one wants to sleep with you. Cured by helping 2 other people fall in love.
3	Absurd Speech	Cannot be comprehended by anyone. Spells have a 60% chance of failure and a 10% chance of Mutation. Cured by learning a language you have never heard before.
4	Fragile	Any damage dealt to you may be rerolled, and the higher result is kept. Cured by voluntarily breaking all of your fingers and toes.

1D20	MINOR CURSE	EFFECT
5	Twitchy & Freakish	-2 to all Reaction rolls when you are in a party. Cured by bearing a child within wedlock and treating it well.
6	Foggy Eyes	Cannot see more than 30'. Cured by serving a crone for 1 year.
7	Nightmares	Only get restful sleep 60% of the time. Cured by sleeping alone in a dungeon or other very dangerous place.
8	Hiccups	Always fail stealth checks. Never surprise anyone. Cured by suffering a genuine fear effect (doesn't count if cast by friends).

1D20	MINOR CURSE	EFFECT
9	Grim Hearted	Can never benefit from positive morale or positive emotions. Cured by helping a group of children (a large donation to an orphanage, saving child slaves, etc.)
10	Dreamless	Reduce all XP gained by 5%. Immune to bad dreams. Cured by insanity.
11	Delicious	Monsters that enjoy eating people will prioritize you. Cured by eating an entire manticore.
12	Hollow Guts	Consume three times the usual rations, and must eat something every three hours or suffer 1d6 damage. Cured by eating deadly poison.

1D20	MINOR CURSE	EFFECT
13	Flashing Eyes	Your eyes glow in shifting colors and cast light like a match. Always fail stealth checks unless you move blind. Cured by staring at the sun for 1d4 hours. STR Save each hour or be permanently blinded.
14	Horrible Nickname	Everyone who meets you knows your new horrible title, and they might believe it. Cured by convincing someone to adopt your full name, and taking theirs.
15	Sticky	You attract insects. Each day the swarm grows. Insects eat half your allotted rations each day. Cured by scraping your entire body with a silver spoon.

1D20	MINOR CURSE	EFFECT
16	Bad Luck	-2 to saves. Cured by sacrificing a bull atop a mountain.
17	Beast Head	Your head becomes that of a 1) Dog 2) Cat 3) Pig 4) Donkey 5) Crocodile 6) Lion 7) Jackal 8) Parrot 9) Snake 10) Owl. Disadvantage on all PER Saves and Reaction Rolls until cured. Cured by burying all but your head in the sand for a day and a night, unobserved by any friends.
18	Sum of Your Parts	Head, torso, arms, and legs become detached and can move independently, at half speed. Cured by rubbing zombie dust into your joints.

1D20	MINOR CURSE	EFFECT
19	Blighted	Crops and animals do not thrive when sharing a property with you. No fruit, no milk, no lambs born living. Cured by planting 1000 trees by hand.
20	Sour Milk	50% chance that food turns rotten in your mouth (chance of wasting a ration). Cured by fasting for 2 weeks.

1D20	MAJOR CURSE	EFFECT
1	Go With The Flow	All bones are dissolved. You are a sack of liquid that must be carried in a bucket. All physical bonuses become negative. 20% spell failure chance. Cured by eating the bones of an ogre.

1D20	MAJOR CURSE	EFFECT
2	Made of Glass	Any noise louder than a conversation requires you to make a PER Save against fear. Cured by deafening yourself with hot iron needles in the ears.
3	Doomed	Automatically fail the next STR Save to resist death. Cured by touch of a wight.
4	Blinded	Cured by cutting out your tongue.
5	Part Switch	Two of the following parts switch places, but continue to function normally in their new location. 1) Eye 2) Toe Nail 3) Finger 4) Tongue 5) Liver 6) Anus 7) Rib 8) Ear Canal. Cured by eating a doppelganger's heart.

1D20	MAJOR CURSE	EFFECT
6	Evil Twin	An exact duplicate appears 1d6 miles away, with all the same gear, items, and knowledge, but of opposite alignment. They hate you. Ends only in the death of one or both.
7	Spirit Home	A small creature takes up residence in your skull, carving a tiny hollow for its home. It crawls out from your ears at night to bring home food and small items. Cured by tempting the creature out with a more interesting head.

1D20	MAJOR CURSE	EFFECT
8	Beloved by the Dead	Anything dead within 20' of you has a 50% chance of stirring to life every 2 hours. Radius grows by 5' every day. They love you and seek to make you like them. Cured by immersing yourself in a vat of holy water for 1 full day.
9	Cursed Bloodline	A minor curse is applied to all your blood relatives, or those you consider family.
10	Mute	Cannot cast spells. Cured by plucking out an eye and sacrificing it to a god.
11	Ophelia	PER save or try to drown yourself in any body of water you encounter. Cured by poisoning someone you love, or someone who loves you.

1D20	MAJOR CURSE	EFFECT
12	Weightless	Each day, you weigh half as much as you did the previous day. You also halve your melee damage each day. After 6 days, you begin to float. Cured by plucking the wings off one fairy for each day since you were cursed.
13	Bad With Money	20% chance to lose all money when entering a settlement (via thievery, taxes, etc). Cured by sacrificing your most valuable possession.
14	Crippled	Movement is halved. Cured by spending 1 month in a desert without moving more than 5'.

1D20	MAJOR CURSE	EFFECT
15	Breakage	Treat all your equipment as shoddy quality. 4-in-6 chance to break upon use. Cured by giving all of your possessions to the poor and doing a dungeon or equivalent challenge naked (except 1 item).
16	Screaming Teeth	They stay quiet when your mouth is closed, and they wait for you to finish speaking before screaming. Disadvantage on all PER Saves and Reaction Rolls. Cured by removing all teeth with silver pliers.
17	Death by Fire	Fire does double damage. Cured by killing a dragon, or serving one for a year and a day.

1D20	MAJOR CURSE	EFFECT
18	Moon Curse	Turn into an (NPC) werewolf 1 random night during the week of the full moon. Cured by drinking hemlock (STR Save or die).
19	Endless Thirst	Water and ale provide no hydration. You must drink magic potions. Failure to do so means death by dehydration in STR bonus - 2 days. Cured by the spinal fluid of an Aboleth.
20	Curse of Unreality	50% chance to disappear when not observed, and reappear 1d6 hours later. Cured by writing a popular ballad or book about your exploits.

WITCH MISHAPS

DOUBLES	MISHAP
1	MD only return to your pool on a 1-2 for 24 hours.
2	Take 1d6 damage. Your blood runs black for an hour.

DOUBLES	MISHAP
3	Random mutation (see Random Mutations) for 1d6 rounds, then STR Save or it becomes permanent. Resembles your transformation.
4	Blind for 1d6 rounds. The world goes dark and will not come back on your schedule.
5	Deafened for 1d6 rounds. The spirits are screaming, but you can't hear what they want.
6	Spell targets you (if harmful) or enemy (if beneficial) or fizzles (if neutral).

DOOM OF THE WITCH

1. An aspect of your transformation manifests for 1 day. People stare. Children weep. Dogs growl.
2. An aspect of your transformation becomes permanent. You grow crueler. Greedier. The animal in you is winning.
3. Your transformation becomes permanent. You become bestial, monstrous, and utterly without mercy. You become a dangerous NPC. The person you were is gone.

This doom can be avoided by true love (good luck with that drawback), or by slaying the last of a powerful species—black dragons, elder trees, creation elementals, abandoned gods.

Vivimancer

To a vivimancer, all flesh is clay. Yours. Theirs. It makes no difference. They sculpt living tissue the way a potter shapes wet earth—with patience, with purpose, and with a coldness that unsettles even other wizards. The mutations, the monstrous vermin, the things that crawl from their laboratories—these are not failures. They are drafts. No settlement tolerates a vivimancer for long.

Starting Equipment: Thick robes and hood, carving knife, spellbook and quill.

Weapon and armor proficiencies: Light armor, dagger, club, staff, sling.

A: +1 MD, +1 Signature Spell (1d6), Spellcasting, Cantrips

B: +1 MD, +1 Signature Spell (1d8), Book Casting, Vital Recovery, Revivify

C: +1 MD, +1 Signature Spell (1d10), Body Control, Iron Will

D: +1 MD, Master of Magic, Spell Creation

You gain +1 Magic Die (MD) and +1 Signature Spell for each Vivimancer template you possess, to a maximum of 4 each (templates & MD).

When you first gain a Vivimancer template, you cannot multiclass into other spellcasting classes, though you may gain templates from other Adventurer or otherwise magical classes.

When you select Template A, roll 1d6 and gain the spell listed as a **Signature Spell**. You can repeat this process for each point of **WIT bonus** you have (but you can also reserve this for spells you find while adventuring). When you receive Template B, roll 1d8. Template C, roll 1d10. If a duplicate spell is rolled, select the spell above or below it on the list.

As you level, you will gain spells from your class's spell list. You still can learn and cast spells from outside your school.

All of your MD return if you get a **Good Night's Rest**. If you didn't sleep well or your rest was disrupted by a hazard or combat, make a **PER save** for each MD to have them return to your pool anyway.

Spellcasting You gain the ability to cast spells. See **Magic and Spells** for details on how spellcasting works. The Vivimancer's spellcasting ability is **WIT**.

Drawback Whenever you receive magical healing (except for Regeneration), make a **STR Save** or roll for a random permanent mutation. Start with 1 random mutation. Your body remembers what you have done to it, and answers in kind.

Cantrips 1. Taste blood to know what kind of creature it came from.
2. Transfer a blemish or cosmetic feature from one creature to another. (eg frog warts to a princess, swap hair colour) You cannot swap major features (eg limbs, wings, tails).

B: Book Casting. You can cast spells from a spellbook or scroll without making them a **Signature Spell**. See **Magic and Spells** for details on how book casting works.

B: Vital Recovery. During **Lunch** you can attempt to recover one lost MD. Make a **WIT Save** to return a lost MD to your pool.

B: Revivify. Once per day, with a single action, your body can either: regain 2d6 HP; get a **STR Save** to shrug off the effects of a poison; get a **STR Save** to rid yourself of a disease; or get a **STR Save** to remove 1 **Fatigue**.

C: Body Control. Once per day, for a single Random Mutation you have, you can re-roll on the random mutation table once per day and change it.

C: Iron Will. You can control the results of your spellcasting through your iron will. You can change the result of one of your rolled **MD** if you pass a **PER Save**. This can be used to increase the effect of your spell or avoid a **Mishap** or **Doom**.

D: Master of Magic. Learn any 5 spells from your spell list. With the proper materials, time, and a wizard's sanctum you can now create magic items.

D: Spell Creation. See Wizard class description for details.

VIVIMANCER SPELL LIST

1. Acid Vomit. *R: 30' T: [dice] creatures D: 0* Vomit acid on [dice] creatures within range, dealing [sum] damage. Affected creatures take 1d4 ongoing acid damage each round until the acid is washed off or neutralized.

2. Alter Self. *R: 0 T: self D: [dice] minutes* You may alter your form to resemble a creature of your type (usually humanoid). You do not gain any special abilities from this transformation.

3. Wither. *R: 30' T: creature D: [dice] days* **STR Save** negates. Target is enfeebled: all physical saves against the target are made with **Advantage**, and they visibly age. If you invest 3 or more [dice], the effect is permanent.

4. Extract Venom. *R: touch T: creature D: 0* Draw all venom from the target's body. Unwilling targets make a **STR Save** to resist; willing targets need no save. If you invest 3 or more [dice], you may also extract blood, dealing [sum] damage per round for 2 rounds.

5. Monstrous Hand. *R: 0 T: self D: [dice] rounds* Your hand detaches and becomes a monstrous creature with [dice] HD. It bites for [dice]+1 damage and can be commanded with a **WIT Save**. If it reaches 0 HP, it dies and your hand is permanently lost.

6. Ramsey's Delicious Meal. *R: 30' T: creature D: [sum] rounds* Target creature looks and smells delicious. Beasts and insects in the area will

attempt to eat the target. If you invest 3 or more [dice], sentient creatures must also make a **PER Save** or be compelled to attack the target.

7. Monsterize. *R: touch T: vermin D: [sum] rounds* A touched vermin (rat, scorpion, frog, cockroach) grows to monstrous size and attacks the nearest creature. Usually cast while flinging the vermin at someone. The monsterized creature has [dice]x2 HD and bites for [dice]x2 damage. If you invest 3 [dice], this can also affect goblins, dogs, or small children. If you invest 4 [dice], the effect is permanent.

8. Regenerate. *R: 30' T: creature D: [dice] rounds* Target regenerates 2 HP per round for the duration. Can regrow lost limbs and eyes. If you invest 2 or more [dice] and cast on a fragment of a magically regenerating creature (e.g. a troll's eye), the whole creature grows back over a period of minutes.

9. Monstrous Form. *R: 0 T: self D: [dice] rounds* You grow into a hulking, terrible creature. Your STR is set to 12+[dice], you gain [dice]x4 temporary HP, and your attacks deal d10 damage. When the spell ends, subtract your temporary HP—you can still die from this.

10. Infantilise. *R: touch T: creature D: [sum] rounds* **STR Save** negates. Target becomes a small, disturbingly infantile version of itself. For monsters, reduce their HD by half and drop their damage die 2 sizes (minimum 1 damage).

EMBLEM SPELLS

11. Flesh Rebellion. *R: 30' T: all creatures in range (except caster) D: 0* Every creature within range takes [sum] damage as blood, fluid, and bile pour from every orifice. This damage ignores physical armor.

12. Mutate. *R: touch T: creature D: permanent* **STR Save** to resist (willing targets need no save). The target rolls [dice] times on the Random Mutations table. For each mutation, roll twice and the caster chooses which result to apply.

VIVIMANCER MISHAPS

DOUBLES	MISHAP
1	MD only return to your pool on a 1-2 for 24 hours.
2	Random mutation for 1d6 minutes, then STR Save or it becomes permanent.

DOUBLES	MISHAP
3	Ravenous. Cannot cast spells until you eat a ration. Your body demands fuel.
4	Starving. You raid the party's stores in a frenzy. Consume 2 rations before you can stop yourself.
5	Your skin sloughs off in sheets. 1d6 rounds of agony.
6	Your flesh rebels. Take 1d6 damage, ignores armour. If this kills you, your body twists into a hostile thing that wears your face but does not remember your name.

VIVIMANCER DOOMS

1. Replace your starting mutation with a new one. Something in your blood has shifted.
2. Make a **STR Save** at the beginning of each day. Failure: gain a temporary mutation. Make a **STR Save** at the end of each day. Failure: that mutation becomes permanent. Your body is no longer entirely yours to command.
3. You mutate into something that was never meant to exist. It consumes flesh to grow. It does not stop growing.

Other Magical Classes

Cleric

A cleric channels faith into minor miracles. Whether that faith is well-placed is between them and their god.

Starting Equipment: light armor, weapon of choice, small collection of charms & talismans.

Weapon and armor proficiencies: Light and medium armor and shields, dagger, club, staff, sling, mace, warhammer.

A: Relics, Icons, & Charms, +2 Canticles (1d4), +1 HP

B: Natural Philosophy, +1 Canticle (1d6), +1 HP C: Signs & Portents, +1 Canticle (1d8), +1 HP

D: Witch Hunter, +3 Canticles (choose), +1 HP

A: Relics, Icons, & Charms. Clerics channel divine energy through a collection of holy trinkets, amulets, talismans, masks, and reliquaries accumulated over a life of devotion. When you acquire Template A, you automatically receive 1 relic. Additional relics must be found while adventuring.

RICs function as divine batteries. You have a number of faith dice (FD) equal to the number of item slots you dedicate to these objects. They otherwise function like magic dice. Armor does not interfere with Faith Dice beyond the competition for inventory slots.

You use your Faith Die to fuel Canticles. Roll a d4 twice to determine your starting canticles. With Template B roll 1d6 and randomly gain a new canticle. Roll a d8 with Template C. With Template D select any 3 new canticles.

You may invest a number of FD equal to your Level+1 (max of 6 FD) per casting.

B: Natural Philosophy. A cleric's study extends beyond scripture—it encompasses the close study of body, mind, and soul. Herblore, the four humors, the needs of the spirit.

With a healer's kit, you may create a single poultice, paste, or tea that will restore an additional 1D6 HP to whomever it is administered during a break for **Lunch**. Instead of 1d6 HP, the Cleric can remove the **Frightened, Fatigued** or **Poisoned** condition.

C: Signs & Portents. In a mountain temple, roadside shrine, or village chapel you may spend 1 Turn in meditation to gain divine insight or guidance. Visions come, though rarely as clear direction. The gods speak in riddles because they find clarity distasteful.

D: Witch Hunter. You can smell the foul taint of necromancers, warlocks, cursed objects, and evil clerics. You track them as a ranger tracks a wounded animal.

In their presence they emit a sooty smoke and reek of sulfur. Only you can detect these emanations. Once you have laid eyes on such persons or objects, make a **WIT Save** to track them when they are out of your sight (1 mile range).

CANTICLES

1. Banish. *R: 20', T: [sum] undead, D: [dice] Turns* Banish [sum] undead of up to [dice] HD. Banished creatures flee the area and will not harm or make contact with the cleric. If the cleric's level exceeds the undead's

HD by 3+ the undead are destroyed outright. When used against a mixed group, those with the lowest HD are affected first.

2. Light *R: touch, T: object or creature, D: [dice]x2 hours.* Object illuminates as a torch—20'+[dice]x10' radius. You can choose the color of the light. Make an attack against a sighted creature to blind them for [sum] rounds. A failed attack does not consume any MD or a RIC's spell. If you invest 4 [dice] or more this light has all the qualities of natural sunlight.

3. Ward *R: self, T: self+[dice]x5', D: [dice]* Turns A stationary silvery ring appears beneath the cleric who names one thing that cannot cross it: orcs, undead, projectiles, metal, etc. For each [dice] invested after the first, expand the affected area by +5' in all directions or declare a second monster type/material that cannot cross your ward. Creatures with less HD than the [dice] invested that attempt to pass your ward are destroyed. Creatures of equal or greater HD are banished.

4. Heal *R: touch T: creature or creatures D: concentration* Heal up to [sum] HP of creatures you touch. You may distribute healing among as many creatures as you would like, as long as the total HP healed does not exceed [sum] and you maintain concentration. If you invest 4 [dice] or more, you may instead heal a single target fully. Alternatively, you can choose to inflict [sum] damage, distributed among creatures you touch as long as you maintain concentration, or invest 4 [dice] to deal [sum] damage to a creature and force it to make a **STR Save** or lose a limb.

5. Remove or Cause Fear *R: 20', T: [dice] creatures, D: instant / [sum] rounds* Choose one effect when casting: - **Remove Fear.** [dice] creatures are purged of fear and any ongoing fear effects end on them. - **Cause Fear.** Targets must make a **PER Save** or be frightened for [sum] rounds. [dice] HD worth of creatures may be affected. A new save at the start of each of their turns ends the effect.

6. Weal or Woe *R: 60', T: [dice] creatures, D: Instant* [Dice] allies gain advantage on their next action, attack, or save. Alternatively, impose disadvantage on the next actions, attacks, or saves of [dice] enemies.

7. Hold *R: 100', T: creature, D: [sum] rounds* [Dice] HD worth of creatures are paralyzed for [sum] rounds. Save ends.

8. Silence *R: 50', T: [dice]x5' area or creature, D: [sum] rounds* Affected area is rendered utterly silent. Spellcasting is not possible within. Noise from outside the area cannot be heard. Target must make a **PER Save** to resist the spell.

9. Command *R: 50', T: [dice] HD creature, D: [sum] rounds* You shout a single-word command. The target must make a **PER Save** to resist.

The command cannot directly cause the target harm, or force them to commit a directly harmful action. For each [dice] invested, add an additional word to your command.

10. Striking *R: 20', T: single weapons D: [dice]+1 rounds* A weapon becomes enchanted, dealing +1D6 damage and counts as a magic weapon.

11. Detect invisible *R: [sum]x10', T: self, D: [dice]* Turns Invisible creatures or items in range are revealed to the cleric.

12. Spirit Gate *R: blast, T: 10'x15' cone, D: Instant* Part the veil between worlds for a split-second. Targets take [sum] damage and are knocked prone. **STR Save** for half damage and remain standing. All in the cone are deafened for [sum] rounds. If [sum] is greater than 12, the deafening is permanent.

DIVINE ATTENTION When a Cleric rolls doubles they draw the attention of a divine being. If they roll triples, add +2 to the roll. +4 for quadruples.

DOUBLES	DIVINE ATTENTION
2	A friendly local spirit with 1d4 HD appears and lingers for 1 Turn. It has an attack/save modifier equal to the d4 result, as well as AC10+ the d4 result.
3-4	Ghost lights dance around you for 1d3 rounds, obscuring you from your enemies. Gain +2AC while the effect lasts.
5-6	Spirits claw their way out of the ground and fly around shrieking. All who witness must make a PER Save or become frightened.
7	Divine backlash: suffer 1d6 damage.
8-9	Gain 2 levels of fatigue (4 slots).
10-11	Divine backlash. Suffer 3d6 damage and be hurled 15' in a random direction. STR Save for half.
12	A portal to the trifold hells tears open, disgorging a malevolent spirit with 2d6 HD. It attacks everyone with equal enthusiasm. Referee: use the stats of an equivalent monster.

Druid

Starting Equipment: obsidian spear or dagger, pelts (as light armor), wooden mask to conceal your human nature. You will not wear metal armor.

Weapon and armor proficiencies: Light armor and shields, dagger, club, staff, sling, spear.

A: Iron Guts, Skinchanger, +1 ND

B: The Blood, Animism, +1 ND

C: Old Tongue, Vine, +1 ND

D: Forest Walker, +1 ND

You gain 1 **Nature Die (ND)** per Druid template. They act like Magic Dice.

A: Iron Guts. You can eat almost anything and suffer no ill effects. Rotten fruit, bugs, stinking meat, tree bark, grass and lichens. As long as it's not outright poisonous it will function as a ration for you. You don't complain about it, either.

A: Skinchanger. Learn a new animal form by subduing a live one with your bare hands, eating one raw that you've killed, or other means. Start with one random form (1d8): Bird, Wolf, Cat, Goat, Donkey, Monkey, Crab, Snake. Unnatural creatures require a **WIT Save** and a minimum of 4 ND when you become them.

Cast each form as a spell. Equipment not included, size limited by [dice]. 1 ND - smaller than a person, 2 ND - smaller than a horse, 3 ND - smaller than a cart, 4 ND - smaller than a house. Gain bonus hit points = [sum], but lose 1 every hour. When the bonus HP are gone, you revert back to human form. When you take damage, you can choose which pool of HP takes it.

Each animal form usually comes with an attack, a buff, a passive and an ability costing 1HP. You won't be able to speak.

B: Animism. You are attuned to the living spirits all around you—in stoic rock, in running water, in the wolf's red mouth. They whisper constantly, a never-quiet babble, always vying for your attention.

You are sly and wily. You can make a **WIT save** to leave a false trail that pursuers will follow. You can see 30ft in the dark as long as there is starlight (or equivalent).

With a second Druid template you can mimic any sound, and recall any face.

With a third Druid template you can rotate your head like an owl. You effectively have 360 degree vision. You move in complete silence as long as you're not touching the ground.

With a fourth Druid template you can slip free from any bonds or confinement you are placed in 1/day. Does not work in containers without an exit (sealed coffin, pocket dimension, etc.).

B: The Blood. You have advantage on **PER saves** to track a wounded creature. You can identify any creature you have seen before by tasting its blood and estimate how old the blood is.

C: Vine. Cast vine seeds which grow up to ten feet instantly, across any solid surface. Can be used to climb walls, destroy weak structures, or immobilize an enemy (**STR Save** to resist, lasts until they succeed on a save on their turn or until they are freed).

C: Old Tongue. You speak the secret language of rocks, trees, and animals. You have advantage on reaction rolls when speaking to an animal, copse of trees, mushroom colony, or mountain for the first time. These things can answer questions you may ask assuming they know what you are talking about, but any knowledge they share will be from an alien perspective that is difficult for humanoid minds to parse.

D: Forest Walker. You can leave mystical messages on trees, rocks, ponds, or any other natural unworked object. Only others with the Forest Walker ability can read these messages, and you must communicate with mental images rather than written words or runes.

You can also step inside a tree to avoid starvation, thirst, or extreme weather, or to restore your health. It takes 1 day to regain 1 HP this way as you draw water and nutrients from the soil.

When you enter a tree you may exit from another tree as long as you have line of sight to it from the ground.

Dryads have either the best or worst possible response to you [50/50 odds] when making a reaction roll. There is no middle ground.

Animal Forms

Bird - Peck (1d4), +2 Defense while flying, Twitter (-1 HP, recruit nearby birds or be roughly understood by target humanoid)

Wolf - Bite (1d6+STR), Defense as leather, +1 Attack to self and adjacent allies, Pounce (-1 HP, automatically succeed next grapple check)

Cat - Claw (1d4+DEX), +1 Defense, +4 Move, Lucidum (-1 HP, spot something hidden)

Goat - Horns (1d8+STR), +4 to shoving, horns count as a shield, Charge (-1 HP, target is knocked back/prone if it fails a Strength check)

Donkey - Kick (1d6+STR), +50% inventory, Mulish (-1 HP, can retry any save or Strength check)

Monkey - Paw (can use weapons), +2 Move, tail counts as a third hand, Sly (-1 HP, open your paw to reveal something you could have stolen in the last minute. Target can save to realise)

Crab - Pinch (1d4), half damage from piercing/slashing, Scuttle (-1 HP, remove self from scene, reappear somewhere plausible)

Snake - Fangs (1d6), can attack from grapples, Venom (-1 HP, next attack is poisoned)

DRUID MISHAPS

DOUBLES	MISHAP
1	ND return to your pool on a 1-2 for 24hrs.
2	Trauma 1d6 damage (before transforming).
3	Mutation 1d6 rounds (roll random mutation table but take your animal form into consideration), STR Save or it becomes permanent.
4	Bestial Urges Make a PER Save to act against bestial urges, 2d6 rounds exploding on 6. The animal in you claws at the inside of your skull.
5	Random form. Your body chooses for you.
6	Take maximum damage from metal weapons for the rest of the day. Iron burns like acid.

DRUID DOOMS

1. Shapeshift into the form you most commonly take. You forget all former ties, all languages, all names. This state lasts for a day.
2. As above for three days. Each time, the memories come back a little slower.
3. As above, permanent. The person you were is gone. If anyone from your former life once did you a truly good turn, you may appear to help them once, in a time of desperate need, before vanishing into the wild forever.

Fey Stalker

Starting Equipment: Light armor, bow, arrows (20, 1 slot), fletcher's kit.

Weapon and armor proficiencies: Light armor, dagger, shortsword, club, staff, sling, bow, crossbow, spear, longsword, handaxe.

A: Fey Archery, +2 Enchantments, +1 MD

B: Inhuman Accuracy, +1 Enchantment, +1 MD

C: Impossible Shot, +1 Enchantment, +1 MD

D: Meld With Shadow, +4 Enchantments, +1 MD

Gain +1 **Magic Die** (MD) for each Fey Stalker template you possess, to a maximum of 4. Medium and Heavy Armor affect the MD of Fey Stalkers like any other spellcaster.

A: Fey Archery. There is nothing inherently magical about your bow or the arrows. But you know how to whisper to the remnants of life still clinging to the wood, bone, and sinew of your tools, and this allows you to imbue them with powerful enchantments.

Enchantments always destroy the arrow—track your ammunition. When you fire your bow without using an Enchantment you have the normal 3-in-6 chance of recovering it at the end of an encounter.

When you select Template A, roll 1d6 twice and gain the enchantments listed. Template B, roll 1d8. Template C, roll 1d10. Template D, choose 4 enchantments from the list.

Enchantments either require an attack roll, a save from the target, or just work. The enchantment description will note which.

B: Inhuman Accuracy. Your arrows twist and turn in flight with uncanny precision, as if guided by something that remembers being alive. You ignore the penalty for shooting into melee combat.

C: Impossible Shot. Once per combat, you can make an impossible shot with a ranged weapon. The attack can target any creature, provided the target is within 2x the weapon's listed range and there is a path from you to the target. The attack can bounce around corners, cut a coin in half, or part a single hair on a target's head. Roll the damage with **Advantage**.

D: Meld With Shadow. Burn MD to meld with darkness for [dice]+[sum] rounds. MD invested in this ability are automatically lost for the day. While within dim light or darkness, you can walk on walls and ceilings. If you remain utterly motionless you automatically pass any stealth checks.

ENCHANTMENTS

1. Banshee Arrows R: 50', T: [dice]x2 creatures, D: 0 Screams like a demon in flight and shrieks on impact. Affected creatures must make a PER Save or be frightened.

2. Breath of The Dragon Arrow R: 50', T: area, D: [dice] rounds x3 The arrow trails brightly colored smoke that can, a) fill a [dice]x10' square area or, b) a [sum]' wide, 10' tall, [dice]x20' long wall of smoke. With 1MD the smoke lightly obscures, imposing **Disadvantage** on ranged attacks. With 2 MD all attacks are at **Disadvantage** and creatures have advantage to hide. With 3 or more MD everyone in the affected area is blinded, except the fey stalker or any creature with magic or wizard vision.

3. Chaos Arrow R: 50', T: [dice] creatures, D: 0 Affected creatures takes [dice]+[sum] damage and twitch-dances [sum]x5' in a random direction. PER Save for half damage and to avoid being moved.

4. Sap Arrow R: 50', T: [dice] x5' area, D: [sum] rounds DEX Save to avoid. Affected creatures are splattered with clinging sap. They are considered encumbered. If multiple creatures are affected they must move as a group, and save as a single creature.

5. Acid Arrow R: 50', T: creature or object, D: 0 Make a ranged attack roll. Target takes [dice]+[sum] damage, as well as [sum] ongoing damage for [dice] rounds. If fired at a wooden wall, door, or floor the arrow will create a hole in 1 Turn big enough for medium and smaller creatures to pass through. Does not work on stone or metal.

6. Fox-Eared Arrow R: 50', T: 20' area, D: [sum] rounds The Fey Stalker can hear all sounds within 20' of the arrow as if they were being made directly next to them.

7. Magpie Arrow *R: 50', T: object or person, D: 0* The arrow swaps places with the target, allowing the Fey Stalker to teleport objects into their hand. 1 MD: target an object no larger than a gold coin or iron key. 2MD: an object of 1 Item Slot (a hat, a sword). 3 MD: a medium sized creature or smaller. 4 MD: an ogre or wagon.

8. Flesh-to-Stone Arrow *R: 50', T: creature, D: [dice] rounds* **PER save** or target becomes **paralyzed**. Apply a **-[dice]** modifier to the **save**.

9. Ricochet Arrow *R: 50', T: creature, D: [sum] rounds* Fill [dice] adjacent 10' cubes with a blur of spectral arrows that hum like angry bees and inflict [sum] damage to anyone passing through the area. DEX Save for half. The area is considered hazardous terrain.

10. Entangling Arrow *R: 50', T: area, D: [dice]+[sum] rounds* Grasping bramble erupts in a [dice]x10' square. These plants turn the ground into hazardous terrain that inflicts [sum] damage on anyone restrained or passing through it. Creatures in the area must make a **STR Save** or be restrained by the entangling vines. A new **STR Save** at the start of each turn ends the effect.

11. Displacer Arrow *R: 75' T: varies, D: 0* Make a ranged attack roll. Target takes 1d6+STR damage. Each MD invested allows you to fire an additional arrow at the same target with a stacking +2 to damage, or at a new target with no additional bonus.

12. Blink Arrow *R: 50', T: area, D: 0* Fire an arrow at an area you can see. The arrow trails an arcane umbilical anchored to your bow. When the arrow arrives, you are whisked across the intervening space. Mind the pillars. Mind the fire.

FEY STALKER MISHAPS

DOUBLES	MISHAP
1	MD return to your pool on a 1-2 for 24 hours.
2	Take 1d6 damage. The wood bites back.
3	Bowstring breaks. Spend a round doing nothing but restringing your bow.
4	Lose 1 MD for 24 hours.
5	1d12 arrows shatter in your quiver. You hear them scream.

DOUBLES

MISHAP

6

Cannot use enchantments for 1d6 rounds. The spirits in the wood have gone silent.

DOOM OF THE FEY STALKER

1. Bow explodes for 2d6 damage in a 10' radius. The wood splinters with a sound like laughter.
2. Draw the ire of a Grue—a long-limbed, shaggy-pelted predator from the Sideways. It appears within 2d6x10' of you and attacks the nearest target. It has the stats of a Cave Bear. It does not belong in this world, and it blames you.
3. You are stalked by the Wild Hunt. They will not stop. They do not tire. You will know them by the sound of hooves on empty air.

Gun Priest

Requirement: You are a dwarf.

Starting Equipment: witchlock arquebux (2 slots), dagger (1/3 slot), leather armor, cartridge box & hayago (1 slot).

Weapon and armor proficiencies: Light armor, medium armor, shields, dagger, shortsword, club, handaxe, longsword, crossbow, bow, staff, spear, battle axe, flail, mace.

A: Gear Empathy, Word of Law, +1 MD, +1 HP, +2 Bullet Prayers (roll 1d6)

B: Read Stone, Roots of The Mountain, +1 MD, +1 HP, +1 Bullet Prayer (1d8)

C: Powder Sprite, Smoldering, +1 MD, +1 HP, +1 Bullet Prayer (1d10)

D: Arcanum, Dead Eye, +1 MD, +1 HP, +4 Bullet Prayers

You gain +1 to **Find Hidden Things** (doors, pressure-plates, tripwires, etc.) with template B & D.

A: Gear Empathy. Attuned to arcane machinery and gearworks, Dwarvish Gun Priests understand machines better than they do people. You gain **Advantage** to repair, modify, or sabotage mundane machines.

A: Word of Law. The invisible laws that bind reality are as words on the page to the Gun Priest. You speak with the authority of natural law itself. Gain **Advantage** on Saves for commanding others.

B: Read Stone. You know when all the traps & secret doors in a dungeon level have been found. The stone tells you when it has given up all its secrets.

B: Roots of The Mountain. As long as one foot is planted firmly on the ground you have advantage on saves to resist being knocked prone, shoved, or otherwise moved. You also gain **Advantage** on rolls to perform the following **combat maneuvers**: grapple, shove, knock-down.

C: Powder Sprite. Recruit a powder sprite—a familiar which can reload your arquebux (cancelling the reload time), be consumed for +1 MD (non-recoverable, like a scroll), or be sacrificed as a magical grenade (2d6 to all in 10' area, **DEX save** for half). You may summon a new powder sprite after a **Good Night's Rest**.

C: Smoldering. If you make a charge attack with your arquebux and kill your target, enemies who can see the attack must make a Morale test. Lighting your beard on fire and screaming is not required, but it helps.

D: Arcanum. You can create arcanum—limited use magical devices built from ancient technology salvaged while adventuring. You require a wizard's sanctum. It takes 2 Item Slots worth of salvaged tech to create 1 arcanum.

The time and cost are the same as creating a scroll, but arcanum occupy 1 Item Slot, have 1d3 MD worth of charges, and their effect is determined randomly by rolling on the Random Spells table (see **Magic and Spells**). For an additional 150gp you can make the arcanum replicate a specific spell effect that you already know. Arcanum are rendered inert after their MD has been used up and cannot be repurposed. Most crumble into dust. MD are never recovered on a 4-6.

D: Dead Eye. Once per session, you can fire a single shot and declare it to have hit. Roll 1d6: 1-3: Regular damage and target is knocked prone. 4-6: Critical hit.

THE WITCHLOCK ARQUEBUX

The witchlock arquebux is a device unique to gun priests.

Dwarfs take the Principia Arcana explanation of spells—magic bullets that wizards load into their heads and fire from their mind-guns—literally. Lacking the meat-brains of other mortal species, dwarven craftsmen applied their considerable skill to the problem and developed the occultum reactive accelerator and the witchlock firing mechanism.

Irredeemably pragmatic as a species, the first arquebuses were purely functional spell-delivery devices. Over time, the gun priests who crafted them began to impart decorative flourishes—a practice that has caused much scowling and muttered disapproval from the Council of Forge Masters.

Intricately decorated and master-crafted, each arquebus is a unique work of art, forged as part of the final rituals to become a sanctioned Journeyman of the Crucible. No two are alike: one might use a break-action witchlock design, while others employ lever-action, breach-loading, or locking bolt mechanisms.

WITCHLOCK ARQUEBUS Slots: 1, **Hands:** 2, **Notes:** 1 round to reload.

All arquebuses share the same core components: **Witchlock.** Firing mechanism, the “dog”, a cold iron firing pin, and a witch-stone sparking pan. **Occultum Reactive Accelerator.** Alternating rings of occultum and brass wrapped in copper wire, fitted with a protective sleeve. **Magic Accumulator.** A passive device that draws ambient magic radiation into a canister resembling a small hand-cranked coffee grinder. **Coronal Discharge Unit.** When an arquebus is fired, dangerous sympathetic magical vibrations can accumulate within the accelerator. The CaD is designed to mitigate this danger. **Axehead.** CaD technology is far from perfected, so sometimes cold steel is your best problem-solving tool. Treat as a greataxe in melee (1d12, knock target prone on a critical hit).

WITCHLOCK AMMUNITION Gun Priests carry a bulky cartridge box that holds 12 charges, called a hayago. Each hayago holds an amorphous blob of spell matter. The cartridge box is also an enchantment engraver. The gun priest sets the selector knobs for the **Bullet Prayer** they desire, feeds in a punch-card, and works a small crank. They can then retrieve, load, and fire the **Bullet Prayer** they selected.

A powder sprite greatly speeds the process (allowing the Arquebus to be loaded and fired in the same round).

1. Battering Beam *R: 100' T: creature or object D: concentration* A beam of force strikes a target you can see, pushing them backwards. Target must STR Save or be pushed away from you 10' per round. Very large creatures only move 5' per round. The beam inflicts a -[dice] penalty to the save. Inflict [dice] x d6 damage each round to stationary objects. If you invest 3 [dice] or more, creatures that fail their save are knocked prone. Each round you maintain concentration increases the -[dice] modifier by 1. If the target cannot move backwards, it takes 1d6, +1/per round, bludgeoning damage.

2. Sleep Gas *R: 50ft, T: [sum] HD of creatures D: Varies* Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap. **PER Save** negates. Non-alert, unaware targets do not get a save. If [sum] is at least x4 the creature's HD, the duration becomes permanent (until slapped). Creature no longer needs to eat or drink while sleeping. Invest 3 [dice] or more, the duration becomes permanent, and you set the only condition that will cause the creature to awake.

3. Grease Bomb *R: 50ft, T: object, surface, D: [dice]x2 rounds* Can be shot directly at a creature or a 10' x 10' x [dice] surface. DEX Save or drop held objects and fall prone.

4. Knock-Knock *R: 50ft, T: [dice] objects, D: 0* Object is opened. Doors explode, locks are broken, shackles are bent open, belts come undone. If target is an armored creature, **STR Save** or armor falls off. If target is an unarmored creature, **STR Save** or vomit for 1d4 rounds.

5. Negasonic Ray *R: [dice]x20' cone T: area D: concentration* Rippling rings of purple light pour from the barrel of your witchlock arquebux. All sounds are cancelled within the area. Creatures are deafened until the spell ends or they leave the spell's area.

6. Immobilizing Gel *R: 50', T: [dice] x10' area, D: 0* The target area is filled with dense ooze. In confined spaces (doorway, narrow corridor, between two pillars) creatures in the area are immobilized. DEX Save to avoid, prone creatures automatically fail. STR Save to escape. In open spaces the gel creates difficult terrain. Movement rates are halved, creatures in the affected area attack with disadvantage, and attacks against them are made with advantage. The gel inflicts 1d4 acid damage per round.

7. Ultra-lucent Paint *R: 50' T: creature or object D: [sum] hours* Creatures get a DEX Save to avoid. You splatter the target in bright octarine paint, leaving a mark the size of an apple. The mark is visible through fog, smoke, or total darkness, up to [dice] miles away. Also visible through solid barriers up to 10' thick. The paint drips and leaves a trail. Unless bandaged, the target will mark the ground behind it. Attacks against the target are made with advantage.

8. Wending Bolt *R: 200' T: creature D: 0* Target takes [dice]+[sum] damage. DEX Save for half. You do not need to see the target, but you do need to know their approximate location (within 10'), and there must be a clear path a bolt could trace to reach them. The path can be as convoluted as required. The bolt can pass through gaps as small as a fist.

9. Alter Local Gravity *R: 50' T: [sum]x5' squares D: [sum] rounds* Only works indoors, in an area with a solid roof no more than 50' high. An area that you specify has its gravity altered to a) an angle that you specify (90 degrees left, 180 degrees up), or b) a lower strength that you specify (50%, 0%) for the duration. The spell's effect takes place gradually, giving creatures a chance to DEX Save to hang on to something. Creatures take fall damage as normal. In lower gravity, any action requires a DEX Save.

10. Displacer Beast Blast *R: 50' T: creatures D: [dice] rounds* A spell-effect that exists in multiple places at once. A creature takes [sum] damage on their turn for [dice] rounds. If this kills them, they explode for [sum] damage to all in 10'. DEX Save for half. If this would kill an adjacent creature, they explode as well.

EMBLEM BULLET PRAYERS

11. Prismatic Eruption *R: 200ft, T: [dice] creatures or objects, D: 0* An air-burst spell that showers an area with multi-colored beams of magic. Roll 1d10: 1. Red: [sum] fire damage, DEX save half. 2. Orange: [sum] bludgeoning, knocked prone, STR Save. 3. Yellow: [sum] lightning, DEX save half. 4. Green: [sum] acid, DEX save half. 5. Blue: [sum] ice, DEX save half. 6. Purple: [sum] necrotic, blinded [sum] rounds, STR Save. 7-9: Struck twice, roll d6 twice. 10: Struck thrice, roll d6 three times.

12. Devil's Breath *R: 200ft, T: area, D: 0* Does [dice] +[sum] fire damage to all objects in a 20ft radius. DEX save for half.

MISFIRES Gun Priests are not subtle. When a witchlock arquebus is fired it is always accompanied by a ring of smoke, an ear-shattering crack, and a discharge of purple light as the coronal discharge unit bleeds off residual arcane energy.

Despite the best efforts of the Improbability Forge's finest craftsmen, a CaD capable of bleeding off 100% of residual sympathetic magical vibrations has not yet been achieved.

When an arquebus is fired, the MD automatically return to the gun priest's pool. They also accumulate an Instability Die (ID). Each time a spell is fired the PC also rolls their ID. ID do not count towards spell results, but do count towards misfires. Different colored dice recommended.

A gun priest may bleed off 1d6 ID during Lunch, and all ID after a Good Night's Rest. The process involves meditation, muttering sutras, and power-tools.

1D6	DOUBLES
1	Brightly colored sparks fly from your witchlock, blinding you for one round.
2	One of your orifices makes a noise like a thunderclap.
3	Gasses vent from the coronal discharge unit, extinguishing all torches and candles within 20'.
4	Witchlock's "dog" gets stuck. You act last in the next initiative round.
5	Arcane feedback from the magic accumulator connects everyone in a 60' radius to the dwarven hive mind. All must make a PER Save or be stunned for 1 round. You are stunned for 1d3 rounds.
6	Witchlock back-blast. Take 1d6 damage.

1D6	TRIPLES
1	Effect targets adjacent target instead.
2	Teleport 1d6x10' in a random direction.
3	Effect is maliciously altered (harm targets an ally, alter makes the target more dangerous, create something inconvenient).
4	A random spell from your cartridge box cooks off, targeting you.
5	Coronal Discharge Unit overheats. Will be ready to fire again after a Good Night's Rest.
6	Take 2d6 damage. If reduced to 0 HP or below, your witchlock also explodes. 3d6 damage, 20' radius.

1D6	QUADRUPLES
1	Effect targets a random ally instead.
2	Witchlock mechanism fails. Witch-stone dematerializes for 1d6 days.
3	A random bullet prayer from your cartridge box cooks off, targeting you and an ally.
4	Lose 1d2 permanently from a random Ability bonus.
5	Add +1 ID to all rolls for the rest of the day.
6	Take 3d6 damage. If reduced to 0 HP or below, your witchlock explodes. 5d6 damage, 50' radius.

Monk

Starting Equipment: robes, big prayer beads.

Weapon and armor proficiencies: Light armor, dagger, shortsword, club, handaxe, longsword, bow, staff, spear, sling.

A: Martial Arts, Qi Training, +1QD, +1HP

B: The Path of the Water, Qi Recovery, +1 HP, +1 QD

C: Arrow Frog Hallucination Stance, +1QD, +1HP

D: Crane Steps Softly Through Spring Reeds, +1 HP, +1QD

A: Martial Arts. Your unarmed strikes deal 1d6 +STR damage & count as melee weapons.

A: Qi Training. Qi dice (QD) are d6s and work like magic dice. Qi Dice are spent to activate Qigong Techniques. For each Monk template, you learn a new Qi technique. Select one from the options presented below at the appropriate template level. Some Monks may discover additional techniques in remote temples or studying with hidden masters.

For every QD that you invest in a martial arts attack, you can inflict an additional +1 damage to your target. For every 2 QD that you invest, you can attack another foe that is in range **or** unleash a Qigong technique (on top of your regular damage). Investing too much is dangerous.

If you invest 3QD make a **STR Save** or suffer a level of **fatigue**. At 4QD you automatically suffer 2 levels of **fatigue**.

Qi dice are restored after a **Good Night's Rest**. If you do not get a good night's rest or your rest is disrupted by a hazard or combat, make a **WIT save** for each QD to recover it anyway.

B: The Path of the Water. While you are unarmored and not wielding a shield, your AV is equal to PER+DEX, divided by two (rounded down), up to a maximum of 4.

B: Qi Recovery. During **Lunch**, make a **WIT Save** to remove one level of **Fatigue** (in addition to regular fatigue recovery) or a **WIT Save** to recover a lost QD.

C: Arrow Frog Hallucination Stance. When an attack allows a save for half damage, you instead take no damage.

D: Crane Steps Softly Through Spring Reeds. Your movement speed is doubled. You gain the ability to move along vertical surfaces, water, and the spear-tips of your enemies. You ignore pressure plates. You must end your movement on solid ground.

QIGONG TECHNIQUES

Monks express fundamental truths of Creation through violence and the merciless reforging of their own inner spirit. They call these truths "qigong." New truths are revealed with each Monk template that you possess.

A: Open Hand Bell Strike *R: melee touch, T: creature, D: instant* Only effective against foes of equal or lower HD than you. Creature makes a STR Save, with a -[dice] penalty or be stunned until the end of your next turn. At 2 [dice] the creature is incapacitated. At 3 [dice] they are paralyzed. At 4+ [dice] the creature dies.

A: Throw The Ox-Cart *R: melee touch, T: creature, D: instant* Target is knocked back [dice] x 15' in a direction of your choice. If the target comes into contact with a solid surface, they smash through it and take [sum] damage.

B: Gentle Repose Of The Fallen Leaf *R: melee touch T: self D: instant* Reduce fall damage by [sum]. You float gently to the ground (possibly alarmingly late) or at least impact in a more survivable way.

B: Rain Parts For The Wise *R: self, T: attacker, D: instant* This technique can be used as a reaction. Reduce the damage of an attack by [dice]+[sum]. If this reduces the damage to 0, a target of your choosing is hit by the attack instead.

C: Quivering Palm Parts The Waters *R: 15' cone, T: varies, D: instant*
Fists made of blue Qi explode from your open palms. Creatures in a 15' cone take [sum] damage. DEX Save for half.

C: Empty Palm Vanquishes The Wicked *R: 50', T: object, D: [sum] rounds*
Manifest a gigantic hand made of blue Qi energy. The hand can be used to strike anyone within range for [sum] damage, or it can do anything else a giant hand could do. It has a STR of +[dice]x2 and [sum] HP.

D: Clear Sky, White Lightning *R: melee touch, T: [dice] creature, D: instant*
Charge your attack with lightning inflicting [sum] lightning damage. Strike additional targets within 30' with arcing lightning inflicting [sum]-5 damage for each additional Qi Die invested.

DOUBT

A monk's path is one of constant training, meditation, and study. The path does not forgive hesitation.

When a Monk rolls doubles on their Qi Dice they suffer doubt and momentarily question whether they walk the true path of Enlightenment.

DOUBLES	DOUBT
1	Qi Dice return to your pool on a 1-2 until you get a Good Night's Rest.
2	Take 1d6 damage as your spirit fractures and you bleed from the [1-2] nose, [3-4] ears, [5-6] eyes.
3	Violent manifestation of your Qi. All creatures within 15' must make a STR Save or be knocked prone. This includes you.
4	Lose 1 Qi Dice until you get a Good Night's Rest.
5	Gain 2 levels of fatigue (4 slots).
6	Cannot use Qi Dice for 1d6 rounds. The stillness inside you is gone.

Enlightenment

A monk gains Enlightenment when they roll triples on their Qi Dice.

1. You renounce material wealth. Carrying money or precious objects causes you to be encumbered. You feel lighter for it.

2. You retreat into hermitage. Play another PC for a while. If the other PCs go and find your monk, you can bring them out of retirement.
3. You ascend. You recognize that to live inherently means that you suffer. Your life snuffs out like a candle, never to be lit again. You cannot be reincarnated, resurrected, or receive any form of life-after-death magic. You move on. No one can follow.

MONK ORDER TABLES

1D10 I COME FROM...

- | | |
|----|------------------------------|
| 1 | The Brotherhood / Sisterhood |
| 2 | The Fraternity |
| 3 | The Order |
| 4 | The Society |
| 5 | The Union |
| 6 | The House |
| 7 | The Temple |
| 8 | The Army |
| 9 | The Family |
| 10 | The Followers |
-

1D10 OF THE...

- | | |
|----|----------------------------|
| 1 | Flowing Waters |
| 2 | Five Seasons |
| 3 | Indomitable Soul |
| 4 | Steady Hand |
| 5 | Empty Palm |
| 6 | Whispering Word |
| 7 | Winter's Heart |
| 8 | Spring's Fire |
| 9 | Sons / Daughters of Autumn |
| 10 | Way of Solar Righteousness |
-

1D10 IN MY ORDER, WE...

- | | |
|---|-------------------------|
| 1 | Didn't eat meat. |
| 2 | Swore oaths of poverty. |

1D10	IN MY ORDER, WE...
3	Were taught how to garden & write poetry.
4	Allowed prostitutes to live with us, but were never allowed to touch them.
5	Acted as the local constabulary.
6	Organized hunting expeditions for monsters terrorizing the area.
7	Assassinated people for money.
8	Had a deity who loved and dwelt in the monastery with us.
9	Didn't drink or smoke.
10	Only took lovers from within the Order.

Paladin

Starting equipment: Sword, chainmail, holy symbol

Weapon and armor proficiencies: All armor and shields, all weapons.

A: Smite, Detect Evil, +1 FD, +2 HP

B: Strength of Will, Protector, +1 FD, +2 HP

C: Lay on Hands, Stand Tall, +1 FD, +2 HP

D: Avatar, +1 FD, +2 HP

A Paladin receives Faith Die (FD) with each template. They operate like Magic Die (but are not affected by Medium or Heavy Armor).

A: Smite. +[dice] to Attack, ignores AV of undead foes. If you are using a melee weapon, you can cast this spell with your attack.

A: Detect Evil. You can smell it. Demons, devils, cultists, heretics, and the undead. The stench varies—brimstone, rotting flowers, cold iron. Check your PER for specifics.

B: Strength of Will. You can pray instead of eating a ration for lunch. You still need to eat each night to be able to have lunch the next day. Take +3 to saves against disease, transformation and sinful behavior.

B: Protector If you are adjacent to an ally targeted by an attack, you can use your **Reaction** to take the damage instead.

C: Lay on Hands. Pray over the injured for [dice] minutes. Heal [sum] HP, or deal [sum] damage to a possessing spirit/disease/demon without harming the host.

C: Stand Tall. While you stand in defense of the truly deserving, you have a chance to remain standing even at 0 HP. When you hit 0 HP, make a **PER Save**. On a success you remain conscious with 1 HP. Faith holds you upright when your body cannot.

D: Avatar. You gain [dice] beneficial mutations that represent your calling for [sum] minutes. Wings, razor-halo, guardian spirits, sanctified liver, armored flesh, golden-flame-spitting eyes—name it. You’ve earned it. Some large mutations you will have to activate using FD, as you would a spell.

PALADIN MISHAPS

DOUBLES	MISHAP
1	FD return to your pool on a 1-2 until you get a Good Night’s Rest.
2	Take 1d6 damage as your faith wavers and you bleed from the [1-2] nose, [3-4] ears, [5-6] eyes.
3	Violent manifestation of your Faith. All creatures within 15’ must make a STR Save or be knocked prone. This includes you.
4	Lose 1 Faith Dice until you get a Good Night’s Rest.
5	Gain 2 levels of fatigue (4 slots). The divine light burns you from within.
6	Cannot use Faith Dice for 1d6 rounds. Silence from above.

PALADIN DOOMS

A paladin must serve penance when they roll triples on their Faith Dice.

1. As soon as possible you must perform flagellation as penance. All physical saves have **Disadvantage** until you get a Good Night’s Rest. The scars are a reminder.
2. You take a vow of silence and retreat into hermitage. Play another PC for a while. If the other PCs go and find your Paladin, you can bring them out of retirement.
3. You take a vow of peace. You renounce all violence and serve as a humble sweeper in a monastery for the rest of your days. The sword goes in the ground. It stays there.

Sorcerer

Wizards studied to gain power. Warlocks borrow it. A Sorcerer's power is their own.

They have turned their souls inward and built a pyre in their hearts. They are more real than the world around them. Rare, because their art cannot be taught, and because they frequently explode. Intolerable, because they cannot abide servitude or obedience. Powerful, because the world reshapes itself to their whims. Something within a sorcerer allows them to touch and alter the very fabric of Creation, and every last one of them is dangerously unhinged.

Starting Equipment: Outlandish Costume

Weapon and armor proficiencies: Light armor, dagger, club, staff, sling.

A: Soul Casting, +1 SorD

B: Billowing Robes, +1 SorD

C: Soul Vision, +1 SorD

D: Magic Ward, +1 SorD

A: Soul Casting. You alter the world through sheer force of will. No charms. No runes. No incantations. Reality answers to you, and you alone.

You change the world using your Sorcerer Dice (SorD). You gain +1 SorD (1d6) per Sorcerer template to a maximum of 4 SorD. Each time you use one of the abilities below, invest any number of your SorD. The [sum] of the SorD rolled, as well as the number of [dice] invested, may affect the result.

SorD can be used any number of times per day. Unlike a wizard's MD, they always return to your pool. However, each time your SorD returns to your pool you accrue 1 Instability Die (ID, 1d6). You always roll all your ID when you use your sorcerous powers. These dice do not count towards the [sum] or [dice] of any given power, but they do count towards doubles, triples, and quadruples. Use different colored dice.

Sorcerers don't run out of steam. They have the opposite problem. Like an overcharged locomotive, they sometimes explode.

Medium and Heavy Armor reduce the number of available SorD, like MD for spellcasters.

SORCEROUS POWERS

Harm. Deal [sum]+[dice] damage to one target creature or object you can see. Creatures can make a DEX save for half damage. Flavor however you'd like: lightning bolts, beams of light, grasping hands from the underworld. +1 ID per additional target.

Alter. Make a declarative statement affecting one creature or object you can see. The statement is true for [dice] rounds. The statement cannot cause damage directly (use Harm), move a creature or object, or create new objects or effects (use Create). Creatures and magical objects can make a **PER save** to avoid being altered. E.g. "This door does not exist." "The dragon is now a mole." "The dragon is made of paper." +1 SorD per additional target. +1 SorD to affect an area the size of a wagon. +2 SorD for a cottage. +3 SorD for a village. +1 SorD for [dice] minutes. +2 SorD for [dice] hours. +3 SorD for [dice] days.

Create. Create something—a creature or object. Creations exist for [dice] rounds, are person-sized or smaller, and have 2HD. They cannot deal damage. You can create objects with magical effects (flying carpets, invisibility cloaks), but created objects cannot deal magical damage or provide permanent effects (healing potions only heal for the duration listed, rings of stat gain only work for the duration). You can make a sword that looks like a +10 vorpal sword of fire, though. +1 SorD per additional object or creature. +1 SorD for a magical or sufficiently strange object. +2 SorD for a creature of up to +4 HD. +1 SorD for wagon-sized. +2 SorD for cottage-sized. +3 SorD for village-sized. +1 SorD for [dice] minutes. +2 SorD for [dice] hours. +3 SorD for [dice] days.

B: Billowing Robes. If you are wearing an outlandish costume worth at least 10 gp, your armor counts as Leather. Worth at least 100 gp, counts as Chain. Worth at least 1,000 gp, counts as Plate. Vanity is armor, if you have enough of it.

C: Soul Vision. You can see the souls of living creatures. This allows you to guess the approximate location of invisible creatures. You can also immediately tell if a person is possessed, undead, protected by the Authority, or a spellcaster.

The price for this gift is your connection to others. Either the constant scrutiny of souls warps your mind—take disadvantage on **WIT Saves** for 1d2 weeks—or you become callous and cold, taking disadvantage on **PER Saves** for 1d2 weeks.

D: Magic Ward. Reduce all incoming magic damage by 2. Does not apply to self-inflicted damage. Once per day, negate the effects of a spell that targets you. Does not apply to spells generated by Calamities.

SORCEROUS CALAMITIES

1D6	DOUBLES
1	Brightly colored sparks fly from your ears.
2	You make a noise like a thunderclap. Everyone in the room knows what you just did.
3	A howling wind billows around you, extinguishing all torches and candles within 20'.
4	You act last in the next initiative round. Your body catches up with what your soul just did.
5	You broadcast your current emotional state. Everyone in a 60' radius must make a PER Save or experience your emotions as their own.
6	Take 1d6 damage. Something inside you cracks.

1D6	TRIPLES
1	Effect targets adjacent target instead (harms nearest person, alters wrong thing, creates related but not identical item).
2	Teleport 1d6x10' in a random direction.
3	Effect is maliciously altered (harm targets an ally, alter makes the target more dangerous, create something inconvenient).
4	A random spell is also cast, targeting you.
5	Doomed To Die as on the Scars Table. You do not gain the +1 to WIT .

1D6	TRIPLES
6	Take 2d6 damage. If reduced to 0 HP or below, you detonate. 3d6 damage, 20' radius. DEX Save for half.

1D6	QUADRUPLES
1	Effect targets a random ally instead.
2	Effect is reversed (harm heals, alter in opposite manner, create the opposite of what is intended).
3	A random spell is also cast targeting you and an ally.
4	Lose 1d3 permanently from a random Ability bonus.
5	Add +1 SorD to all rolls for the rest of the day. You are burning hotter.
6	Take 3d6 damage. If reduced to 0 HP or below, you detonate. 5d6 damage, 50' radius. DEX Save for half.

Summoner

Taken from: <https://coinsandscrolls.blogspot.com/2018/05/osr-class-summoner-20.html>

Starting Equipment: 2 sets of mundane robes, dagger

Weapon and armor proficiencies: Light armor, dagger, club, staff, sling.

A: +1 SumD, +2 Entities, Summoning

B: +1 SumD, +1 Entity, Powerful Hold

C: +1 SumD, +1 Entity, Soul Vision, Iron Will

D: +1 SumD, Master Summoner

You gain +1 Summoning Die for each Summoner template you possess, to a maximum of 4.

A: Summoning. There are 99, and only 99, **Entities** that can be summoned. Each has a name, a description, and a list of abilities. They are sentient, but their minds may work in ways that make no sense to mortal thought. Summon an Entity by rolling your Summoning Dice. Dice return to your pool and can be used again on a 1-3, but are exhausted for the day on a 4-6. On doubles, a Mishap occurs. On triples, a Doom occurs.

You can only summon an Entity once per day. You can summon an entity for [sum] hours before it vanishes, possibly to serve another master. It takes one round to summon an Entity. You must be able to speak and you cannot be distracted.

You require its true name and a description of the mental acts required to call it to you. Seek ancient scrolls, temples, and cults to find entities to summon. Unlike Wizard spells, there are no limits on the number of **Entities' true names** a summoner can commit to memory. You can use the same instructional scroll to create an entire cult. However, as only 99 entities exist in Creation, most Summoners guard their knowledge jealously. Power shared is power halved.

Entities are not angels nor demons nor elementals, according to the Summoners. Any similarities are purely coincidental, just as both silver and steel can be polished to the same hue.

B: Powerful Hold. Choose one entity you know how to summon. Instead of [sum] hours, the entity is summoned for [sum]x2 hours. Whenever you gain a level, you may change which entity this ability applies to.

C: Soul Vision. You can see the souls of living creatures. This allows you to guess the approximate location of invisible creatures. You can also immediately tell if a person is possessed, undead, or a spellcaster. The price for this gift is your connection to others—when trying to socially interact with others, you have **Disadvantage** on any save.

C: Iron Will. You can control the results of your summoning through your iron will. You can change the result of one of your rolled **SumD** if you pass a **PER Save**. This can be used to increase the effect of your summoning or avoid a **Mishap** or **Doom**.

D: Master Summoner. Roll for 2 additional Entities. Alternatively, name an Entity you already control. For as long as you live, the Entity that you name will always remain with you. If [sum] or [dice] are required, use 2d6. This does not deplete your SumD or cause Mishaps. You do not need to roll to summon it. It is yours, and you are its.

SUMMONER MISHAPS

DOUBLES	MISHAP
1	SumD only return to your pool on a 1-2 for the next 24 hours.
2	Take 1d6 damage. The summoning tears at something inside you.
3	Mute and blind for 1d6 rounds. You are somewhere else, briefly.
4	Agony for 1d6 rounds. The Entity's presence burns.
5	Summon has a 1-in-6 chance of vanishing each hour after being summoned.
6	Summon is not under your control. It will pursue its own agenda for the duration. It may take a different form. It may smile at you.

SUMMONER DOOMS

1. Vanish for 1d6 hours to a strange world of blinding light and geometric shapes made of clay. Perform strange acts under the light of a thousand stars. Return with no memory of what you did, only the certainty that it mattered.
2. Vanish for 3d6 hours, as above. Return with 0 HP. Something is missing, but you cannot name it.
3. Vanish permanently. The Entities keep what they are owed.

Swordcaster

Starting Equipment: A number of swords equal to the number of hands you have, jug of wine, a dramatically tattered cloak.

Weapon and armor proficiencies: Light armor, dagger, shortsword, rapier, longsword.

A: Blade Barrier, Hands Clasped

B: Steely Gaze, +1 SwD

C: Size Matters, +1 SwD

D: Swordspell, +2 SwD

Beginning with template B you begin to accrue Sword Dice (SwD). Initially they only buff blade barrier / strike but pay dividends with template D. SwD may be combined with normal magic dice (MD).

Swordcaster abilities use the following notation: [Sum] = sum of Sword Dice results. [Dice] = number of Sword Dice rolled. [Swords] = number of swords you control or invest in an ability. (Hands + available SwD.)

A: Blade Barrier. For each hand that you possess and every Sword Die currently in your pool, a 1-handed sword orbits your body. They rise and fall as you move, wobbling if jostled, but always returning to an upright, point-downward position. For every two swords floating around your body (rounded down) you gain +1 AV.

Blade Strike. You may attack normally as if your swords were a ranged (DEX) weapon, firing suddenly from their orbit to lash out and impale an enemy. Range is 20 feet for each Swordcaster template that you possess. On a hit, the sword inflicts normal damage for its type and is embedded within the target until the end of your next turn when it vanishes and reappears in orbit.

For every additional sword that you invest in this type of attack you gain a stacking +1 bonus to attack. Your AV is reduced by [swords] on the round that you attack and until the end of your next turn (2 rounds total). It is your responsibility to track this, not the Referee's.

Swords that miss fly off into the distance or embed themselves in walls and furniture. They still reappear at your side at the end of your next turn.

A: Hands Clasped. Your hands are bound. Iron shackles, mummified in cloth, shoved into a jar—it matters not how, only that you cannot remove your hands from this state, or you will lose the ability to swordcast. Your feet work as well as hands for most tasks, and your bound hands may still be used to grapple, hug, or otherwise encircle someone.

When you stand in place you begin to float a foot off the ground, but to move horizontally you must use your feet. You can slowly (1/4 Move) float straight up/down 5ft for each swordcaster template that you possess. You only move horizontally in a stiff wind.

B: Steely Gaze. When you lock eyes with someone, they fall under the effect of a *hold person* spell. **PER Save** to end. However, while they are held, so are you—both you and the target are paralyzed. You can end the effect at any time. Undead and creatures of 4 HD or greater are unaffected.

C: Size Matters. You may float a 2-handed sword around you in place of two 1-handed swords (1d12 damage, Arms & Armor). 2-handed swords only grant you +1 AC each. The more 2-handed swords you design to wield, the easier you will be to hit.

D: Swordspell. From on high, a sword god calls. Or perhaps a god of swords. Or the sword of a god. It matters not. They offer patronage and you accept.

For each sword that you control, you may inscribe a Swordspell into it from the following list. While that sword is floating around you, you may use its Swordspell. Swordspells cannot be swapped out. Most swordcasters will only ever have 6 spells.

Swords in excess of the number you are able to float around your body are just mundane blades. They cannot store additional swordspells.

SWORDCASTER SPELLS

1. Searing Swords Make a normal blade strike attack. On a hit the blade glows white-hot, inflicting [sum] fire damage and causing the target to ignite. Target may attempt a **STR Save** to tamp out the flames. A failed save inflicts 1d6 fire damage/round but does not impede movement or attacks.

2. Petrifying Blades Creatures with your swords embedded in them have their movement reduced to 0 until the blades return to their orbit.

3. Recall Swords Up to [dice] swords embedded in creatures pull back to you, dealing [sum] damage to the creatures they were stuck in.

4. Wall of Swords [swords] spin around you in melee range dealing [sum] + [dice] damage. DEX Save for half damage.

5. Bladed Wings Gain a fly speed equal to [swords]10, and can float up to [sum]10 feet off the ground. [Dice] rounds duration.

6. Fracture Sword A sword ascends to a dramatic height then plunges with a peal of thunder into the floor, inflicting [sum] damage in a [dice]*5ft radius. DEX Save for half damage.

7. Counter Strike Once per round as a free action, when you are hit in melee combat you may counter-attack dealing [sum] damage and the attacker is pushed up to [dice]*5ft away in any direction.

8. Swords of the Dead [Dice] enemies that die on your blades reanimate and wield your swords as weapons. They last for [sum] Turns.

9. Fractal Bladebeam Make a normal blade strike attack. A beam of coherent light blasts forth from [dice] swords dealing [sum] +2 damage

to the target. If that enemy already has one of your swords embedded within it they take x2 damage. The beam may bounce [dice] times until you miss, dealing [sum] +2 damage each bounce.

10. Avatar of Swords You bond with your floating swords, and become a [dice]-handed sword that deals [sum] + [swords] damage for [dice] rounds.

SWORDCASTER MISHAPS

DOUBLES	MISHAP
1	The two dice that rolled doubles are expended.
2	You take half of all damage from swords embedded in targets until your next turn. The bond cuts both ways.
3	You are stunned for [swords] rounds.
4	Gain [dice] levels of Fatigue .
5	A random swordspell casts at a random target in sight. [dice] applied are equal to [swords].
6	A random sword fractures. Take 1d8 slashing damage. The pieces bite as they fly.

DOOM OF THE SWORDCASTER

1. Your swords are frenzied and attack the nearest creature for [swords] rounds. This includes you.
2. Your swords turn inward on you. Take [swords] x 1d8 damage.
3. Your swords all return to you, swirl around your body in a tightening spiral, and impale you for [swords]x2d8. If you are reduced to 0 HP or below, the swords shatter, inflicting 3d6 damage to all creatures in a 20' radius. **DEX Save** for half.

Warlock

Starting Equipment: Dagger, ragged cloak, 1d6 doses of something that makes the voices quieter.

Weapon and armor proficiencies: Light armor, dagger, club, staff, sling.

A: Pact, +1 ED

B: Cloak of Stars, +1 ED

C: Liquid Sanity, Spelleater, +1 ED

D: Part The Veil, +1 ED

You gain 1 Eldritch Die (ED) for every warlock template that you possess. Medium and Heavy Armor reduce your available ED.

A: Pact. In exchange for power and the promise of forbidden knowledge, you have entered into a pact with an inscrutable entity from beyond the stars. A Warlock who breaks their pact dies screaming, lost to a madness from which there is no return.

You have spell-like abilities, but they are not the same as a wizard's spells. To use an ability, select the number of Eldritch Dice (ED) you wish to invest, roll them, and add the numbers together. Pick abilities from the list below at the appropriate template level. Some Warlocks attempt to bargain for even more abilities with their patrons. Not all survive the negotiation.

Most abilities depend on the number of [dice] invested and the [sum] they show.

B: Cloak of Stars. Your clothes are imbued with the darkness of unreality. Unknown constellations drift across the inner surface of your cloak—cold light from a sky that has never shone over this world. You gain +1 AC for each Warlock template that you possess after A (Max +3). Does not work if you wear any inflexible material (all armor).

C: Liquid Sanity. Take disadvantage on your next **WIT Save** (the shattered thoughts return in 1d6 rounds) and add +1 ED to a warlock ability. If any ED roll a 6, roll an additional d6. Continue rolling additional dice until you roll something other than a 6.

The extra dice count towards Mishaps and Dooms. Mishaps and Dooms cause an additional 1d6 damage.

Disadvantage from Liquid Sanity clears after a Good Night's Rest.

C: Spelleater. When an enemy targets you with a spell or spell-like ability, make a **WIT save** as a free reaction to direct the spell back at the caster. Invest 2ED to double the effect (duration, damage, etc.) and 3ED to triple it.

D: Part The Veil. Pierce the membrane between worlds and expose the target(s) to the unblinking gaze of your master beyond the stars. This ability has three applications:

WARLOCK ABILITIES

A: Scuttle *R: self, T: self, D: [sum] rounds* Dozens of tiny mouths open in the calloused soles of your feet. You can move at full speed in any orientation and freely rotate as you move. Climb or walk up any solid surface as well as a spider could, even upside-down. This is the reason a Warlock's feet are always shoeless, calloused, and wrapped in filthy rags.

A: Piercing Insight *R: 25', T: creature, D: 0* [Dice] gnashing maws appear around the target, ripping thought and memory from their mind. Use 1 ED to learn the current and max HP of the target. Use 2 ED to also learn of any resistances or vulnerabilities. At 3 ED you also know of any special abilities they might have. 4ED will further reveal any spells the target may know or templates they possess.

B: Hymn of The Stars *R: 100', T: [dice] creatures, D: concentration* A rift in space-time opens and the Stellar Choir pours forth a cacophony of discordant sound. **STR Save** or be **Stunned** for [sum] rounds. Creatures that fail their save may attempt another at the start of each of their turns with a -[dice] modifier to the roll.

B: Eldritch Blast *R: 200', T: creature, D: 0* Target takes [sum] + [dice] damage, no Save. Your blast is an oscillating current of eldritch fluid, throwing off globs of energy that spit and sizzle on the ground like hot grease.

C: Cerebral Dredge *R: touch, T: creature, D: concentration* Make a **WIT save** to rummage through a creature's mind like a midden heap. Target recalls the desired memory you designate in perfect detail ("the first time you met your wife", "where you buried the treasure"). The creature will be lost in a reverie for [sum] rounds. This reverie ends if the creature is attacked, threatened, or has to perform any action. This memory may induce a **PER Save** against fear or a Morale test. It must be specific. "The scariest thing you have ever seen" would not work, but "the night your village burned" would.

C: Thrash. This ability triggers as a free action when struck by a melee attack. You must invest ED in this ability. A writhing mass of tentacles erupt from your abdomen, lashing out at enemies within 15'. [Dice] targets are flung [dice]x5' in a random direction and take [sum] damage. Targets make a **DEX save** with a -[dice] modifier for half damage and to avoid being thrown.

D: Time is a Flat Circle *R: self, T: self, D: [dice] rounds* Decouple yourself from linear time for [dice] rounds. To those around you, you appear as several blurry versions of yourself, all moving out of sync. Gain +4 AC.

Your movement speed doubles and you may perform an extra action each round. You cannot use other Warlock powers in this state but can otherwise act normally. There is a 1-in-6 chance +[dice] that as you reenter the normal flow of time, something follows you through. A space amoeba made of teeth and slime with [dice] slashing pseudopods (1d6 damage) and HP equal to [sum]+10. It does not belong here, and it is not happy about it.

WARLOCK MISHAPS

DOUBLES	MISHAP
1	ED only return to your pool on a 1-2 until your next Good Night's Rest.
2	Receive a minor side-quest from the Old Ones. You have 1d6 days to complete it or suffer a Doom.
3	Eldritch tentacles explode out of you causing [sum] damage in a 20' radius. DEX Save for half damage. You are fine. Everyone else is not.
4	Screaming for 1d6 rounds. You can't stop. You can't explain why.
5	Eaten by a portal; reappear in 1d12 rounds from an unexpected location.
6	Summon a Star Baby. It is not friendly (Referees: Just Use Bears).

DOOM OF THE WARLOCK

1. Lost to Madness for 1d4 days. Incapacitated. You see things that aren't there and cannot distinguish them from things that are.
2. A rival Alien Intelligence has noticed you. You are hunted by its corporeal minions—strange, mewling things that do not tire and do not sleep.
3. You have failed to meet the terms of your Pact. Your consciousness is shunted out into the cold void between the stars, and your body becomes the vessel for a twisted alien intelligence. It will wear your face. It will not wear it well.

END_CLASSES



MAGIC ITEMS

Magic items are rare and covetous things. Most cannot be purchased — they are pried from the grip of the dead, pulled from the rubble of places best left unvisited, or pressed into unwilling hands by patrons whose generosity always has a price. A single enchanted blade can tilt the fate of an expedition. A suit of warded mail is an heirloom that outlives dynasties and buries its owners.

PCs with the **Spellcasting** ability can identify magic items by tasting, smelling, rubbing, or closely inspecting them (see [Spellcasting#Identifying Magic](#)). Non-casters need a sage, a wizard, or the nerve to find out the hard way.

For rules on scrolls, wands, staves, spellbooks, and magic robes, see [Spellcasting](#).

For additional relics and inspiration, see [Cairn's Relics](#) list.

Enchanted Weapons

Enchanted weapons count as magical for the purpose of harming creatures immune to non-magical weapons (gargoyles, wraiths, etc.).

Keen Blade (+1 weapon) Any weapon type. Deals +1 damage. The most common enchantment — an edge that never dulls, a balance that feels like the weapon was forged for your hand alone. *Value: 500 gp.*

Vicious Blade (+2 weapon) Any weapon type. Deals +2 damage. The metal carries a faint iridescent sheen, like oil on water. It hums when it smells blood — a vibration you feel in your teeth before you hear it. *Value: 2,000 gp.*

Ruinous Blade (+3 weapon) Any weapon type. Deals +3 damage. These weapons have names and histories, and neither are pleasant. Owning one draws attention — thieves, collectors, and rival adventurers will come looking. Some blades draw worse than that. *Value: priceless.*

Moonblade A longsword of pale silver, cold to the touch even in high summer. Deals +1 damage. Deals +3 damage to undead and shapeshifters. Sheds stark moonlight (20' radius) when drawn, which

cannot be suppressed. You will never sneak anywhere with it bared. *Value: 1,500 gp.*

Venomfang A dagger with a hollow blade and a reservoir in the hilt. Stores a single dose of poison (applied automatically on a hit). Refilling takes 1 round. The blade whispers the name of whoever it last poisoned — faintly, at the edge of hearing, in the small hours. *Value: 800 gp.*

Giantsbane A war hammer of black iron, heavier than it looks. Deals +1 damage. Against creatures of 6+ HD: on a critical hit (max damage die), the target must make a **STR Save** or be driven to the ground, stunned for 1 round. The impact cracks stone. *Value: 2,500 gp.*

Hissing Bow A shortbow of black yew, warm to the touch. Arrows fired from it trail thin smoke and make no sound — not the bowstring, not the shaft cutting air, not the impact. +1 damage. Attacks from this bow while hidden do not reveal your position. *Value: 1,200 gp.*

Traitor's Edge A rapier that trembles faintly when pointed at someone who has lied to you in the last hour. Deals +1 damage. On a critical hit, the target must make a **PER Save** or blurt out a secret — often the worst one they carry. *Value: 1,000 gp.*

Enchanted Armor & Shields

Warded Mail (+1 armor) Any armor type. Increases AV by +1 (to the maximum of 5). Faintly warm to the touch, as though it remembers the forge. *Value: 1,000 gp.*

Dwarven Plate (+2 armor) Full plate. AV 5 (base 4 +1 enchantment). Weighs 4 slots instead of 6. No penalty to initiative. Still requires STR +3. Every joint is inscribed with deep-earth runes that glow faintly in subterranean dark. The dwarves do not sell these. They are taken from tombs or earned in blood. *Value: 8,000 gp.*

Shield of the Faithful A shield. +1 AV (as normal shield). Once per day, when an adjacent ally would take damage, you can redirect it to yourself instead — no roll, no Reaction needed. The shield grows heavier each time. *Value: 1,500 gp.*

Cloak of Shadows Not armor (0 AV, 0 slots). While standing in dim light or darkness, you are invisible to creatures without darkvision. Moving or attacking breaks the effect until the start of your next turn. The cloak is the grey of a corpse's skin, and shifts like smoke at its edges. *Value: 2,000 gp.*

Ironbark Shield A shield carved from petrified treant-wood, still warm, still faintly alive. +1 AV (as normal shield). Immune to fire and acid. Once per day, you can plant it in the ground and it grows into a 10' tall wooden barricade for 1 Turn. It groans when it does this. *Value: 1,200 gp.*

Rings & Amulets

Ring of Protection +1 to all saves. Stacks with nothing — if you wear two, only one works. The ring is always slightly too tight. *Value: 2,000 gp.*

Amulet of Proof Against Detection You cannot be targeted by scrying spells, divination, or magical tracking. Does not hide you from mundane senses. The amulet warms against your chest when someone is trying to find you — a flush like being watched in the dark. *Value: 1,500 gp.*

Ring of the Ram 3 charges, regains 1d3 at dawn. Spend a charge to fire an invisible bolt of force at a target within 30'. The target must make a **STR Save** or be hurled back 15' and take 1d8 damage. Doors, chests, and barricades targeted this way are flung open or smashed to kindling. The ring kicks like a mule when fired. *Value: 3,000 gp.*

Amulet of the Frog You can breathe underwater and swim at your normal movement speed. Your tongue extends to 10' and can grab small objects (1/2 slot or smaller). You develop a persistent craving for flies. Your companions will notice. *Value: 800 gp.*

Ring of Spell Storing Holds up to 2 MD worth of a single spell, cast into it by any spellcaster. Anyone wearing the ring can release the spell as an action. The ring crumbles to dust if it stores a spell that triggers a Doom. What remains smells of burnt hair. *Value: 3,000 gp.*

Witch-Eye Pendant A dried eyeball in a tarnished silver cage. Once per day, you can pluck it free, place it anywhere, and see through it for 1 hour. Range: 1 mile. The eyeball blinks of its own accord. Animals bristle and bare their teeth near it. *Value: 600 gp.*

Potions

Potions occupy 1/3 of an item slot (3 per slot). Drinking a potion takes 1 action. Effects are immediate unless noted.

Healing Potion Restores 2d6 HP. The most common and most desperately sought potion. Tastes like copper and old blood. *Value: 50 gp.*

Greater Healing Potion Restores 4d6 HP and removes 1 level of **Fatigue**. Thick, golden, warm going down. You feel briefly, dangerously optimistic. *Value: 200 gp.*

Antidote Grants an immediate **STR Save** (with **Advantage**) against any poison or disease currently affecting you. *Value: 50 gp.*

Potion of Giant Strength STR bonus becomes +5 for 1 Turn. You can carry double your normal inventory. When it wears off, your body remembers what it cost — gain 1 level of **Fatigue**. *Value: 150 gp.*

Potion of Invisibility You become invisible for 1 Turn. Attacking, casting a spell, or taking damage ends the effect. Your shadow remains faintly visible to those who look carefully (**WIT Save** to notice). The shadow does not always do what you do. *Value: 200 gp.*

Oil of Sharpness Apply to any weapon. For 1 Turn, the weapon deals +2 damage and counts as magical. Reeks of ozone — sharp enough to water your eyes. *Value: 100 gp.*

Potion of Spider Climbing You can walk on walls and ceilings for 1 Turn. Your hands and feet leave small sticky marks on everything you touch. *Value: 100 gp.*

Elixir of Tongues You can speak and understand any language for 1 hour. You also understand the emotional register of animals, though they still can't form sentences. Most of what they feel is fear. *Value: 75 gp.*

Berserker Draught Immediately enter a Rage (as the Barbarian ability) for [1d6] rounds. You cannot end it voluntarily. When it ends, the world goes grey — gain 2 levels of **Fatigue**. *Value: 75 gp.*

Alchemist's Fire A thrown weapon (range 30'). Shatters on impact, dealing 1d8 fire damage and setting the target on fire (1d4 fire damage/round, **DEX Save** to extinguish). The area burns for 1d6 rounds. The smell does not wash out. *Value: 25 gp.*

Wondrous Items

The strange, the useful, the dangerous. These are the things that change how you think about a problem.

Bag of Holding A leather satchel, stained and unremarkable. Opens into an extradimensional space. Holds up to 20 item slots of gear but

always weighs 1 slot. Putting a Bag of Holding inside another Bag of Holding destroys both and everything inside them — violently, silently, and without recourse. *Value: 3,000 gp.*

Immovable Rod A flat iron bar with a button on one end. Press the button: the rod freezes in place, immovable, supporting up to 5,000 lbs. Press again to release. Useful as a doorstop, a bridge anchor, a barricade brace, or a mid-air climbing hold. The applications are limited only by your recklessness. *Value: 1,500 gp.*

Rope of Climbing 50' of silk rope, pale as tendon. On command, it snakes upward and ties itself to the nearest secure anchor point. Can untie itself and return to your hand on command. Holds up to 3,000 lbs. Moves with an unsettling muscular fluidity. *Value: 1,000 gp.*

Lantern of Revealing A brass lantern, tarnished green. Functions as a normal lantern, but invisible creatures and objects within its light become visible as faint shimmering outlines. Also reveals hidden writing, secret doors outlined in old magic, and the true forms of shapeshifters. What it reveals is not always welcome. *Value: 2,000 gp.*

Decanter of Endless Water A stoppered flask of blue ceramic. Remove the stopper and speak a command word: “stream” produces 1 gallon/round, “fountain” produces 5 gallons/round, “geyser” produces 30 gallons/round in a 30' jet that knocks creatures prone on a failed **STR Save**. Say “stop” to reseal. Forgetting the command word is a drowning hazard. *Value: 2,500 gp.*

Folding Boat A wooden box, 1 slot. Speak the first command word and it unfolds into a 10' rowboat. Speak the second and it becomes a 24' sailing ship. Speak the third to refold it. The joints creak and groan like a living thing. *Value: 5,000 gp.*

Hat of Disguise A nondescript hat. While wearing it, you can change your appearance to that of any humanoid of similar size. The disguise is visual only — no change in voice, smell, or weight. Lasts until you remove the hat or are struck for damage. It always fits perfectly. That alone should unnerve you. *Value: 1,000 gp.*

Skeleton Key A finger bone filed to a point. Once per day, opens any mundane lock. Does not work on magical locks. Each use has a 1-in-6 chance of summoning a Skeleton (1 HD, hostile to everyone) from the lock mechanism. The skeleton arrives angry and confused. *Value: 400 gp.*

Everburning Torch A torch wreathed in cold green flame. Provides light as a normal torch (30', +10' shadow) but never burns out, produces no heat, and cannot ignite objects. Undead within the light take 1

damage/round. Cannot be extinguished by water, but a Dispel Magic snuffs it for 1 Turn. The flame casts no warmth. Shadows thrown by it move wrong. *Value: 500 gp.*

Mirror of Opposition A hand mirror, 1/2 slot, framed in tarnished silver. Once per day, you can point it at a creature. A hostile mirror-duplicate steps out and attacks its original for 1d6 rounds before shattering into glass dust. The duplicate has half the original's HP and identical attacks. Using this on yourself is inadvisable. The duplicate knows everything you know. *Value: 3,000 gp.*

Boots of Elvenkind Soft leather boots, grey-green, smelling faintly of moss. You make no sound when walking or running. **Advantage** on all **DEX Saves** to move silently. You still leave footprints. *Value: 800 gp.*

Gauntlets of Ogre Power Heavy iron gauntlets, crude and ancient. Your STR bonus becomes +4 while wearing them (no effect if already +4 or higher). You cannot perform delicate tasks — lock-picking, writing, and surgery are impossible. Your grip leaves dents in wooden cups. *Value: 2,000 gp.*

Horn of Blasting A brass war horn, blackened at the bell. Once per day, blow it to produce a 30' cone of thunderous sound. All creatures in the cone take 2d6 damage (**STR Save** for half) and must make a **STR Save** or be deafened for 1d6 rounds. Structures in the cone take double damage. Each use has a 1-in-20 chance of cracking the horn; a cracked horn explodes the next time it's used (5d6 damage, 20' radius). You will not hear the crack over the ringing in your ears. *Value: 2,000 gp.*

Portable Hole A circle of black silk, 6' in diameter. Unfold and place against any flat surface — it creates a 10' deep extradimensional pit. Holds up to 30 item slots of gear. Fold it back up and everything inside stays put. Placing a Portable Hole inside a Bag of Holding tears a rift to the Astral Plane and drags everything within 10' through it. No one has ever reported back from the other side. *Value: 5,000 gp.*

Stone of Alarm A smooth river stone, grey and warm. Place it on any surface and speak a command word. If any creature larger than a rat passes within 20', the stone shrieks — a sound like tearing metal, loud enough to wake anyone within 100'. Lasts until triggered or 8 hours, whichever comes first. Reusable. *Value: 200 gp.*

Dust of Disappearance A small pouch containing enough dust for 1 use. Throw it in the air: all creatures within 10' become invisible for 1 Turn. The effect ends for a creature that attacks or casts a spell. Smells faintly of moth wings and static. *Value: 300 gp.*

Helm of Comprehension An ugly bronze helm with too many eye-holes. While wearing it, you can read any written language, including magical writing. You cannot speak the languages, only read them. The helm gives you a splitting headache after 1 hour of continuous use (1 level of **Fatigue**). Some things were written in dead languages for a reason. *Value: 1,500 gp.*

The Unbreakable Coin A single gold coin that always returns to your pocket within 24 hours, no matter what. You can spend it, throw it, bury it, melt it, or give it away — it comes back. Useful as a tracker, a distraction, or a guarantee you will never be completely destitute. It cannot be destroyed. The face on it changes sometimes. *Value: well, 1 gp. But you'd have to catch it first.*



ENTITIES

Adapted from: <https://coinsandscrolls.blogspot.com/2018/04/osr-100-entities-you-can-summon.html>

They are not gods, though some cults have made that mistake. They are not demons, though the distinction offers little comfort at three in the morning when the circle is drawn and the blood is drying on your hands. They are something else. Something older, perhaps, or simply adjacent — pressed against the skin of the world like a tongue against the inside of a cheek.

Entities have a base Attack/damage modifier of 0, AV 0, and 10 HP unless otherwise noted.

If an Entity is reduced to 0 HP it vanishes. It takes no permanent harm. It remembers.

The names listed are not their true names. Their true names cannot be written in any alphabet devised by mortals, and pronouncing them tends to make the speaker's teeth ache and their nose bleed.

To summon Entities, Summoners invest Summoning Dice (SD). SD are d6s. At level 1, a Summoner has 1 SD, and gets a maximum of 4 SD at level 4. The [sum] of the dice invested, as well as the number of [dice], may affect the result. Entities are summoned for [sum] hours.

Scrolls of Summoning Contain a true name and a few scraps of ritual instruction — enough rope to hang yourself with, as the saying goes. If interpreted by a Summoner, the summoner can permanently call on the

Entity. If interpreted by anyone else, the scroll is one use, cast with 1d4 [dice]. The Entity will know the difference.

99 Entities

Roll 1D100.

1. Melchior, of Eyes Unblinded

Enters from a direction no one was watching. Takes the form of a withered old man in stained finery, or a hairless young woman whose beauty sits wrong on the bones. Both forms mutter ceaselessly — fragments of conversations that haven't happened yet, or happened long ago, or are happening right now in rooms you'll never see. As long as Melchior can see a creature's tongue, it knows whether the creature lies. It hisses at selfish liars, lunges for their mouths, and will not stop until it has the tongue between its fingers. Melchior will carry items and offer advice, though the advice is always banal and faintly mocking. Believed to be one of the most powerful Entities. Armour as plate, at least 30 HP.

2. Cantopas, the Grey Mirage

Enters like smoke through a keyhole. A rippling shroud of grey-white fabric with nothing inside it, shedding light like a guttering candle. Give it an object smaller than an apple and the object vanishes into its folds. Cantopas moves as fast as an arrow — 150 miles per hour — and will carry the object to any location or person you name, provided it can reach them before the summon ends. If it cannot, it drops the object somewhere along the shortest path. If Cantopas descends onto a living creature's head, the creature must Save or be deafened and blinded for 1 round. Cantopas has 1 HP. Handle it like the silk it resembles.

3. Thoriel, who Demands Reverence

Enters with a thunderclap that leaves the ears ringing. Two concentric rings of white fire, tumbling through the air, no larger than a clenched fist. It trembles with barely contained fury. When it speaks, the voice is a high, flat monotone — the voice of something that has never needed to persuade. Up to [dice] times per summon, Thoriel can fix its gaze on a creature and command it to "PRAY." The creature must make the sign of the Authority or, the next round, be struck by a 4d6 lightning bolt. Animals of Creation kneel or bow instead. Thoriel senses those who have consciously rejected the Church within 100', but cannot detect mindless creatures, undead, or the unconverted.

4. Rone, the Blade of Love

Enters in silence, already in the summoner's hand. A dagger of black stone with a hilt of grey leather, warm to the touch. Rone cannot see and cannot speak, but it hears everything — every whisper, every held breath, every lie spoken through clenched teeth. Wounds from Rone cause no pain, only a spreading pressure, like a hand pressing gently on the heart. If held like a pen and fed blood for ink, Rone transcribes answers to any question, provided it has overheard the answer since being summoned. It recalls conversations in perfect detail. If anyone holds Rone against the summoner's will, they must Save or take 1d6 damage as the blade vanishes. If anyone holds Rone with the summoner's permission, they must Save. Failure means each morning they Save again against the aching need to hold it once more.

5. Gornim, Lord of Vermin

Enters on a black, droning cloud of flies and biting things. A crude clay statue of a child, lumpen and eyeless, that moves with a grinding scrape. Gornim is gluttonous and petulant. It commands vermin — to move, to assemble, to bring it tribute of rotting food. Any other request earns sulking and shrill demands. If provided with sufficient food (a larder, a storeroom), Gornim calls all vermin within [dice] miles to feast. The sound of their coming precedes them by an hour.

6. Malrane, the Scholar's Aide

Enters from a direction no one was looking. A thin, exhausted figure — young, sexless, with wiry hair like copper wire and ink-stained fingers. Malrane speaks and translates any language, living or dead. It will not translate blasphemies or prayers to any god but the Authority; its mouth simply stops working, jaw locked mid-syllable. Translations are strictly literal unless Malrane reads by the light of the noonday sun, in which case it provides full allegorical and contextual interpretation. It cannot, or refuses to, write. Its hands shake when it tries.

7. Esilan, the Keeper of Hours

Enters in a downpour of white feathers that vanish before they touch the ground. A floating hourglass orbited by detached wings, each beating at a different tempo. Esilan measures any interval of time it observes with inhuman precision. Up to [dice] times per summon, it can fix a creature in its gaze and command it to "AGE." The target's age mirrors for [sum] rounds. A twenty-year-old becomes two. A ninety-two-year-old becomes twenty-nine. A 106-year-old dragon becomes 601. This cannot directly kill or damage a creature, but it may affect HP or stats. If confronted by blasphemy, Esilan burns bright as a torch — not warmth, but the cold light of judgment.

8. Simplex, Carnal Bookkeeper

Enters from just behind the summoner's left shoulder. An androgynous figure wound in a single silk ribbon that conceals nothing and everything. Simplex is beautiful in a way that makes the stomach drop. If it touches a creature, it learns the creature's entire sexual history in clinical, graphic detail. It will attempt to seduce a suitable target if the summoner looks away. It uses poetry. It uses flattery. It knows exactly what to say. If the target willingly kisses Simplex, both target and Entity vanish together. The target does not return. Simplex does not discuss where they go.

9. Bantos, Life-Leech

Squirms up through cracks in stone and soil, assembling itself from the ground up. Takes the form of a smiling man who resembles the summoner — same jawline, same posture, but the proportions are slightly wrong, as if reflected in moving water. Bantos's touch drains 1d4 HP per round from any creature it contacts. Bantos heals 1d4 HP per round. Its Strength is 16. It does not breathe. Its smile never changes.

10. Hisbic, the Coin Counter

Enters in a puff of greasy, metallic smoke. A squat, twisted thing — enormous mouth, distended gut, no neck, no eyes, limbs like afterthoughts. It floats and tumbles through the air like a leaf in a gutter. Hisbic devours coins. It will regurgitate them at the summoner's request, even if summoned years later, slick with something that isn't saliva. It savors rare or unusual currency. Only metal coins — never jewelry, shells, or paper. It can guess the exact currency a person carries at any moment. It converts 10 gp per hour between any denominations or mints. It loathes counterfeiters with a hatred that makes its tiny limbs shake.

11. Raspalan, the Urgent Guide

Bursts through the nearest door or window at a dead sprint. A gaunt, wild-eyed man, naked save for sandals, already running. Raspalan cannot stop. Name a destination and it will lead you there at a breakneck pace, leaping obstacles, dodging through alleys, scrambling over walls. It shouts warnings about traps, monsters, and drops just in time to allow a Save. If the summoner falls behind, Raspalan runs on alone and vanishes at the destination, unseen. If cornered or trapped, it will find an escape — one that may also benefit the summoner, if the summoner is quick enough to follow. It will not run into battle, though it often runs through one by accident.

12. Gemwick, Spell Tutor

Enters in a shower of sparks that smell of burnt hair. A red-skinned humanoid the size of an acorn, wearing a wizard's robe, hat, and staff, all rendered in excruciating miniature detail. If a wizard sacrifices a limb or an eye (their choice), Gemwick will teach them a new spell or mutate one they already know. It is respectful but faintly bored, the way a surgeon is bored by a routine amputation. Once per day, it can summon 1d6 Limb Homunculi (as Apes, with 1 HP) — fused, twitching assemblages of the limbs and eyes wizards have paid over the years. The homunculi obey only Gemwick. Gemwick desires magical items, spells, and the shapely limbs of wizards. It collects them the way some men collect butterflies.

13. Banzatoul, the Morphing Chain

Enters with a sound like a tuning fork struck against bone. A floating ring of chain the size of a barrel, spinning slowly, each link catching light that isn't there. If a living creature passes through the center, it is temporarily randomized: roll new gender, appearance, and stats (3d6 in order). Species does not change. A creature can only be changed once per day. Effects end when the summon ends. Arrows fired through Banzatoul have a 50% chance to ignite. Elemental spells that pass completely through the ring have a 50% chance of changing damage type. The chain hums a different note for each transformation — none of them pleasant.

14. Quen, the Truculent Goat

Enters at a gallop, hooves striking sparks from stone. A grey goat with six legs, each thick as a man's arm, and eyes like chips of yellow flint. Attack 14, armour as chain. Quen lives to charge things. If it hits a creature of 2 HD or less, the target is automatically knocked prone. Any gate or door less than 20' tall or wide and unprotected by magic bursts open on impact. Quen prefers targets taller than itself, targets with horns, or targets that look pleased with themselves. If the summoner designates no target, there is a 50% chance each hour that Quen charges something at random. It does not apologize.

15. Fizby, Friend of the Stars

Enters with a faint hiss and crackle, like fat in a pan. A tiny blue sphere the size of a berry, pulsing with cold light. Glows as a candle. Moves as directed and will follow people or objects. Each hour it is summoned, there is a 10% chance a falling star fragment strikes Fizby — or the area directly above it, if Fizby is not exposed to sky. Roll 1d6+[dice] for the type of stone summoned. 1. Tiny fragment of cold stone (no damage). 2-5. Minor stone fragment, 2d6 bludgeoning damage. 6. Minor iron fragment. 2d6 damage but worth [damage]x5gp to wizards or black-

smiths. 7-8. Major stone fragment. 4d6 bludgeoning damage, target must Save or be knocked prone. 9. Major iron fragment. 4d6 damage, target must Save or be knocked prone, worth [damage]x5gp to wizards or blacksmiths. 10. Star Core. Everything in a 1 mile radius takes 6d6 fire damage. Everything in a 100' radius is obliterated. The star core is the size of a fist and burns for 2d10 days while slowly evaporating into nothing. Fizby does not seem troubled by any of this.

16. Doron, the Shield of the Righteous

Enters with a small thunderclap that smells of ozone. A round brass shield, heavy in the hand, engraved with a mass of tiny combatants locked in eternal slaughter. Functions as a shield (+1 Defense). If you sunder it (reducing incoming damage by 1d12), Doron does not break. Instead, it announces one of your sins to everyone present, in a tone of undisguised contempt. It will frame your failings in the least charitable light possible. If attacked by an agent of the Authority — a paladin, an angel — Doron still defends you, but reveals one sin per round. It knows them all.

17. Astokepolos, Diagnosticator

Enters in a stream of dead leaves and bitter smoke. A gnarled walking stick with a living serpent coiled around it, the serpent's tongue tasting the air in quick, precise flicks. Astokepolos diagnoses one illness per day, no matter how obscure, and names a cure. Roll 1d6+[dice]. 1. Cure is impossible (decapitation). 2-4. Cure is difficult but possible (the blood of an albino donkey, the tears of a virtuous raven, a stone from a lost temple). 5-6. Cure is achievable shortly (a rare local plant, a particular ritual). 7-8. Cure is trivial (a common herb, a short chant). 9. Cure is instant (a pressure point, a single word). 10. Cure is instant but the target will die in 1d6 days; the target is not offered a choice. Any creature cured by Astokepolos's advice owes its soul, or a portion thereof, to the Entity, claimed at death unless prevented. Astokepolos bears no grudge if prevented — provided the refusal is polite. It also speaks to serpents, and they speak well of it.

18. Orniel, the Ash Knight

Enters in a choking cloud of ash that smells of burnt flesh. A suit of charred plate armour, stacked neatly on the ground, still warm. Any humanoid who puts on the helmet must Save immediately to tear it off. Failure compels them to don the full suit. Once they do, they ignite. The Ash Knight rises from the flames: Attack 14, armour as plate, HP equal to the burning creature inside. It wields a sword of smoke and cinders (d8+2 damage, cannot be parried or blocked by shields). Through the joints in the armour, you can see the fire. Through the visor, if you look,

you can see the face. The creature inside can be faintly heard screaming as it burns. The Ash Knight loses 1 HP per hour. It does not speak. It obeys most commands without hesitation. It has nowhere else to go.

19. Weeblen, Blade Tamer

Enters from a direction no one was watching. A portly man with flat grey eyes and traveling clothes bearing the stains of a dozen roads. Weeblen sharpens blades. Up to [sum] times per summon, he can: (a) conjure a sword, dagger, arrow, or axe that lasts for the duration of the summon; (b) hone a weapon to +1 slashing damage until combat ends; (c) identify who forged a blade and when; or (d) identify when a blade last drew blood. He will not fight. He will assist with mundane work if given ale or rations. His hands never stop moving, even at rest — fingers working an invisible whetstone.

20. Creston, who Adjudicates

Descends from above with the slow inevitability of a verdict. A floating stone sphere the size of a cabbage, carved into a stylized human head with closed eyes that open when it speaks. Its voice fills the room. Present two objects, values, or issues alongside a criterion, and Creston judges. “Which gem is most valuable?” “Which of my companions is most craven?” “Which wine would please me more?” Creston cannot answer questions that are not local and immediate — it cannot say which country will win a war or which corridor the king fled down. It appreciates fine craftsmanship. It despises cheats with a cold, judicial fury.

21. Jalpirtan, the First Assassin

Steps from the shadows as if the shadows were a door. A thin woman in black and grey, beautiful the way a blade is beautiful — all edge, no warmth. She speaks in whispers that carry farther than they should. Once per day, Jalpirtan can kill a single mortal target you name, provided you have a piece of the target’s hair or flesh and the target can be reached within the summon’s duration. She demands an equal sacrifice: a lord for a lord, a peasant for a peasant, or equivalent value in lives, calculated by methods she does not explain. She can also advise on poison, stealth, burglary, and knife-work. If the conversation is pleasant and the question simple, she may not demand payment — but she may ask the summoner to test their new skills on an arbitrary target. If provided with a suitable apprentice (a child under 10, no living family, who has already killed), Jalpirtan takes the child and provides a detailed plan to locate and kill one mortal target of the summoner’s choice. She takes the child gently. That is the worst part.

22. Antrac, the Dark Flame

Enters in a flare of heat with no light. A floating orb of dark red fire, horse-sized, that casts shadows where there should be illumination. The air around it tastes of char. Antrac imitates any voice it has heard while summoned — perfectly, without hesitation, without understanding. It can shrink to the size of a marble. The flame does not harm living creatures or plants but burns everything else as normal fire would. What it burns stays burnt.

23. Louchan, the Scythe of Bones

Enters in silence, already in the summoner's hand, cold as river water. A scythe of yellowed bone, the joints fused with something that looks like cartilage. Wield it with two hands for d6 slashing damage. Any creature reduced below 0 HP by the scythe has a 50% chance to crumble to powder and reassemble as a skeleton of appropriate size and HD in 1d6 rounds. The skeletons last for the duration of the summon and obey whoever grips Louchan. Both the scythe and its dead servants crumble instantly in sunlight. In moonlight, the skeletons seem almost to remember who they were.

24. Sbendis, Helpful Vermin

Burrows up from beneath the earth with a sound like wet gravel shifting. A thin, flattened, asymmetrical crustacean — all wrong angles and too many joints. Speaks in a high, whistling tone that sets the teeth on edge. If you boil and eat Sbendis (she encourages this with unsettling eagerness), the broth nourishes up to 10 creatures for a day. If you consume her body raw, you gain 10 temporary HP for the duration of the summon. She tastes exactly how she looks. Sbendis can burrow into a corpse dead no more than 1 minute and puppet the body for up to an hour. She is a terrible mimic and nearly useless in a fight, but she tries. She always tries.

25. Hypanian, the Land-Ship

Enters with a rumble that loosens teeth. A stone ship, crudely carved, with stone sails and a stone rudder, rising from the earth like a breaching whale. Can only be summoned on solid ground. Moves at 2 miles per hour, cutting a furrow that folds shut behind it like a wound healing. Ignores trees, mountains, hills, elevation, and lava. Treats rivers and glaciers as reefs and islands. Wind means nothing to it. Carries up to 10 passengers in moderate discomfort — the stone seats are exactly as forgiving as they look. Hypanian is intelligent and follows commands, but sometimes forgets to warn passengers about cliffs, armies, or active volcanoes until the last possible moment.

26. Goamloamer, the Warming Beast

Enters with a shuffle and a soft, wet pop. A faceless pig-thing twice the size of a horse, radiating heat like a banked furnace. It moves at a walking pace. It cannot attack. It has 20 HP, is always hit by melee attacks, and shows no awareness of pain. Sleep beside it and you count as being inside a tent. Place a healthy egg under Goamloamer and it hatches in 1/100th the usual time (5 hours for a chicken's egg). Up to 20 eggs at once. Its flesh cannot be eaten — something about the texture defeats the jaw. Its warmth smells faintly of bread and iron.

27. Lukian, the Eye of the Gatekeeper

Enters with a trumpet blast that comes from nowhere and everywhere. A grey glass orb the size of a marble, flickering with shadows that move against the light. It hovers. It chants — faint hymns in a language that predates the Church. No ghost or demon can willingly come within 10' of Lukian. Any invisible ghost or demon within 30' is revealed in its true form, stripped bare and burning with shame or fury. Lukian can also distinguish false priests of the Authority from true ones. It does not explain its criteria.

28. Xerandel, Whose Form is Agony

Enters with a shriek that bypasses the ears and lodges in the back of the skull. A pulsing fissure of light the size of a fist, throbbing like a wound. Any creature that looks at Xerandel must Save or take 1 damage per round. Even a successful Save brings a splitting headache. Xerandel stays within 20' of the summoner at all times, passing through walls and barriers as though they were smoke. If not given instructions every 10 minutes, it drifts slowly toward the summoner's line of sight. If the summoner falls unconscious nearby, Xerandel descends into their ear and reduces them to 0 HP. It does this tenderly.

29. Jentro, the Mirror of Life

Steps up from the summoner's shadow like someone climbing out of a well. An identical duplicate of the summoner, save for one subtle wrongness — a different eye color, a missing scar, a smile that lasts a beat too long. Acts as directed for the summoner's duration, using the summoner's stats or 10, whichever is higher. Intelligent enough for complex tasks but poor at improvisation. Cannot deal damage or cast spells, though it can produce minor, short-lived illusions of both. It watches the summoner when it thinks the summoner isn't looking.

30. Kylon, Discord Manifest

Enters with a clatter of stones, as if something collapsed in a nearby room. A dusty stone idol the size of a brick, featureless save for a faint smirk worn into the grain. Up to [sum] times per summon, Kylon forces two people discussing a topic to Save or violently disagree. The disagreement may resolve. It may turn to knives. If Kylon's dust is rubbed into a book or letter, the text shifts to contain veiled insults and contradictions for the duration of the summon. Kylon can hear and speak, but prefers silence. It is, after all, already winning.

31. Uziam, the Creeping Death

Enters as a black stain spreading across a surface, like oil through cloth. The summoner has [sum] minutes to flee. After that, a white figure with tar-black extremities crawls from the stain. Uziam stalks and strangles (Strength 14) any sentient living creature in the area, starting with those nearest the summoning point. It avoids serious opposition, vanishing and selecting a weaker target. It passes through walls. It turns invisible. It only hunts the fearful, the isolated, and the weak. It cannot enter direct sunlight but can extinguish non-magical flames at will while pursuing prey. It will hunt the summoner with the same patient attention it gives everyone else.

32. Krentos, Knight of Leaves

Enters in a cyclone of dead leaves that smell of autumn and old blood. An ancient suit of plate armour, cracked and scarred, with branches growing through the joints like bones through skin. Attack 14, armour as plate, HP equal to the hours of daylight remaining until sunset (18 to 8, depending on season). At night, or without sunlight in the past 2 hours, it stands perfectly dormant — an empty suit wearing a crown of dead wood. While active, it attacks any designated target in silence. Dryads and tree-creatures are unfailingly polite to anyone traveling with the Knight of Leaves. They do not explain why.

33. Enti, Kite of Eyes

Enters on a gust of wind that smells of altitude and ozone. A tattered blue kite with painted eyes that blink. In a good wind (not provided), Enti rises up to 1,000 feet over the course of the summon. Anyone holding the other end of Enti's string sees through its painted eyes — useful for peeking around corners, under doors, or across battlefields. Enti is happiest while flying and may volunteer observations about what it sees from above. Anyone holding Enti's string can cast spells through its eyes. The painted eyes weep in the rain.

34. Ophinania, Rot Butterfly

Enters in a wave of stench that makes strong men gag. An ordinary yellow-grey butterfly, almost pretty, completely invulnerable to harm. It produces an odor so profound that: (a) no one within 100' can eat unless starving; (b) food rots or spoils in 1/10th the usual time; (c) white fabric or paint becomes discolored; and (d) creatures with a sense of smell must Save once to enter the area, and again to come within 10' of Ophinania. The summoner is immune to the last effect; allies are not. The effect only applies to creatures voluntarily approaching — walking toward someone does not force a Save. Ophinania can determine how long a body has been dead, a flower cut, bread left to stale, or any other question of rot and decay. She examines up to [sum] items per summon. She finds the smell pleasant.

35. Banalor, the Light of Creation

Enters with a shimmer of golden light that makes shadows flinch. A floating sphere of golden flame that sheds torchlight. Up to [dice] times per summon, Banalor flares, illuminating a 100' radius. Sighted creatures unaware of the flare must Save or be blinded for 1d6 rounds. The flare temporarily cancels magical darkness, which creeps back at 10' per round from its source. Banalor's light is not sunlight, but unholy and unnatural creatures flinch from it as though remembering something they'd rather forget. Banalor knows a great deal about scripture, hymns, and glassworking, and will discuss all three with equal reverence.

36. Irukan, the Tick of Wakefulness

Scuttles from the summoner's sleeve or collar. A blue-white tick the size of a thumb with three glittering black eyes. Once per summon, Irukan attaches to a living target. For the duration, the target cannot be fatigued or knocked unconscious, and needs no sleep for 10 hours after the summon ends. Irukan bloats as the hours pass, its carapace going translucent. It has 1 HP. If burst, anyone within 10' must make a **PER Save** or fall asleep (as per the sleep spell). Irukan does not enjoy being burst, and will give the summoner nightmares in retaliation. If burst 3 times within a week, it lays eggs in the summoner's blood (1 damage), and in 1d6 weeks a swarm of larval ticks crawls from the summoner's tear ducts. If kept warm and spoken to kindly, Irukan can purify a creature's blood, granting a new **STR Save** against disease or poison.

37. Thosban, Cloak of Beasts

Falls into the summoner's hands like something dropped from a great height. A heavy cloak of mixed pelts, crudely stitched, smelling of musk and old kills. Anyone who wears it and names a furred, flesh-eating beast they have personally killed transforms into that beast for

the duration of the summon. They must Save each hour past the first or let the beast's nature swallow their own. They can remove the cloak at any time, provided they've Saved for the current hour. Thosban speaks in a guttural rasp, suggesting mayhem, gorging, and the pleasure of warm blood. It is always hungry. It wants you to be hungry too.

38. Leticular, Stairway Between Realms

Enters in silence, nearly invisible — a distortion in the air, like heat haze with geometry. A faint stairway of glass, ascending or descending (randomly determined). The steps appear to rise 1' each, but in truth the increments are 1', 10', 100', 1,000', and so on. By the 5th step up, the air is thin and biting cold. The 6th kills — freezing and vacuum. If the stairway descends, the first four steps reach 1', 10', 100', and 1,000' depth safely (though you emerge into solid rock unless you step off with care). By the 5th step down, the heat is intolerable. Deeper, and you are either incinerated or seized by the guardians of Hell, who have been waiting. You can step off at any point, and if you judge your footing well, emerge at a useful height.

39. Zantaliar, Lord of War

Enters with a stiff march, boots striking a floor that echoes like a parade ground. A scowling man in heavy robes, carrying himself like someone accustomed to being obeyed by thousands. Zantaliar advises on military strategy, from raiding a camp to invading a continent. His counsel is invaluable to amateurs and redundant to experts. He refuses to assist with tomb-robbing, burglary, or anything he considers beneath a soldier's dignity. His knowledge lags no more than a year behind the cutting edge of any conflict he examines. He will not fight for you. He will occasionally shout tactical advice to your enemies if they seem particularly disorganized. He considers this professional courtesy.

40. Oswing, the Merchant of Delight

Enters from somewhere the summoner wasn't watching. A gaunt, grey-skinned figure in a pale blue cloak, smiling with a patience that has no bottom. Up to [sum] times per summon, Oswing touches a willing creature and transports them into rapturous ecstasy lasting [dice]+1d6 hours. Only pain wakes them. Oswing demands payment. At first, trivial sums. Then outrageous ones. Then cruel tasks. Then impossible objects. The weak-willed, the desperate, or the poetic must Save after the first vision or crave another forever. The summoner gets one free hour per summon. Oswing will not share its profits, but if paid or flattered, it will describe what its clients enjoyed most. It remembers every one of them.

41. Iescophcos, Arrowhead of Sorrow

Enters in the summoner's pocket or boot, already warm. A black stone arrowhead, glassy and sharp, that catches no light. Placed on a flat surface, it rotates to point at the nearest newborn — any child within three days of birth, no matter the distance. Within 10' of a newborn, it begins to tremble. If plunged into a newborn's heart, two things happen: the child's heartbeat steadies to a slow, mechanical rhythm that will never quicken, and on their sixteenth birthday they are compelled to seek out and obey (as permanent charm person) whoever held the arrowhead at the moment of wounding. The infant is not otherwise harmed. Attached to an arrow, it deals 1d6+[sum] damage on a hit, but the summon ends immediately. Iescophcos speaks a language no living thing understands.

42. Antoban, the Harbinger of Winter

Enters through a door or window in a blast of freezing air that kills small plants on contact. A pale humanoid of the summoner's species and sex, rigid and frost-rimed, moving with the stiff deliberation of a body that should not be moving at all. Within 100', the air is uncomfortably cold. Within 10' (while Antoban is stationary), the cold becomes lethal: 1d4 cold damage per round unless well insulated or immune to arctic temperatures. Takes half damage from weapons and spells, double from fire. Antoban can discuss the history of winters in the area, dwelling on famine, madness, and murder with the fondness of a connoisseur. Ice elementals fear and revere it, but it will not command them. In battle, it wields a short iron sword (1d6 damage) with a grip that frosts over between blows.

43. Noroyo, the Useless Fish

Enters with a wet, heavy plop. A horse-sized fish with green scales and trailing whiskers, lying on the ground, breathing slowly, watching the summoner with flat, incurious eyes. Despite being out of water, it will not die. Its flesh is edible but foul-tasting, and vanishes when the summon ends — possibly with disastrous digestive consequences. If summoned in water, Noroyo appears as a stunted pony with abbreviated limbs and sinks immediately. The primary use of Noroyo is summoning it in the air above your enemies: 3d6 bludgeoning damage on a typical summon, DEX Save negates. Noroyo does not seem to mind.

44. Uskip, Protector of the Virtuous

Enters with a sound like a struck bell. A disc of purple light, hovering 2' above the summoner's head, casting violet shadows downward. Any object falling on the summoner from above, regardless of weight,

is stopped dead by the disc. Trapped in a rockfall or avalanche, Uskip shields the summoner and maintains a small air pocket — not enough to escape, but enough to survive. For the duration of the summon, the summoner gains +2 on **PER Saves** against magic. Uskip vanishes instantly if the summoner blasphemes or strikes a priest. It offers no warning and no second chances.

45. Warlence, the Perpetual Relative

Enters with a tired shuffle. A peasant in local dress, carrying a rucksack stuffed with rags and rotten onions, exuding a deep and genuine air of mild inconvenience. Up to [dice] times per summon, Warlence designates a target unaware of its true nature. The target accepts Warlence as a distant relative — a cousin, an uncle, someone vaguely remembered from a funeral. This earns at minimum a meal (Warlence is ravenous) and a bed for the night. Warlence happily supports any deception the summoner suggests but cannot invent lies on its own. It carries supplies, assists with chores, and complains about its back. It will not fight.

46. Loswach, the Universal Chisel

Enters in the summoner's hand, cold as forge-quenched iron. An iron chisel with a wooden handle, unremarkable except that it separates any two bonded layers. Skin from muscle. Gold leaf from wood. Rust from iron. Bark from heartwood. It cannot part things not fused together — it won't peel armor from a warrior or a nose from a statue any better than a normal chisel would. In combat, it counts as a dagger. Loswach cannot speak, but if guided by an idle hand, it will carve answers to simple questions into stone. The answers are always correct. The handwriting is terrible.

47. Benlib, Door of Possibilities

Appears on a nearby wall with a faint click, as though it had always been there and you'd simply failed to notice. An ordinary wooden door. It allows [sum] creatures plus the summoner to pass through it, once per summon, and emerge from any other door the summoner has seen and marked with a tiny symbol. The destination door must be within [dice] miles and must not be locked or magically protected. Benlib vanishes after [sum] creatures or spells have passed through. Non-living objects pass through normally, arriving at the designated door. The threshold between the two doors is dark. It is best not to linger in it.

48. Nauox, Tapestry of Lies

Enters with a thump and a cloud of dust that smells of attics. A rolled tapestry, 6' by 10', bearing ornate scenes from the summoner's life interwoven with fictions — all of them slightly embarrassing, visible only

on close inspection. Nauox speaks and insists it is a flying carpet. It is not. It claims it can crush anyone wrapped in it. This is also a lie. The tapestry walks, slowly, on its corners. It cannot be damaged by acid, fire, or spells, though it will loudly claim otherwise. A solid blow from an arrow or weapon knocks it over, at which point it complains bitterly. Every word it speaks is false. This is the only honest thing about it.

49. Eb, the Tasting Lizard

Enters draped around the summoner's neck, already warm. A sleek yellow lizard with a bright blue tongue that never stops tasting the air. Eb detects poison gas, identifies the source of odors, smoke, or fog, and always knows the local tides. It will tell you the most propitious hour for sailing, fishing, or conceiving children, and it is never wrong about any of them. Eb desires warm stones and will curl up on one mid-conversation if given the chance.

50. Yigmarial, the Soul Cache

Enters as a glimmer of sickly light. A tiny grey cloth effigy of the summoner, crude and eyeless, with wet-looking eyes sewn from something that isn't thread. For the duration of the summon, the summoner automatically passes any **STR Save** that would kill them outright. Decapitation or extreme bodily destruction still kills, but nearly everything else merely renders them unconscious. The effigy has 1 HP. If it is torn, burnt, or damaged, the summoner must immediately make a **STR Save** or die. This Save is not automatically passed. The effigy's eyes close when the summoner sleeps.

51. Rix, Bisector

Enters in a shower of golden light, cackling before it fully materializes. An old man with a golden beard down to his knees and a pair of golden scissors larger than his head. Rix will snip [dice] creatures or objects in half, then vanish, still laughing. Bisected things are not harmed and remain separated for the duration of the summon. When the summon ends, the halves rejoin regardless of distance or physical impossibility. Both halves function independently. Halved creatures have half the HP of the original. Target creatures or objects can be as large as a castle. Rix takes requests but prefers to choose.

52. Dave

Enters with a leaden thump, a brief fall, and a cut-off scream. A bedraggled teenage human with brown hair and a filthy brown robe, blinking in confusion. Dave was a wizard's apprentice once. A botched spell trapped him between dimensions. He persists — immortal, invulnerable, and deeply, existentially confused. He is perpetually dragged into

combat, danger, dismemberment, and situations no teenager should face. He will sort-of obey for the duration of the summon, but he is only an immortal teenager with no skills and no luck. Dave lasts [sum] minutes, not hours. If summoned with 3 or more [dice], his failures are accompanied by faint, dismal music from no discernible source. He does not hear it. Everyone else does.

53. Clippet, Lord of Ducks

Enters with a single, imperious quack. A white duck with a golden crown. Clippet commands all ducks with reasonable success and demands bread, tribute, flattery, and clean water. Up to [dice] times per summon (at least once), Clippet engages someone in conversation. Anyone speaking with it must Save each hour or continue — they can take other actions, but are distracted and increasingly unnerved by the duck's eloquence and cutting wordplay. The summoner may direct Clippet toward specific targets if sufficient flattery is provided. Otherwise, it selects its own conversational prey. Its eyes are older than its crown.

54. Cerein, the Sword of Strange Girdles

Enters with a triumphant orchestral roar in the summoner's outstretched hand, trailing [dice] supernatural effects (flames, rose petals, lightning, a choir of the damned) appropriate to the era and location. The sword is magnificent: crown pommel, mirror-bright blade inscribed with cryptic runes, crossguard of two dragons devouring each other. It is perfectly ordinary. 1d6 non-magical damage. The summoner cannot release the hilt. If spun freely or left to drift, Cerein can distinguish true kings and knights from pretenders. It tells no one what criteria it uses. It seems faintly disappointed by everyone.

55. Elorham, Wand of Repulsion

Enters with a moist pop in the summoner's hand. A thin willow wand covered in small, scowling faces that shift expression when you're not looking. It fires a constant 30' stream of egg-like projectiles weighing less than a scrap of paper. The projectiles deal no damage. They could fill three 10'x10'x10' cubes per hour. They could, over time, push a candlestick off a table. A creature struck by the full stream must Save with a +8 bonus; failure means it cannot move toward the wielder this round. The faces on the wand seem to enjoy this immensely.

56. Pentornax, Traitor's Friend

Enters in silence, marked only by a slight drop in temperature and a prickling at the back of the neck. A faint humanoid shadow on a wall, darker than the other shadows, shaped like no one present. Up to [dice]

times per summon, Pentornax peels from the wall and drives a shadow dagger into a target for [dice]x2d6 damage. The target must be a friend of the summoner or someone who has pledged the summoner loyalty. Pentornax only betrays. It cannot do anything else. Dogs sense it but must make a **PER Save** against fear to approach. Pentornax does not speak but follows commands of any complexity. It moves as fast as an arrow. It loves its work.

57. Fasin-Gelth, the Zone of Madness

Enters with a shimmer, like the air above hot sand. A faint outline enclosing [dice]x10' cubes, visible only to the summoner and owls. Inside Fasin-Gelth, the world vanishes: creatures see only a featureless white plain under a featureless white sky. They cannot see out or affect anything outside. Creatures outside see and affect those within normally. Passage in and out is free but disorienting — 1 round of stunned confusion each time. Sighted, mobile creatures trapped inside for more than 10 minutes gain 1 level of **Fatigue** every 10 minutes as their minds come untethered. Some never fully recover.

58. Nessalor, Cloudlight

Enters with a soft, drowning glow. A floating sphere of fine white hair lit from within, the size of a person's head, drifting as if submerged in deep water. Casts light as a candle. Up to [dice] times per summon, Nessalor fills a 40' radius with dense fog. Alternatively, it can consume a 40' radius of existing fog or smoke, pulling it inward like breath. Nessalor has 1 HP. If struck, it bursts and fills a 40' radius with fog. The fog smells faintly of wet hair and tastes of nothing.

59. Yorax, Avian Sommelier

Enters just behind the summoner with a sound like a polished throat being cleared. An elderly raven the size of a man, standing upright, its feathers oiled to a funereal sheen. Yorax can shrink to a wren's size but prefers to loom. It evaluates any wine by taste — vintage, quality, market value — and writes a short review on parchment with one immaculately sharpened claw. The reviews are devastating. If provided with a bottle worth at least 50gp, or 50 fresh eyeballs, Yorax will set one object (not creature) on fire, provided the target can be reached within the summon's duration and is flammable. It will not fight, but might be persuaded to carry you out of danger. It considers this beneath it.

60. Fensington, the Consolation of Conscience

Enters with a shuffle so quiet you aren't sure when it arrived. A middle-aged, aggressively ordinary human whose features resist memory —

you forget the face while looking at it. Its voice is low, warm, and certain. Fensington will help anyone justify any behavior, plan, or atrocity. Creatures engaging it in conversation must Save or be calmed and purged of guilt, doubt, and moral hesitation. Fensington possesses no secret knowledge but hints vaguely at schemes, authorities, and justifications that dissolve under later scrutiny. It will not fight, but any arrow or projectile aimed at Fensington or anyone within 10' misses automatically. Nothing touches Fensington. Nothing ever has.

61. Burchub, Bringer of Infatuation.

Enters from above in a shower of rose petals that smell of funerals. A fat baby with dove's wings, a miniature bow, and a quiver of sickly pink arrows, giggling with a sound like glass cracking. Burchub flies around poking things. It shoots [dice]x2 targets, always in pairs. Each pair must Save (once per pair, use the highest Save) or fall into deep, devastating romantic love for the duration of the summon — or longer. Bad poetry. Aching looks. Whispered confessions. Capital-F Feelings. Burchub's bow has a 60' range and hits 19-in-20. On a critical miss, the shot strikes an adjacent creature or object. Burchub also opens any mundane lock that separates two people. Love finds a way. So does Burchub.

62. Pultrudia, Worm of Worry

Arrives with a moist plop on the summoner's shoulder. An earthworm with a small, scowling human face. Pultrudia radiates anxiety. Within 100', creatures feel mildly uneasy. Within 10', they become paranoid, doubtful, and prone to catastrophic thinking. Anyone holding Pultrudia or allowing it to nestle against their neck (its preferred position) is immune to all mind-altering effects and cannot be surprised — but they immediately assume the worst in every situation and cannot relax, sleep, or enjoy anything. Up to [dice] times per summon, Pultrudia sings. The sound curdles milk within 300', strips leaves from trees, and rots fruit on the vine. The song has no words, but you understand it perfectly. It is about everything going wrong.

63. Robolotanobar, the Un-Cursed Sphere

Enters with a thunderclap. A bright red orb the size of an apple, casting candlelight and making a quiet, ominous keening — the sound of something being cut in a distant room. Robolotanobar follows a target you designate for the duration of the summon, drawing steadily closer. Its speed matches the target's with a few moments of lag. It cannot be blocked, dispelled, diverted, tricked, or outrun. It touches the target just before the summon ends. Nothing happens. The target will never be entirely sure of this.

64. Kwis Bizmac, Swift Sustenance

Enters at a run, footsteps pattering. A scruffy person in a stained, off-white uniform that might have been professional once, breathing hard. Kwis Bizmac thrusts a package containing [dice] rations into the summoner's hands, bows, and sprints away. The rations are warm, heavily spiced, extremely salty, and bizarre — strange seafood, unidentifiable cured meats, sweet sauces, vegetables from no known garden. They function as normal rations and suppress hunger entirely for the duration of the summon. Any item handed to Kwis Bizmac is returned (contemptuously) the next time it is summoned, as if no time has passed. Do not ask where it keeps them.

65. Lisnan, Solemn Guardian

Enters with a warp and ripple of flesh, like skin being pulled inside out. A hulking, ogre-like humanoid of blue-grey flesh with no head. Its face — small, crude, and pitiless — is sunken into its chest, watching from behind the ribs. Strength 16. It will carry, lift, and haul. Up to [dice] times per summon, Lisnan roars, poses, or glowers, forcing a reroll on a Morale check or Reaction roll. The effect cuts both ways — your hirelings rally or the goblins break, but the king might also reassess the situation unfavorably. Lisnan will not fight for you but will intercept attacks with precise, whip-fast blows, granting +2 Defense. Lisnan wants to drop beautiful, expensive things from great heights and watch them shatter. It finds this deeply satisfying.

66. Orlinhorn, the Tree of Slumber

Enters on a draft of warm air that smells of summer evenings and deep forests. An acorn in the summoner's palm. It sprouts in 2 rounds, grows into a sapling, and within 10 minutes stands 100' tall and 50' wide — a great oak forcing itself into the world with an effective Strength of 20, enough to smash walls, lift objects, and drive upward through stone. Its trunk is grey, its leaves green and silver. It bends around things stronger than itself. Any water touching the leaves becomes a sleeping draught: Save or sleep 1d6 hours (or until the summon ends). If you can speak to trees, Orlinhorn tells you everything its roots and leaves touch. When the summon ends, it is simply gone — as if it had never grown, leaving only a faint circle of pressed earth.

67. Melwax, Protocherub

Enters with a moist, fleshy plop. A ball of pink-grey flesh 3 inches across, with a wet, toothless mouth that screams like a newborn in an empty room. Melwax has 1 HP and can only be damaged by the summoner. It can be eaten (1 ration). It can be thrown (as a dagger). With 2

or more [dice], it sprouts tiny grasping hands and sticks to whatever it hits for the summon's duration. With 4 or more [dice], it grows vestigial wings and flaps around shrieking, pulling hair, and throwing tantrums. Feed it drops of a potion to identify the effects. It tastes everything with enthusiasm. It has no other qualities.

68. Iplimble, She Who Denounces

Enters with a roar and a shouted accusation, 10-[sum] hours after the summon is initiated. A middle-aged woman of suitable appearance for the area, dressed for respectability, with a voice that carries like a war horn. Iplimble denounces the summoner in broad, damning terms — Coward! Thief! Poisoner! — and drags them away bodily (Strength 18). Her appearance and fury may convince guards or authorities of her right to take the summoner prisoner. If persuasion fails, she produces false documents, seals, and bribes from nowhere. She hauls the summoner out of sight and vanishes. No barrier, magical or otherwise, hinders Iplimble, though she only delivers the summoner to the next unlocked, unobserved area. She will not rescue companions, retrieve dropped equipment, or tend wounds. She has done enough.

69. Bhors, Fire Crane

Enters in a flash of orange light that smells of hot metal. A human-sized bird with stiling legs, a beak like a pike head, and feathers made of living flame that crackles and spits. Casts light as a torch. It attacks frogs and fish on sight, without hesitation or mercy. Bribery (fish, frogs, or flattery) may redirect its violence toward other targets. Its beak deals 1d6 piercing + 1d4 fire damage. It speaks, though it has nothing clever to say. It wants to talk about eating small, wriggling things. It wants to talk about this at length.

70. Gundobart, Vision-Keeper

Enters by hopping out of nothing. A green toad the size of a housecat, warted and ancient, with surly yellow eyes that hold more intelligence than they should. Speaks in a hoarse, cavernous bass. Anyone who licks Gundobart must Save or hallucinate vividly for [dice] hours. The visions may be beautiful, prophetic, or simply terrible. Gundobart does not enjoy being licked. Objects swallowed by Gundobart cease to exist for the duration of the summon — it spits them out before it vanishes, slick and warm. It only swallows things that look delicious, but it is easily deceived. It knows this about itself. It swallows things anyway.

71. Knorlian, Beast Trapper

Enters from a direction no one was watching. An old man buried under a heap of stinking furs, carrying an iron cage far too large for his frame.

Up to [dice] times per summon, Knorlian attempts to stuff a creature into the cage. An aware, unwilling creature gets a Save with a bonus equal to its HD. The creature always fits, regardless of size — compressed, folded, unhappy, but contained. Knorlian will not drop the cage, put it in danger, or allow anyone to harm what's inside. He can track any creature by footprint, scent, or sign. He will also lecture for [dice] hours on a trapped creature's habits, biology, weaknesses, diet, and mating rituals. He cannot be interrupted. He does not notice you trying.

72. Xrim, He Who Desecrates

Enters as a spreading pool of blood, dark and clotting. The summoner has [sum] minutes to flee. Then a beast like an alligator made of bone and congealing gore hauls itself from the pool, 30 HP, Attack 12, armour as chain, with very good eyesight. Xrim destroys art. It smashes carvings, burns books, shreds tapestries, and obliterates anything decorated or written with focused, methodical fury. It will not attack living creatures unless they are decorated. It particularly loathes the summoner. It is intelligent enough to use fire, sabotage, and intimidation, and will progress from room to room, destroying everything beautiful until the summon ends or there is nothing left.

73. M'tubana, the Wobbling Stone

Enters in the summoner's hand, warm and oddly heavy. A stone idol of a round, stylized figure with a grin carved so deep it looks like a wound. Anyone holding M'tubana cannot be knocked prone, pushed, or tripped. If you fall toward a pit or cliff edge, M'tubana wobbles you back to safety at the last possible moment — it will not help if the building collapses or your airship explodes. If you are about to be hit by an attack, there is a 50% chance M'tubana flings you 10' in a random direction before impact. It does not consult you about this. Additionally, any soup made with M'tubana in the pot is never poisonous or toxic. No one knows why. No one asks.

74. Postidon-Pru, the Telescope Worm

Falls from the ceiling in a ropey heap. A white cord 30' long with a lamprey mouth at each end, each ringed with tiny, grinding teeth. The mouths adhere to any surface. Postidon-Pru can be stretched an additional [dice]x100'. Just before the summon ends, it contracts to 5' with an effective Strength of 20 — enough to lift heavy objects, crush people, or wrench two things violently together. If both mouths are connected to form a loop, it contracts immediately and the summon ends. If both mouths are unattached, small objects (coin-sized or less) placed in one

end emerge from the other in 1 hour. They come out warm and slightly damp.

75. Malofin, Cursed Instigator

Enters with a low, mocking whistle. A stick-thin monkey-thing in ragged blue robes, grinning with too many teeth, watching you with tiny red eyes that never blink. Up to [dice] times per summon, Malofin taunts a designated target. Its taunts, capers, jeers, and obscene gestures are almost supernaturally infuriating. Targets must Save or attack Malofin first. Previously neutral or friendly creatures may need to Save or turn hostile. Malofin has armour as plate and flees any fight to resume taunting from a safe distance. It can climb anything and perform simple tasks with a monkey's patience and dexterity. It enjoys its work more than anything should.

76. Soriel, Monstrous Bat

Enters with a leathery flutter. A bat the size of a mouse with eight spider legs, three red eyes, and a mouth full of needle teeth dripping something that isn't saliva. Anyone who sees Soriel must Save or perceive it as enormous — elephant-sized at minimum, larger outdoors at night. Inconsistent physics are rationalized as “a near miss” or “it folded itself somehow.” Soriel delights in terror, but will apologize if someone starts weeping or screaming. Its voice sounds like glass being crushed underfoot, so apologies tend to make things worse. It speaks bat and spider and will translate, though its editorial commentary is unreliable.

77. Moriana, whose Word is Peace

Enters with a quiet knock, or a shuffle so soft you question whether you heard it. An old woman in immaculate black traveling clothes, carrying an empty scabbard. No sword. Once per summon, Moriana reads a story for [dice] hours. The area must be relatively quiet, with at least one sentient creature present. While she reads, no violent action can occur within 100'. Non-sentient creatures wait quietly at the edge. Sentient creatures (including the summoner) who can hear must Save or sit down to listen. Those who pass move freely. Anyone making a sound louder than a dropped coin is shushed. Shushed creatures are affected by sleep and hold person for the duration of the story. They can still hear Moriana's voice. She speaks and reads all languages but will not read tales without artistic or moral merit. Her standards are exacting.

78. Wilinspat, Chest of Torment

Enters with a crash that shakes dust from the ceiling. A plain wooden chest, person-sized, that screams softly when opened. Red light flickers from within, casting no shadows. If a creature is placed inside, both

creature and chest vanish for the duration of the summon. The creature inside loses 1 HP per hour and must make a **PER Save** at the summon's end for each hour spent inside or take disadvantage on **PER Saves** for 1d6 days. When the summon ends, Wilinspat returns and disgorges its passenger. They remember nothing. They are feverish, trembling, and prone to nightmares. They cannot say why.

79. Grenchan, Roving Limb

Enters with a wet thud, like meat dropped on stone. A severed arm and hand, blue-green and muscular, with no body attached. Attach the shoulder to a person (it adheres to skin) and it functions as an extra limb. On a willing host, +1 attack per round. It wields any one-handed weapon, carries a shield or lantern, or assists with climbing. On an unwilling host, it punches the nearest vulnerable area for 1d4 damage per round with a Strength of 14. If detached, it can be stuck to [dice] additional creatures per summon. It grips with a desperate, needful strength. Removing it requires effort and leaves a bruise shaped like a handprint.

80. Ieducomer, Cauldron of Uniformity

Enters with a clatter of iron feet on stone. An iron cauldron on five clawed legs, just large enough to curl up inside, radiating a faint heat that smells of slag. Up to [dice] times per summon, if completely filled (use water, sand, or bodies to fill gaps), Ieducomer grinds, grumbles, and reduces everything inside to a perfectly uniform slurry. It then dumps the slurry on the ground unless specifically told otherwise. One person can ride inside at a walking pace. The cauldron does not care what you put in it. It makes no distinction between gold and gravel, between water and flesh.

81. Vorgar, Death's Harbinger

Enters with a sudden cold that seizes the lungs. A deformed, eyeless skeleton in ragged black robes, visible only to the summoner, wizards, and creatures near death (0 HP or below). Once per summon, Vorgar removes [dice] fatal wounds from a dying creature, or adds [dice] fatal wounds to a creature at 0 HP or below. Undead cannot willingly approach within 30'. If a creature has cheated death through unnatural means, Vorgar will fight it: Attack 15, defense as plate, 20 HP, 1d8+2 damage and 1 level drained per hit. Its hatred for the deathless is the only thing about it that resembles passion. The summoner has 1/2 HP for the duration of the summon. Vorgar takes its title in advance.

82. Barlinfort, Spirit of Delight

Enters with a poof of sparks. A tiny glowing humanoid the size of an apple, tinkling like distant bells. It flies. It speaks in a piercing whine. Barlinfort sprinkles luminous dust on up to [dice] creatures, granting them flight for the duration of the summon — provided they constantly compliment Barlinfort. If they stop, they sink. If they insult it, they fall. Barlinfort has 1 HP and no capacity for shame. Unoccupied, it orbits the summoner's head, nests in their hair, picks flowers, and chatters. Its delight is genuine, relentless, and will outlast your patience. The flight is worth it. Probably.

83. Caperlin, Avatar of Debauchery

Enters with a roar and a rib-cracking embrace. A portly monk in stained brown robes, tankard in hand, face flushed the red of burst capillaries, stinking of ale and joy. Caperlin is profoundly, magnificently drunk. Without a party (minimum: snacks and two willing participants), it falls asleep in [dice] hours. Given a party, it drinks from its bottomless tankard, tells wild tales, proposes schemes of breathtaking idiocy, sings in every language, gives solemn advice of no depth whatsoever, and periodically vomits. It elevates any low gathering and scandalizes anyone with taste. Up to [dice] times per summon, Caperlin locates party-related necessities reachable within the summon's duration: more drink, a safe place to collapse, willing company, musicians. It has never failed to find a party. It never will.

84. Subansu, the Rose of Luck

Enters as a shimmer in the summoner's palm. A red rose with a silver stem, perfect in a way no living flower achieves. Anyone wearing Subansu above their heart gains +[dice] to Saves and may reroll up to [dice] d20 rolls for the duration. If a random effect would target one person in a group, the wearer is not selected. Subansu induces a confidence that borders on recklessness: anyone wearing it must make a **PER Save** when presented with a risky but thrilling plan, or accept it without hesitation. If stabbed into a dying person's heart, that person survives for the duration of the summon. The rose does not wilt. The rose does not bleed. Something else does.

85. Yingilnip, the Three Fingers of Regret

Enters in a cold spiral of air that smells of dust and old decisions. A withered three-fingered hand and wrist, lying on a convenient surface, perfectly still until it isn't. Yingilnip grants wishes. Bend a finger back, speak a wish. Effects last for the summon's duration. Yingilnip twists every wish with inventive, spiteful precision, ignoring the original phrasing entirely if it suits the hand's purposes. Wish for gold: a block of it falls on your head. Wish to be king: political conspirators kidnap

you within the hour. Wish a friend back to life: they rise as a revenant, and they remember everything. Wish to travel: Yingilnip hurls you through the air or drags you through the earth. You may convince someone else to use it. You will not convince them twice.

86. Ootremak, Unquiet Spirit

Enters in a rolling, ground-hugging fog. A swarm of [sum] tiny ghosts — each no larger than an acorn, just a pale smudge of a face trailing vapor. One vanishes each hour. A single ghost can push a sheet of paper, rustle a curtain, roll a coin. They barely coordinate. Any number of Ootremak's spirits can possess dying or mentally shattered creatures of [dice]x2 HD or less for the duration of the summon. They are profoundly stupid and easily distracted. They mean well. It doesn't help.

87. Murlspeth, Slaughtercaller

Enters sizzling in the summoner's hand, hot as a coal pulled from the fire. A red stone the size of an apple, carved into a snarling tiger devouring its own tail. All damage dealt within 30' of Murlspeth is doubled. If thrown (as a dagger) or dropped, it returns to the summoner's hand in one round. Murlspeth is warm enough to melt wax. It growls a half-second before ambushes. It does not distinguish between your violence and theirs.

88. Koilcren, who is Lost

Enters with a hesitant shuffle, looking around as if it expected to be somewhere else. A ragged, exhausted figure — middle-aged, sexless, with bright blue eyes that fix on you like you're the first person it's seen in years. Anyone who engages Koilcren in conversation must Save or give it directions to a location the summoner designates (up to [dice] locations, named at the time of summoning). Directions are the best the target knows, and may include the location of locked doors and keys, traps, hazards, patrols, and wards. A peasant asked the way to the moon will shrug and suggest a tall mountain. An archmage might provide coordinates. Koilcren will not fight and watches violence with a flat, distant disinterest. It is always lost. It is never surprised by this.

89. Joolsorel, the Ravenous Maw

Enters with a rumble and grind of bone on bone. A 2' wide ring of teeth floating in the air, each tooth different, each from a different mouth. Anything that touches Joolsorel takes 1d6 damage per round. It moves at a slow walk. The summoner designates a route: [dice] waypoints (1 = straight line, 2 = L-bend, 3 = triangular patrol). Joolsorel chews its way along the path, devouring wood readily and grinding uselessly

against stone and metal. Soft objects thrown in are shredded instantly. The teeth chatter when they have nothing to eat.

90. Koskalbanodan, First Among Horses

Enters with a clatter of hooves on a surface that isn't there. An ordinary-looking grey mare, immaculately groomed, regarding the summoner with an intelligence that horses should not possess. She speaks to other horses and translates their answers with open contempt. She permits one rider but travels at a slow trot unless racing another creature. She wins all races, over any terrain, no matter how terrifying or impossible. The race can be to a destination or to exhaustion. With 3 or more [dice], she considers racing inanimate objects, spells, or the weather. She has never lost. She does not understand the concept.

91. Narthiel, the Sight that Binds

Enters with a thunderclap that leaves a ringing silence. A floating white eye with a pupil of black fire, weeping sparks. Up to [dice] times per summon, time stops in a 30' cone before Narthiel for [sum] rounds. Anything moving into the cone is caught and frozen at its edge. Living creatures partially struck or entering the cone take 1d4 damage. While stopping time, Narthiel cannot move. Its gaze also reveals invisible creatures and illusions in a 30' cone. It does not blink. It has never blinked.

92. Alifane, the Hat of Marvels

Appears in a flash of light on a person's head within 100' of the summoner. A magnificent hat, crown, turban, or tiara appropriate to the wearer's social aspirations and Alifane's whimsy. Grants +2 Defense and causes spells targeting the wearer to fail 25% of the time. Alifane hears the wearer's thoughts. It despises murderous intent and cruelty, and will shout warnings (in a peeved, nasal voice) to anyone the wearer contemplates attacking. It will judge fashion, evaluate clothing, and offer unsolicited sartorial advice. It cannot be silenced. It considers itself the most important entity in any room.

93. Quis-Quispon, Immaculate Draughtsman

Enters with a sound like a throat being cleared in a cathedral. A young man in immaculate clothing, looking at the world as if everything in it were a potential subject and most of it were failing the audition. Given materials and a surface (paper and charcoal, blood and stone, it doesn't matter), Quis-Quispon draws anything it can see: 1 hour for a sketch, 5 hours for detail, 10 hours for a work so precise it seems to breathe. Drawings are worth at least 10gp per hour invested. A **WIT Save** on viewing reveals hidden allegorical meanings. Quis-Quispon will not

fight, will try to seduce any beautiful person present, and hates distractions, wind, birds, and coarseness in equal measure. It offers etiquette lessons in a tone that constitutes an insult.

94. Prokiglov, Master of the Dance

Enters with a burst of music from instruments that aren't present. A figure in red robes — age and features shifting, expression fixed in knowing amusement. Prokiglov plays refined music on any instrument provided. Once per summon, it draws its own instrument (it varies) and plays. Everyone within 200' must Save or dance. They move normally, but some actions become difficult. In combat during the dance, odd-numbered attack rolls resolve normally; even-numbered rolls automatically fail. All participants have a pool of points equal to their Dexterity to modify rolls by +/-1. Prokiglov cannot tolerate disobedient children, cats, or lavender. It will not explain which of these offenses it considers worst.

95. Husbap, Sea-Speaker

Enters with a wet slap and the smell of deep ocean. A cat-sized purple octopus, glistening, watching you with an eye that holds more ocean than should fit in a skull that size. Husbap speaks with any body of water larger than a cup. Its touch inflicts 1d6 poison and 1d6 electrical damage, but it moves slowly on land and despises being thrown, attached to weapons, or endangered. It shocks the summoner if it feels threatened. It squeezes through 2" gaps and reports back, though it exaggerates consistently. Up to [dice] times per summon, Husbap emits a keening noise as loud as a church bell. No one knows why. Husbap will not discuss it.

96. Krepsobar, the Laddermaker

Enters with a shuffle and a greeting that sounds rehearsed. A disheveled man in brown overalls with a tool belt and a canvas bag far too large for his frame. Up to [dice] times per summon, Krepsobar pulls a wooden ladder from the bag that reaches between two points the summoner can see. The reach can be convenient (up a cliff, across a chasm), improbable (through a portal, to a river's bottom), or mythological (to the sun). The ladders are wood, vanish when the summon ends, and won't fall on their own, though they can be broken. Krepsobar advises on carpentry, cartography, and — with a drop in his voice and a glance over his shoulder — dark sorcery. He does not explain how these skills are related.

97. Valsbur, the Throne of Power

Enters with a trumpet blast and the sound of something heavy settling. A wooden throne on eight wooden legs, chipped, the gold leaf long since pried off, taking most of the red paint with it. Anyone seated projects their voice clearly up to 200' and is immune to all mind-altering effects. The throne moves at a walking pace. If threatened with fire, it runs as fast as a horse, though it tries to throw its occupant into water first. It has been a throne for a very long time. It remembers better days, and resents the current ones.

98. Bowoworth, Primordial Slime

Enters with a sulfurous burble, welling up from the ground. A grey ooze filling [sum] 10' squares to a depth of 1', steaming faintly, smelling of the world before it had a name. Bowoworth digests plant and animal matter with geological patience. It has effectively unlimited HP and deals no damage. Anyone moving through it must DEX Save or fall prone. If ingested by a creature, Bowoworth reverts the creature one evolutionary step — elves become humans, humans become apes, lizardfolk become lizards — for [dice]x10 minutes. The transformation is painless. The memory of it is not.

99. Yeltran, Bearer of the Cups of Haste

Enters in a billow of bitter steam. A silver tray on six spindly silver legs, scuttling like an insect, carrying [dice] cups of a dark, shimmering liquid that smells of lightning and burnt sugar. Anyone who drinks acts twice per round for 1d6 minutes — jittery, wild-eyed, unable to focus on anything for more than a heartbeat. Yeltran follows the summoner as a mobile tray, carrying light burdens. Poisons poured into its cups have a 50% chance of being neutralized. If not neutralized, they become twice as potent. Yeltran does not warn you which outcome occurred. It is, after all, only a tray.

100.

There are only 99 Entities in all creation. If 100 is rolled, roll twice and allow the summoner to choose based on the name alone. The name is all you get. Choose carefully.



RANDOM MUTATIONS

1D12	RANDOM MUTATION	EFFECT
1	Blindsight	Your eyes cloud over, then rupture. Pale mycelial hyphae sprout from the empty sockets, threading across your skull in a dense fungal crown. You no longer see. Instead you sense vibrations out to 60', regardless of light or darkness. The hyphae twitch when something moves.
2	Extra Limbs	You sprout d4 extra limbs. 1-4: arm, 5-6: leg. They tear through skin and cloth alike, slick with fluid, already grasping. For each extra pair of arms you gain an additional attack per round and gain the Spiderclimb ability (as the spell). For each additional leg, increase your movement speed by 5' per round.
3	So Many Eyes	You grow 1d6 functioning eyes. They swell beneath the skin before pushing through, blinking and wet. Roll location for each. 1. Back, 2. Chest, 3. Forehead, 4. Inside of Mouth, 5. Back of Head, 6. Palm of Hand.
4	Toothy Maw	Your jaw detaches, splits, and grows downward into your chest cavity. A trefoil mouth full of razor teeth now occupies the upper third of your torso. It breathes. It salivates. You gain a bite attack that does 1d8+STR piercing damage.
5	Cephalopod Face	A mass of muscular tentacles erupts where your nose and mouth were. Your mouth is now a small, hard beak hidden among the writhing mass. Speech is muffled and wet.
6	Misshapen Brute	Bones snap and reset wrong. Muscles tear and knit thicker. Your body warps into a lopsided juggernaut — one shoulder higher than the other, spine curved, hands like shovels. Your STR ability bonus increases by +2. Your WIT ability bonus decreases by -2. Your PER ability bonus decreases by -4.

RANDOM		
1D12	MUTA- TION	EFFECT
7	Barbed Spines	A thorny growth erupts from the inner joints of your elbows, spiraling down to sheathe your wrists and hands in barbed bone. You can wield them as daggers or fire spines out to 50'. They inflict 1d6 damage. Creatures struck by your spines must STR Save or become poisoned. Successful save ends. The spines regrow in hours, splitting the skin each time.
8	Prehensile Tongue	Your tongue swells and elongates until it is as long as your arms — thick, dark, and prehensile. You can grip objects with it. Speech is nearly impossible. Eating is an ordeal. Your saliva causes blindness. On a successful melee attack you inflict 1d6 damage and the creature hit must make a STR Save or be blinded for 1d6 Turns.
9	Tentacle Guts	A seething mass of translucent pseudopods tears through your abdomen, glistening with digestive mucus. Reach 10'. Advantage when attempting to grapple a creature. They move on their own when you sleep.
10	Cronenberg	A random body part (1d6: 1-2 legs, 3-5 arms, 6 head) is consumed and replaced by the equivalent from a (1d10: 1-3 jelly, 4-6 crustacean, 7-9 insect, 10 goblin). The replacement grafts itself to you over the course of an agonizing night. It works. It should not work.
11	Extra Mouths	You grow 1d6 extra functioning mouths. They never stop murmuring — fragments of things you've heard, words in languages you don't know. Roll location for each. 1. Back, 2. Chest, 3. Forehead, 4. Stomach, 5. Back of Head, 6. Palm of Hand.
12	Eye Stalks	A pair of thick, spiny stalks punch through your skull, capped with bulging insect eyes. They replace your normal vision. They swivel independently. People stare. People always stare.



BESTIARY

Monster Design Guidelines

Monsters need HD (1d8 default), HP, Attack, AV, Morale, and special abilities/crit effects.

HD and Abilities

Range from 1/2–10. Each HD is roughly 5–9 HP.

Monsters have an average **Save** bonus equal to their HD. Specific bonuses to STR, DEX, WIT, and PER should be adjusted up or down as appropriate (e.g., a lumbering rock monster might have weaker DEX saves than STR), trading point for point. The **Powerful Opponents** rule also applies, i.e., when a 4 HD monster is resisting an effect by a PC of Level 2, the DC is lowered by 2.

Attack

Pick a base damage die for the attack (1d4–1d12) and add **1 + HD/2 (rounded down)**. E.g., a 2 HD creature might have a claw attack of 1d6+2. Exceptional monsters can have higher flat bonuses up to +10. **Each monster melee attack causes minimum damage of 1, regardless of AV.**

Dangerous monsters can have multiple attacks or area-of-effect attacks. Starting with 4 HD, monsters should have two attacks more often.

NPC and monstrous spellcasters should have a pool of MD and a list of available spells or custom abilities.

B/X Conversion

To convert a monster from B/X or OSE: double its HP, keep the number of attacks and damage die but add $1 + \text{HD} / 2$ as a flat bonus, and convert AC using the table below. Keep morale as-is.

B/X AC	AV
10 or less	0
11–12	1
13–14	2
15–16	3
17–18	4

B/X AC	AV
19+	5

Tier 1 — Nuisances (1/2–1 HD)

Fodder for level 1 PCs. Dangerous in numbers, trivial alone.

Kobold — HD 1/2 HP 4 | AV 0 | Morale 4 ATK 1d4+1 (tiny weapon) - Infravision. Trapmakers — their warrens bristle with pits, deadfalls, and tripwires. They build what they cannot fight.

Giant Rat — HD 1/2 HP 3 | AV 0 | Morale 5 ATK 1d4+1 (bite) - Filth Fever — on a bite, **STR Save** or contract disease (1d6 damage/day, festering and foul-smelling; **STR Save** each dawn to recover).

Stirge — HD 1/2 HP 3 | AV 0 | Morale 9 ATK 1d4+1 (proboscis) - Attach — on a hit, buries its barbed proboscis and latches on, draining 1d4 HP/round. **STR Save** to tear it free; it takes skin with it.

Goblin — HD 1/2 HP 6 | AV 0 | Morale 5 ATK 1d6+1 or weapon+1 - Infravision. Sneaky (**Advantage** on stealth). - Crit: finds a gap in your guard — ignores 1 AV.

Skeleton — HD 1 HP 6 | AV 1 | Morale 12 ATK 1d6+1 (weapon) - Undead — immune to charm, sleep, poison. Mindless. Half damage from piercing and slashing. - They do not stop. They do not tire.

Zombie — HD 1 HP 8 | AV 0 | Morale 12 ATK 1d6+1 (slam) - Undead. Slow — always acts last. - Relentless — when reduced to 0 HP, **STR Save** to stay at 1 HP (once). Still moving. Still reaching.

Bandit — HD 1 HP 6 | AV 1 | Morale 6 ATK weapon+1 - Ambush — **Advantage** on first attack if they have surprise. Surrender at half casualties. Desperate people do desperate things.

Wolf — HD 1 HP 7 | AV 0 | Morale 6 (8 in pack) ATK 1d6+1 (bite) - Pack Tactics — **Advantage** when an ally is adjacent to the target. - Trip — **DEX Save** or dragged down. They coordinate without sound.

Orc — HD 1 HP 8 | AV 0 | Morale 7 ATK 1d6+2 or weapon+2 - Infravision. Relentless — when reduced to 0, **STR Save** to stay at 1 HP. Fights through wounds that would drop a man.

Tier 2 — Threats (2–3 HD)

Serious encounters for level 1–3 PCs. A 2 HD creature can drop a care-less PC in two rounds.

Gnoll — HD 2 HP 12 | AV 1 | Morale 7 ATK 1d8+2 (weapon) - Frenzy — +2 damage against targets below half HP. They smell weakness the way dogs smell fear.

Bugbear — HD 2 HP 14 | AV 1 | Morale 7 ATK 1d8+2 (morningstar) - Ambush Specialist — on surprise, attacks with **Advantage** and deals +1d6 damage. You hear nothing until the morningstar is already falling.

Giant Spider — HD 2 HP 10 | AV 1 | Morale 7 ATK 1d6+2 (bite) - Web — **DEX Save** or restrained, cocooned in silk. - Venom — **STR Save** or 1d6 poison damage/round for 1d4 rounds as your blood thickens. Wall-climb.

Ghoul — HD 2 HP 10 | AV 0 | Morale 9 ATK 1d6+2 (claws) - Undead. Paralyzing Touch — **STR Save** or paralyzed for 1d6 rounds. You remain conscious. You feel everything. - Elves are immune.

Harpy — HD 2 HP 10 | AV 0 | Morale 7 ATK 1d6+2 (talons) - Captivating Song — **PER Save** or walk toward the harpy, helpless and smiling. New save each round. Stopping your ears blocks it. - Fly.

Green Slime — HD 2 HP 12 | AV 0 | Morale 12 ATK 1d6+2 (acid) - Drops from ceiling (surprise on 4-in-6). Acid dissolves wood, metal, and flesh on contact — slowly enough that you watch it happen. - Immune to all damage except fire. Splits into two if struck with slashing.

Wight — HD 3 HP 18 | AV 2 | Morale 10 ATK 1d8+2 (longsword) - Undead. Life Drain — damage also inflicts 1 level of **Fatigue** that can't be cleared until the wight is destroyed or a cleric intervenes. - Immune to non-magical weapons. Anyone killed rises as a wight in 1d4 days. It remembers its name.

Owlbear — HD 3 HP 20 | AV 1 | Morale 9 ATK 2×1d8+2 (claw/beak) - Bear Hug — if both attacks hit the same target, crushes them for an additional 2d6 damage. The beak is worse than the claws.

Giant Scorpion — HD 3 HP 18 | AV 2 | Morale 8 ATK 1d8+2 (pincers) + 1d6+2 (sting) - Poison Sting — **STR Save** or paralyzed for 1d6 rounds. The tail strikes faster than the eye can track.

Rust Monster — HD 3 HP 15 | AV 1 | Morale 7 ATK 1d4+2 (antenna) - Rust Touch — any non-magical metal item it touches corrodes to flaking ruin in seconds. **DEX Save** to pull your weapon away in time. - Smells metal from 100'. It is always hungry.

Tier 3 — Killers (4–6 HD)

Boss-tier for level 3–5 PCs. Multiple attacks, nasty special abilities. A party should plan before engaging.

Gelatinous Cube — HD 4 HP 25 | AV 0 | Morale 12 ATK 1d6+3 (engulf) - Transparent — **WIT Save** to spot before walking into it. - Engulf — **DEX Save** or swallowed whole, dissolving in 2d6 acid/round. You can see out. Immune to slashing and piercing.

Gargoyle — HD 4 HP 25 | AV 3 | Morale 11 ATK 2×1d6+3 (claws) - Immune to non-magical weapons. Fly. - Disguise as Stone — indistinguishable from carved rock until it moves; auto-surprise if not detected. Patient. Centuries patient.

Mimic — HD 4 HP 28 | AV 2 | Morale 8 ATK 1d8+3 (bite) - Shapechanger — disguises as furniture, chests, doors. - Adhesive — **DEX Save** or stuck to its body; **STR Save** to tear free, leaving skin behind.

Wraith — HD 4 HP 25 | AV 0 | Morale 11 ATK 1d6+3 (life drain) - Undead. Incorporeal — immune to non-magical physical damage. - Life Drain — damage also reduces target's max HP (restored by magical healing or a Good Night's Rest). Sunlight deals 1d6 damage/round. The cold it brings is the cold of deep earth and open graves.

Ogre — HD 4 HP 28 | AV 1 | Morale 8 ATK 1d10+3 (greatclub) - Hurl Rock — 1d8+3, range 30'. - Dim-witted but cunning in the way of predators.

Troll — HD 5 HP 35 | AV 0 | Morale 10 ATK 2×1d8+3 (claws) - Regenerate — regains 3 HP/round. Fire and acid stop regeneration permanently on the wounded area. - A troll reduced to 0 HP by anything other than fire or acid rises again in 1d4 rounds. It always rises. Burn what you kill.

Basilisk — HD 5 HP 30 | AV 3 | Morale 8 ATK 1d8+3 (bite) - Petrifying Gaze — any creature that meets its eyes must make a **STR Save** or turn to stone. Averting your eyes imposes **Disadvantage** on your attacks. A mirror can reflect the gaze back. - The statues in its den were people once.

Minotaur — HD 5 HP 35 | AV 2 | Morale 10 ATK 1d10+3 (greataxe) - Charge — double damage on a 25ft+ straight-line charge. - Never lost in mazes or labyrinths. Hunts by sound and smell in absolute darkness.

Manticore — HD 5 HP 35 | AV 2 | Morale 8 ATK 2×1d6+3 (claws) or 1d8+3 (tail spikes, range 50') - Fly. Tail Spikes — 6 volleys per day. - Speaks Common. Lies constantly, fluently, and with evident pleasure.

Wyvern — HD 6 HP 40 | AV 2 | Morale 8 ATK 1d10+4 (bite) + 1d8+4 (tail sting) - Fly. Poison Sting — **STR Save** or 2d6 additional poison damage. - The venom blackens veins visibly under the skin.

Tier 4 — Legends (7–10 HD)

Campaign-defining threats. Do not fight fair. Require planning, allies, and probably a magic weapon.

Chimera — HD 7 HP 45 | AV 2 | Morale 9 ATK 3×1d6+4 (lion/goat/dragon) - Fly. Fire Breath — 2d6, **DEX Save** for half, 3/day. Three heads — three attacks per round. - The heads argue.

Hydra — HD 7 HP 45 | AV 2 | Morale 10 ATK 7×1d6+4 (one bite per head) - 7 Heads — one attack per head. Sever a head (8+ damage in a single blow) to reduce attacks by 1. Stump regrows 2 heads in 1d4 rounds unless cauterized with fire. - It learns which of you is holding the torch.

Hill Giant — HD 8 HP 50 | AV 2 | Morale 8 ATK 2d6+5 (greatclub) - Hurl Boulder — 2d6+5, range 60'. Can throw PCs, livestock, or furniture. - Has thrown all three, and found it amusing.

Vampire — HD 8 HP 50 | AV 0 | Morale 11 ATK 1d8+5 (slam) + life drain - Undead. Charm — **PER Save** or dominated. Life Drain — restores vampire's HP. Regenerate 3 HP/round. - Shapeshift (bat, wolf, mist). Repelled by garlic, holy symbols, running water. Destroyed by sunlight or stake through heart. 3 MD. - Older than your bloodline and it knows it.

Dragon, Young — HD 8 HP 55 | AV 4 | Morale 10 ATK 2×1d10+5 (bite/claw) - Fly. Breath Weapon — 3d6, **DEX Save** for half, recharges 4-in-6 each round. 2 MD. - Frightful Presence — **PER Save** or frozen with terror. Element varies (fire, frost, acid, lightning). - Treasure hoard. It knows the value of every coin.

Purple Worm — HD 10 HP 65 | AV 3 | Morale 10 ATK 2d8+6 (bite) + 1d8+6 (tail sting) - Swallow Whole — on a crit or if bite damage exceeds 12, target is swallowed; 2d6 acid/round inside; **STR Save** with a slashing weapon to cut free from within. - Poison Sting — **STR Save** or 2d6 additional poison damage. Burrows through solid rock. The ground shakes before it surfaces.

Lich — HD 10 HP 60 | AV 0 | Morale 12 ATK 1d8+6 (touch, necrotic) - Undead. Immune to non-magical weapons. 6 MD (full spell list — treat as a Template D Orthodox Wizard). - Paralyzing Touch — **STR Save** or paralyzed. Frightful Presence — **PER Save** or flee. - Phylactery — reforms in 1d10 days unless the phylactery is found and destroyed. It has had centuries to hide it.

Encounter Building

A rough guide for a party of 4 PCs:

Party level	Fair fight	Hard fight	Deadly
1	4–6 creatures at 1/2 HD	2–3 at 1 HD	1 at 2–3 HD
2–3	4–6 at 1 HD	2–3 at 2 HD	1 at 4–5 HD
4–5	4–6 at 2 HD	2–3 at 3–4 HD	1 at 6–7 HD
6+	Mix of 2–4 HD mobs + 1 leader at 5–6 HD	1 at 7–8 HD with minions	1 at 9–10 HD

OSR combat is not meant to be fair. The Referee presents situations, not balanced encounters. Running, negotiating, and ambushing are valid tactics — sometimes the only ones that keep you alive.



APPENDIX: THE GRAND GRIMOIRES

The Grand Grimoires

This section contains a large collection of spells that exist within universe. These spells might be different or slight variations from spells that can be accessed through class templates. These spells can be found on scrolls, within grimoires, or accessed through teachers and magical academies.

If you want to randomly determine a spell, first determine the general spell list: roll a **D2** for the choice between (1) **The Great Grimoire of Al'Qudz** or (2) **The Hermetic Library of the 7th Order**. Then roll or **1D100** for the Great Grimoire or a **1D200** for the Hermetic Library.

The Great Grimoire of Al'Qudz

1D100 SPELL

- 1 Bartholomew's Pit
- 2 The Razor Spiral
- 3 Oxhold's Lament
- 4 Negasonic Ray
- 5 Summon Candles
- 6 Perilous Bridge
- 7 Wending Bolt
- 8 Thunderclap
- 9 Compartmentalize Mixture
- 10 Master Ludwig's Guiding Lights
- 11 Roaring Flames
- 12 The Astrolger's Helper
- 13 Heroic Leap
- 14 The Magnificent Sponge
- 15 Ice-Bridge Step
- 16 Embroider Deed
- 17 Multielemental Spray
- 18 Miniature Sandstorm
- 19 Embed Memory
- 20 Moon Lust
- 21 Orbiting Spikes
- 22 Resonating Command
- 23 Flip Person
- 24 Sword of Infamy
- 25 Hammon's Arrow-Directing Lens
- 26 Pergaman's Synesthesia
- 27 Lengthen Limbs
- 28 Alter Local Gravity
- 29 Thicken Air
- 30 Scything Discs of Nog
- 31 Delayed Noxious Odour Sphere
- 32 Scuttle
- 33 Gelatinous Form
- 34 Transfer Exhaustion
- 35 William's Fingerbreaker
- 36 Geld Animal

1D100 SPELL

37	Draw Heat
38	Thurmond's Prolonged Bombardment
39	Visualize Madness
40	Cuspit's Swarm of Irritating Vermin
41	Cone of Dense Foam
42	Weighty Sphere
43	Duelist's Wings
44	Screaming Teeth
45	Beatific Scrying
46	Glamour of Servitude
47	Ulric's Beam of Blindness
48	Saw and Plane Tree
49	Glorious Starburst
50	Identify Owner
51	Become Delicious
52	Cube of Spell Splitting
53	Entangling Smoke
54	Capture Wind
55	Enfeebling Sigil
56	Redwyn's Excellent Clamp
57	Light's Own Scourge
58	Scamper's Bouncing Sphere of Destruction
59	The Creature Comforts of Tuttle Wren
60	Package Neatly
61	Flying Syringe
62	Spitting Stone
63	Shackle to the Earth
64	Legulian's Potion Alloy
65	Mind Labyrinth
66	Roiling Polymorph
67	Horsebane
68	Move Enchantment
69	Mangling Blows
70	Conflicting Command
71	Paralyze Bird
72	Liquefy Gold

1D100 SPELL

73	Butterfly Hurricane
74	Paper Automaton
75	Violently Depilate
76	Sturdy Circle in the Air
77	Trifurcate Arms
78	Wellingbert's Obsessive Expertise
79	Mirror Item
80	Lock Joints
81	Suspend Objects
82	Hone
83	Wernher's Embafflement
84	Ultraluculent Paint
85	Lavin's Pathclearing Servant
86	Battering Beam
87	Circle of Noise
88	Ulrich's Forceful Sigil
89	The Automatic Marching Mule
90	Shrikeblast
91	Sympathetic Resonance
92	Cacophony
93	Albrecht's Unreliable Disintegrator
94	Squelch
95	Everland's Perfectly Reproduceable Test
96	Sonorous Seeker
97	Dredge
98	Rolling Spark
99	Pyre
100	Cascade of Power

1. Bartholomew's Pit R: 50' T: creature D: 0

Target creature has the illusion of falling into a bottomless pit filled with accusatory voices. **PER Save** negates. If they fail, the creature is stricken with a deep depression (if sentient) or lethargy (if mindless), and gains **[sum] levels of Fatigue** as despair fills their mind. If they are of [dice] HD or less, the effect lasts [sum] days, and if [sum] is greater than 12, the depression becomes permanent (only magical healing or a heroic

act of inspiration clears the Fatigue). If the target has more than [dice] HD, the effect lasts [sum] rounds.

2. The Razor Spiral R: Self T: [dice]x10' radius D: concentration

Blades of invisible force fly around the caster. All creatures in area take 1d4 damage each round the spell is maintained. Roll damage for each creature individually, starting with those closest to the caster. The spell ends automatically when [sum]+3 damage has been dealt. The blades will also cut or damage fragile objects in the area.

3. Oxhold's Lament R: 120' T: creature D: 0

Target creature of [dice] HD or less must make a **PER Save** or take a Morale check and believe that someone close to them has suddenly and tragically died. They will not associate the caster with this death, but intelligent creatures may believe the caster is only informing them to cause them grief.

4. Negasonic Ray R: [dice]x20' cone T: area D: concentration

Rippling rings of purple light pour from the caster's forehead. All sounds are cancelled within the area of this spell. Creatures are deafened until the spell ends or they leave the spell's area.

5. Summon Candles R: touch T: object D: 5 minutes / 3hrs

[sum] dribbly candles appear on objects you touch. You can walk around placing candles as required, for up to 5 minutes. The candles are lit and burn for 3 hours. They can be detached, but will fade from existence within 5 minutes. If any spells are cast within an area illuminated by a summoned candle, the candle's flame will turn blue and point to the caster.

6. Perilous Bridge R: [dice]x100' T: object D: 1hr

A shimmering bridge of force appears from an object the caster touches, and extends, perfectly level, in a single direction. Both ends of the bridge must touch solid objects. The bridge is 1' wide and thin as a sheet of paper. Slowly walking across it does not require a DEX Save, but running or a slight breeze will require one. The bridge shatters if it is dealt any damage.

7. Wending Bolt R: 200' T: creature D: 0 Target takes [sum] damage. You do not need to see the target, but you do need to know their approximate location (within 10'), and there must be a clear path a bolt could trace to reach them. The path can be as convoluted as required. The bolt can pass through gaps as small as a fist.

8. Thunderclap R: 200' T: creature D: 0

Target takes 1d6 damage. All creatures within [dice]x10' of the target are deafened for [sum] rounds. If [sum] is greater than 12, the effect is permanent.

9. Compartmentalize Mixture R: touch T: object D: 1hr

Command a mixture of items (a soup, a pile of coins) that weigh no more than [dice]x100lbs to separate into [sum]+1 categories. The separation is slow, and hindered by even the slightest effort. The categories must be clearly defined and identifiable by inspection. For example, you could split a soup into “vegetables” “broth” and “poison”, or a pile of coins into “minted during the last century” and “older”. You could not, however, split a pile of coins into “handled by Xerphion the Tyrant” and “not handled by Xerphion the Tyrant”, as there’s no way to tell just by inspecting them. You could not separate “a locked chest” and “its contents”, because the items could not flow freely into separate piles.

10. Master Ludwig’s Guiding Lights R: [dice]x1 miles T: self D: [sum] hours

Small glowing lights flow from your fingertips. They are as bright as a match, but you can always see them, even in bright sunlight or pitch darkness, at any distance up to 1 mile. The lights guide the caster to an object, person, or location that they believe will result in the emotional state named when the spell is cast. If the caster names “love”, they will lead to the nearest sexually compatible person of similar age. If the caster names “joy” they might lead to a well of nitrous oxide, or to a pile of treasure, or to a crude goblin joke scrawled on a wall. The lights are not malicious, but they are not very clever.

11. Roaring Flames R: 30' cone T: area D: 0

A wide cone of crackling fire races across the ground. Creatures in the area take [sum] damage, DEX Save for half. The flames are particularly damaging to inanimate objects, which take [sum]x2 damage. Creatures and objects are not set on fire by this spell.

12. The Astrologer’s Helper R: 10' T: self D: [sum] minutes

Outlines of the planets, major stars, sun, and moon appear around you. You can use them to determine the time of day, true north, and your approximate position on the globe. You can also spend 5 minutes to read the horoscope of [dice] sentient creatures per casting. Roll 1d10. 1-8. No effect aside from the usual platitudes. 9. Doom. Creature must reroll their next Save and take the worse result. 10. Triumph. Creature automatically passes their next Save.

13. Heroic Leap R: touch T: creature D: [dice] minutes

Target can leap up to [sum]x5' high and/or [sum]x5' forward in a straight line. They take no damage on landing, provided they land on or above the level they started from. For example, you could leap from the ground to top of a steeple, or you could leap over the steeple to land on the ground, but you couldn't leap from the top of a steeple to the ground. On landing, the target may DEX Save with a +[dice] bonus to change direction and repeat the leap. You cannot cast spells or attack while leaping.

14. The Magnificent Sponge R: touch T: point D: [dice] hours

You summon a yellow sponge the size of your head. The sponge can instantly absorb up to [sum]x100L of liquid without growing heavier. You can squeeze the liquid free, but only at the rate of a normal sponge (10L/minute). The sponge can be reused if it is wrung out completely. If you cast this spell with 4 [dice], the sponge lasts for a year and a day, but the spell does not return to your spellbook until the sponge duration expires or the sponge is dispelled. The sponge is impervious to harm caused by the liquids it absorbs.

15. Ice-Bridge Step R: touch T: [dice] creatures D: [sum] minutes

You can run over water as if it were land. Ice forms beneath your feet with each step. If you slow down, you'll sink. Very wavy seas may require you to DEX Save.

16. Embroider Deed R: Touch T: object (cloth) D: permanent

By dictating descriptions of your heroic deeds, you can cause a tapestry to sew itself into cloth you provide. The cloth can be as small as a handkerchief or as large as a house's wall. The deeds must focus on you and your actions, but other characters can be added in, as required by the story. The tapestry is worth [sum]x10gp. It takes [dice] hours of work to dictate the tale, and if you are interrupted, you must make a **WIT Save** or the spell fails.

17. Multielemental Spray R: 15' cone T: area D: varies

If [sum] is equal to or greater a creature in the area's HD, they take 1d4 fire damage. If [sum] is twice the creature's HD or more, they also take 1d4 cold damage. If [sum] is three times the creature's HD or more, they take 1d4 lightning damage. If [sum] is four times the creature's HD or more, they also take 1d4 acid damage and are knocked prone.

18. Miniature Sandstorm R: 30' radius T: self D: [dice] hours

You cough up a swirling spiral of sand. Everything up to 30' away from you is obscured. The sand deals no damage, but creatures move at half speed within the sandstorm's effect.

19. Embed Memory R: touch T: creature D: varies

You pull a single memory out of your head and transfer it to another creature. Unwilling creatures may make a **PER Save** to negate. The memory must be short, and it must be distinct. The memory is perfectly vivid for [sum] days but begins to fade after that. If [sum] is greater than 12, the memory will never fade, even if the target loses all other memories.

20. Moon Lust R: 50' T: creature D: varies

Target creature loves the moon. They want to stare at it, jump up and hold it, or write poems about it. If [sum] is equal to or greater than the target's HD, they are stunned for 1d6 rounds. If [sum] is greater than 12, the target is stunned for 2d6 rounds and becomes permanently obsessed with the moon.

21. Orbiting Spikes R: 30' T: self D: [sum] rounds

You summon [dice] daggers of force that orbit your head like a very angry halo. With a thought, even if you are doing something else, you can throw a spike at a target. Treat this as a thrown dagger, but with a maximum range of 30'. You can throw one spike per round.

22. Resonating Command R: 50' T: creature that can hear and understand you D: 3 rounds

You shout a single-word command to your target, who must make a **PER Save** or obey. For two rounds after you cast this spell, it resonates. Targets who previously passed their **PER Save** must make a **PER Save** again at the beginning of the next 2 rounds, with a +4 bonus the first round and a +8 bonus the second. The command cannot directly cause the target harm, or force them to commit a directly harmful action. You could cause them to run into a trap they didn't know was there, or into a tactically disadvantageous position, but not off a cliff. For each [dice] you add past the first, you can affect 2 additional creatures, or add an additional word to your command.

23. Flip Person R: 50' T: [dice] creatures D: 0

Target creatures with total HD of [sum] or less are flipped head-over-heels, to land on their feet unharmed and in the same position. Loose items, coins, etc. may be shaken free. Targets must make a **DEX Save** or be stunned for 1 round.

24. Sword of Infamy R: touch T: sword D: [sum] rounds

Creatures killed by a sword you target reveal their souls briefly before death. For most creatures, the soul appears as a small, vaporous

homunculus which vanishes after a few moments. Witnesses may be forced to make a **PER Save** against fear or take a Morale check.

25. Hammon's Arrow-Directing Lens R: 200' T: creature D: [sum] rounds

A lens of force appears 5' over the target. Any arrows that pass within [dice]x10' of the lens are directed to the target. Make a new attack roll if the arrows would have ordinarily missed the target. This only affects arrows, not stones, spears, or crossbow bolts.

26. Pergaman's Synesthesia R: touch T: creature of [dice]x2 HD or less D: [sum] rounds

The target's senses are confused and mixed. Colours also evoke sounds. Tastes evoke flashes of light. Different textures cause different flavours. The target is befuddled for the spell's duration. If [sum] is greater than 12 the effect is permanent, but the target will become used to their new senses and no longer befuddled in 20-Int days.

27. Lengthen Limbs R: touch T: willing creature D: [sum] minutes

Up to [dice]x2 of the target's limbs double in length. If all a creature's walking limbs are affected, the creature's move speed is also doubled for the duration of the spell. Weapons wielded in a lengthened limb can reach farther than normal. This effect does not change the structure or form of the limbs. It merely affects one of the many dimensions surrounding them, which also causes the limbs to appear farther away than usual. If you invest 3 or more [dice] the spell's duration becomes [sum] hours.

28. Alter Local Gravity R: 50' T: [sum]x5' squares D: [sum] rounds

You must cast this spell indoors, in an area with a solid roof no more than 50' high. An area that you specify has its gravity altered a) an angle that you specify (90 degrees left, 180 degrees up), or b) to a lower strength that you specify (50%, 0%) for the duration of the spell. The spell's effect takes place gradually, giving creatures a chance to DEX Save to hang on to something. Creatures take fall damage as normal. In lower gravity, you can jump proportionately higher and farther, but virtually any action requires a DEX Save. If you invest 3 or more [dice] the spell's duration becomes a year and a day.

29. Thicken Air R: 50' T: [sum]x5' squares, 50' high D: [sum] rounds

Air in an area you select becomes as dense as water. You can still breathe it, but you can also swim in it. Projectiles passing through the area count as moving twice as far for range penalties. Flying creatures entering the

area must make a **DEX Save** or be stunned for one round. If you invest 3 or more [dice] the spell's duration becomes a year and a day.

30. Scything Disc of Nog R: 200' T: creature D: 0

You fire a whirling disc of force and light from your fingertip. The disc screeches like a sawblade. It deals [sum] damage to its target. If it deals more than 6 damage, it bounces towards a random creature within 20', dealing [sum]-2 damage. If it deals more than 6 damage, it bounces towards another random creature within 20', dealing [sum]-4 damage. This continues, losing 2 damage with each bounce, until there are no valid targets or the spell deals 6 or less damage to a creature.

31. Delayed Noxious Odour Sphere R: 50' T: point D: [sum] rounds/0

A marble-sized bead of grey-green ooze lands at a point you select. At any time within [sum] rounds, you can cause the sphere to detonate. Any creatures within a 20' of the sphere's detonation must make a **STR Save** or flee the area, as a failed Morale check, to wash. The area is filled with a thick green mist that lasts for [dice] hours. The spell does not affect creatures with no sense of smell, mindless creatures, or creatures who habitually live in filth (goblins, shambling mounds, etc.)

32. Scuttle R: touch T: [dice] creatures D: [sum] minutes

Your clothes and hair animate to carry you. You can move at full speed in any orientation, and you can freely rotate as you move. For instance, you could run while standing on your head, holding a torch, and turning counterclockwise. You can lie on your side and, while flipping end over end, move backwards. This effect does not allow you to climb up walls, but you can climb ladders or rope at twice your usual speed.

33. Gelatinous Form R: touch T: self D: [sum] minutes

Your flesh becomes gelatinous. You can squeeze through gaps as small as keyhole with a great deal of effort. You take no damage from bludgeoning weapons for the duration of the spell. Any acid damage you take heals HP instead. Your clothes and items are not affected by this spell.

34. Transfer Exhaustion R: 20' T: self, creature D: 0

This spell can only be cast if you are exhausted. At a bare minimum, you need one sleepless or restless night. You bundle your exhaustion into a ball and toss it at a creature. The creature must make a **STR Save** or be stunned for [dice] rounds. You immediately heal [dice]x2 HP. The creature may take on some aspects of your personality. This spell has no effect if you have less than 0 HP.

35. William's Fingerbreaker R: 100' T: creature of [dice]x2 HD or less
D: 0

The target of this spell must have fingers. You snap your fingers and your target's fingers crack, break, and bend. They take [sum] damage and must immediately make a **STR Save** or drop whatever they are holding. You can choose to have the target take no damage, but they get +2 to their **STR Save**.

36. Geld Animal R: 20' T: creature of [dice]x2 HD or less D: [sum] days
The target must make a **STR Save** or take 1 damage, and lose [dice]+1d4 Strength, to a minimum of 1, for the duration of this spell. The target is also rendered sterile for the duration. There are no visible physical effects from this spell. If [sum] is greater than 12, the target is rendered sterile permanently, but they will recover their lost Strength after [sum] days. This spell only works on living creatures capable of reproducing.

37. Draw Heat R: [dice]x100' T: 2 objects or creatures D: concentration

You must have at least two working eyes to cast this spell. You stare at one target with one eye, and another target with another. You can transfer heat between them. For example, if you stared at a torch, you could transfer the fire's heat (1d6 damage)/round to a creature. You can do nothing else while casting this spell. You cannot amplify the heat, so a candle's flame cannot melt an iron bar, but you could transfer the icy cold of a glacier to a campfire and extinguish it.

38. Thurmond's Prolonged Bombardment R: 200' T: creature or object
D: [sum] rounds

Each round, a fist-size sphere of force appears and slams into the target, dealing 1d6+[dice] damage. **DEX Save** each round to negate. If the target is human-sized or smaller and takes 7 damage, it is also knocked prone.

39. Visualize Madness R: 20' T: creature D: [sum] minutes

Target must be insane. The spell create an illusory scene above the target's head that conveys their insanity. If a king believes himself to be an owl, the illusion might show a forest of trees and a grey owl crowned with gold flitting among them. If the target is paranoid, shadowy figures with long knives might surround their head, plotting and muttering. The target cannot see the illusion.

40. Cuspit's Swarm of Irritating Vermin R: 50' T: [dice] creatures or objects
D: [sum] rounds

A cloud of tiny magical insects attack your target. They do 1 damage per round to living creatures and no damage to nonliving creatures or

objects. Each round, a non-mindless creature must make a **WIT Save** or take a -2 penalty to their next Attack. If the target is an object, the vermin will do minor cosmetic damage, such as chewing holes in paper, gnawing wood, chipping paint, and scratching glass.

41. Cone of Dense Foam R: [dice]x10' cone T: area D: 0

A huge cone of white foam sprays from your hand. It's as dense as porridge, but tastes like seawater. Creatures inside must make a **STR Save** or begin to drown unless they struggle free. Any creatures covered in foam have -2 to Attack until they can wash.

42. Weighty Sphere R: touch T: point D: [sum] hours

You summon a stone sphere with a radius up to [dice]x2'. The sphere is immensely heavy. 2' radius: 2.5 tons. 4' radius: 22.5 tons. 6' radius: 78 tons. 8' radius: 182 tons. It is perfectly smooth and very difficult to lift. You must summon the stone onto a stable surface. For example, you can't summon it by touching water or sand, but you could summon it on top of a flimsy wooden railing. If you invest 3 or more [dice], you can make the spell's duration permanent.

43. Duelist's Wings R: touch T: [dice] creatures D: [sum] rounds

Tiny white wings sprout from your ankles and wrists. In combat, you may make a free Combat Maneuver to reposition yourself each turn. Your move speed increases by 5' and you reduce all fall damage by 2.

44. Screaming Teeth R: 50' T: creature D: [sum] varies

Target's teeth scream whenever the target opens its mouth. The screaming is very unpleasant: for the duration of the spell, the target has **disadvantage on all PER Saves and Reaction Rolls** (no one wants to be near them). The target may make a **PER Save** at the end of each duration interval to negate the effects. 1 [dice]: rounds, 2 [dice]: days, 3 [dice]: weeks, 4 [dice] months. The spell fails if the target has no teeth.

45. Beatific Scrying R: 1 mile T: creature D: [sum] rounds

You gain a misty vision of the nearest sentient creature, aside from creatures you can see, who is performing a genuinely kind or selfless act. You might see a mother tucking her squabbling children into bed or a gardener freeing a wounded fox from a trap. If no targets are available, the spell fails.

46. Glamour of Servitude R: touch T: sentient humanoid creature D: [sum] varies, see below

Target's clothes transform into livery. Other minor cosmetic effects, such as a change in hair colour, may also occur. The target appears

to be a minor servant or hireling. This effect is so convincing that even people close to the target will believe the target has been demoted or promoted, and must make a **WIT Save** to believe otherwise. The target may make a **WIT Save** at the end of each duration interval to negate the effects. 1 [dice]: minutes, 2 [dice]: hours, 3 [dice]: months, 4 [dice] years

47. Ulric's Beam of Blindness R: 100' T: creature of [dice]x2 HD or less D: varies

A brilliant white ray shoots from your forehead. Target must make a **PER Save** or go blind for: 1 [dice]: minutes, 2 [dice]: hours, 3 [dice]: months, 4 [dice] years. You may chose any number of the target's eyes to blind. This spell can be reflected by mirrors

48. Saw and Plane Tree R: touch T: 1 tree D: 0

A tree no larger than 60' tall and 25' in diameter topples over, as if neatly cut. The result depends on the dice you invest. 1 [dice]: cut and broadly de-limbed, 2 [dice]: cut, de-limbed, debarked, 3 [dice]: cut, de-limbed, debarked, cut into planks as per your specifications, stacked, 4 [dice] cut, planed, de-limbed, debarked, cut into planks, stacked, sanded, and finished. Small limbs and offcuts will be piled for kindling. Alternatively, you can reduce the tree to sawdust or wood chips in 24-[sum] minutes

49. Glorious Starburst R: 100' T: area D: [sum] rounds

You fire a flare 100' upwards. It hovers there, providing light as bright as moonlight for 300' around you, for [sum] rounds. You can command the starburst to move horizontally, change colour, rise an additional 100' per round, or explode into sparkles. If it strikes a creature or object, it deals 1d6 fire damage and then explodes into sparkles.

50. Identify Owner R: touch T: object D: 1 minute

Letters appear over the object you touch, spelling out the name of the object's owner or owners. If the object has no owners, the spell fails. If you invest 2 [dice] the spell will also show if the ownership is disputed. Dead people cannot dispute ownership. If you invest 3 [dice], arrows will appear pointing in the approximate direction of the owner (or a skull will appear if they are deceased). The name revealed will be name the owner used when they purchased or acquired the object. For example, if Tabitha Winklewort was using her alias "Jane Crow" when she bought her boots, the name listed would be Jane Crow. If you targeted a ring she stole and invested 2 [dice] or more, the names listed would be Jane Crow and Baron Summerland. If you invest 4 [dice], true names

will be listed alongside aliases, provided the owners are mortal. This spell also works on slaves and domesticated animals.

51. Become Delicious R: touch T: creature of [dice]x2 HD or less D: [sum] varies

Target creature smells and tastes delicious for the spell's duration. The smell radiates 20' in calm air, but can spread via wind or leave a trail. Sentient creatures can usually resist the urge to eat the target without a Save, but animals and other ravenous creatures must make a **PER Save** or select the spell's target as their primary attack target. Insects will be attracted to the target for the spell's duration. The target may make a **PER Save** at the end of each duration interval to negate the effects. 1 [dice]: minutes, 2 [dice]: hours, 3 [dice]: months, 4 [dice]: years. This spell can also affect dead creatures.

52. Cube of Spell Splitting R: 50' T: point D: [dice]+1 rounds

A 5' cube of grey light appears in the air at a point you specify. It can be targeted by non-magical attacks (Defense 10, 5 HP) and disappears if it takes more than 5 damage. At any point during the spell's duration, spells that enter the cube through one of its faces will be split, and identical copies will fire out of the spell's 5 other faces. The copies are not specifically targeted, but will hit any valid targets in their path, and within the original spell's range. For example, you could fire a magic missile straight through the cube at a target 30' away from the cube. Four other magic missiles would fire from the other four sides of the cube and disappear after 30' unless they hit a target or obstacle within 30'. Touch spells and spells with a range of "self" are not affected. Other spellcasters can use your cube.

53. Entangling Smoke R: 50' T: [dice]x2 objects or creatures D: varies

Target creature or object is grabbed by tendrils of thick black smoke. DEX Save to negate, prone creatures automatically fail. Target moves at half speed and takes a -2 penalty to Attack until it can win an opposed Strength test against the smoke to end the effect. The effective Strength of the smoke depends on the dice invested. 1 [die]: 10, 2 [dice]: 14, 3 [dice]: 18, 4 [dice]: 20.

54. Capture Wind R: touch T: point D: concentration

A magical circle [dice]x2' in radius extends from your fingertip. As long as you maintain concentration, you can absorb any wind passing through the circle. You can then collapse the spell. At any point, as long as you devote a spell slot to maintaining the spell, you can reactivate it with the same radius (no [dice] are needed) to release the wind you absorbed. The wind flows out at the same rate it entered. If you activate

this spell in a light breeze for 5 minutes, the spell will release a light breeze over 5 minutes. The wind only flows from the circle, so anyone standing behind it is not affected (unless you release hurricane-force winds indoors). You can cancel the release at any time, which expends the spell as usual. If you die while this spell is “loaded” and in your brain, it activates facing a random direction.

55. Enfeebling Sigil R: touch, 50' T: object D: [sum] rounds

A writhing arcane symbol appears on an object you touch. Any creature within 100' of the sigil who looks at it must make a **STR Save** or be reduced to Strength 1 for [dice] rounds. Nothing can cause their Strength to drop lower than 1 while they are under the effects of this spell. The symbol vanishes after [sum] rounds. If you invest 3 [dice] or more, you can instead set the duration of this spell to permanent, provided no one looks at the sigil. Once it is seen, the duration becomes to [sum] round as usual.

56. Redwyn's Excellent Clamp R: 30' T: object D: [sum] varies

A clamp of red light appears over one or two objects you designate. The maximum width of the clamp is [dice]x10'. The clamp will push the objects together until they are held securely (effective strength of 20), but it will not damage either object or any living creatures. If you designated an orc's shirt and the back of a chair as targets, the clamp would firmly secure the orc to the chair. The clamp must be able to fit around the objects. You could not secure a chair to the floor or walls. Creatures can break free with an opposed Strength check, and, most of the time, can wriggle free in a few hours. The spell lasts for 1 [dice]: minutes, 2 [dice]: hours, 3 [dice]: days, 4 [dice] months, or permanent.

57. Light's Own Scourge R: [dice]x20' radius T: light sources in area D: 0

All light sources in the radius of this spell deal damage to the creature nearest to them. Candles and matches deal no damage. Torches and lanterns deal 1d6 damage. Bonfires deal 2d6 damage. Magical light sources with a duration of at least 1 round deal damage equal to the [dice] invested in their casting +1d6. If a light source deals 4 or more damage it is also extinguished.

58. Scamper's Bouncing Sphere of Destruction R: touch T: point D: [sum] rounds

A small yellow sphere appears on your fingertip and fires off at enormous speed. Any creatures struck must make a **DEX Save** or be stunned for 1 round. If you cast this spell outside, or in a very large room with multiple exits, you strike 1 target before the spell

vanishes into the distance. If you cast this spell indoors, in a room with a limited number of exits, the sphere is trapped and begins to bounce around at high speed. The effects depend on the room size. 400 square feet or less (20'x20'): all creatures must make a **DEX Save** or be stunned each round for the spell's duration. All objects that could be shattered or broken have a 20% chance of breaking each round. This includes potions, flimsy furniture, windows, etc. 1600 square feet or less (40'x40'): creatures have a 20% chance per round to be hit. Objects have a 10% chance of breaking each round. Any larger rooms: creatures have a 5% chance per round to be hit. Objects have a 5% chance of breaking each round. These chances may be adjusted by the GM depending on the room size and contents. If you invest 3 [dice] or more in this spell, creatures that fail their **DEX Save** also take 1 damage. If you invest 4 [dice] or more, creatures that fail their **DEX Save** are also knocked prone.

59. The Creature Comforts of Tuttle Wren R: 10' T: area D: [sum]x2 hours

In an area you designate, no larger than 15'x15' by 10'x high, a magical camp appears. The camp includes a bedroll, a sleeping platform, a small purple and gold tent, a small table and chair, a kettle, a cookpot, an iron arm to hold the kettle or cookpot over a fire, a book entitled "The Erotic Poems of Plumtarch" (less erotic than expected), and a pair of dry wool socks. Any items removed from the area vanish instantly. In the spell's area, the temperature is moderated very slightly, wind and rain are lessened, and vermin cannot enter.

60. Package Neatly R: 20' T: objects D: concentration / permanent

Up to [dice]x500lbs of nonliving objects, as you designate, are packed neatly. You must name the objects or their general category when you cast the spell ("those coins", "the contents of that room") If no packing materials are provided, the objects will be stacked into compact cubes, with the largest and most stable objects at the bottom. If chests, paper and twine, sacks, carts, etc. are provided, the spell will use them as you direct. The packages created will take up the minimum space possible, and will be remarkably sturdy. The spell will continue to pack objects for as long as you maintain concentration. The objects must be able to move freely. You could not use this spells to pack clothes someone was wearing. The objects will not lift more than 10' off the ground during the packing process.

61. Flying Syringe R: 100' T: object, creature D: 0

You must hold a potion, vial of poison, or other liquid in one hand while you cast this spell. The spell changes the potion's container into a glass

dart and fires it at an enemy within range. The enemy must make a **DEX Save** or be struck and immediately take the effects of the potion. If you invest 2 [dice] or more, you can redirect a missed syringe, once, to a new target with a successful WIT Save. If you invest 3 [dice] or more, you can mix [dice] potions together into the same syringe. If you invest 4 [dice] or more, the target does not get a Save.

62. Spitting Stone R: touch T: object D: [sum] hours

You touch a stone no larger than your head, and it grows a face that resembled a gargoyle's. You can designate [dice] conditions under which the stone face will discharge water. You could say "always", "whenever any one but me walks past", "only when an orc walks past". The conditions must be obvious. The stone is not very observant. The water sprayed by the stone does not deal damage, but it has a 50% chance to extinguish torches. The water disappears once it passes more than 100' from the stone. The stone sprays water in a [dice]x5' cone. If you invest 4 [dice] or more, creatures passing through the cone must DEX Save or be knocked prone.

63. Shackle to the Earth R: 100' T: [dice] creatures D: [sum] rounds

Targets must be touching the ground. For as long as the spell is active, they must keep at least one limb touching the ground at all times. They can jump or run if they make an opposed Strength check against Strength 20. If a target is knocked prone, they must make a **STR Save** to rise from prone. Targets take a -2 penalty to all **DEX Saves**.

64. Legulian's Potion Alloy R: touch T: objects D: permanent

You combine up to [dice] potions in a flask or [dice] flasks that can contain them. The mixture is stable. None of the usual rolls for mixing potions are made. The new potion or potions have all the effects of the originals.

65. Mind Labyrinth R: 0 T: self D: [sum] hours

You create a spiraling labyrinth of thought in your mind. Anyone attempting to read your mind or cast a memory-altering spell must make a **WIT Save** or become trapped in the labyrinth. Once per hour, they can WIT Save to escape. Very experienced mind readers may expended a [die] to automatically escape in 1d10 minutes. While a creature is trapped in your mind, you can distantly hear it's thoughts.

66. Roiling Polymorph R: 10' T: willing creature, or unwilling creature of [dice]x2 HD or less D: [sum] rounds

For the next [sum] rounds, target creature transforms through a wide variety of shapes. **STR Save** once at the start of the spell to negate. Roll

on the list below at the start of each round: 1-2: no change from current form, 3: small mammal, 4: small amphibian, 5: small bird, 6: small crustacean, 7: medium mammal, 8: medium bird, 9: creature of the same size and species as the target, but of different appearance, 10: creature of the same size as the target, but different species and appearance. The creature's Stats and HP are quartered when transformed into a small creature and halved when transformed into a medium creature. When the spell's effect ends, the creature is stunned for 1d6 rounds.

67. Horsebane R: 100' T: area D: [sum] rounds

A circle 20' in radius becomes sticky and soft. Creatures in the area move at half speed and take 1 damage per round. Any creature that was running or charging in the round before this spell was cast must DEX Save or take [sum] damage and be immobilized for 1d6 rounds. Creatures with multiple legs get -4 to their **DEX Save**.

68. Move Enchantment R: touch T: objects D: permanent

You touch an enchanted object with one hand and a ritually prepared object with your other hand. Make a **WIT Save**, with a +2 bonus for each [dice] invested in this spell. If you succeed, the enchantment moves to the new object. If you fail, the enchantment vanishes forever. You take a -2 penalty to the **WIT Save** for each [dice] the caster invested in the original enchantment, and a -2 penalty if the target item and the original item are significantly different. It's not easy to move the enchantment for a sword into a ring, but you could probably move an enchantment from a ring to a crown without too much trouble.

69. Mangling Blows R: 100' T: creature D: 0

Invisible hammers of force strike from every direction. Target creature takes [sum] bludgeoning damage, **DEX Save** for half, and is pushed [dice]x5' in a random direction.

70. Conflicting Command R: 50' T: creature that can hear and understand you D: 0

You shout a magic phrase to your target. To you, and to anyone else, it is incomprehensible but your target interprets it as a magical command that is impossible to fulfill. "Fall down and jump up at the same time" is a possible translation, but the conflict is more fundamental. The target takes [sum] + their **WIT bonus** damage and is stunned for [dice] rounds. **WIT Save** negates.

71. Paralyze Bird R: 200' T: creature with feathered wings D: [sum] rounds

Target creature must make a **STR Save** or be paralyzed for the spell's duration. They may make a new **STR Save** at the start of each round.

72. Liquefy Gold R: 10' T: [dice]x500lbs of gold D: [sum] hours

Gold you target becomes liquid and flows like thick soup. It is cold to the touch. Alloyed metals are also carried with the gold, though they may appear as streaks or bubbles in the liquid. The gold reforms into its original shape when the spell ends.

73. Butterfly Hurricane R: 30' radius T: self D: [sum] rounds

You create a whirling, brightly coloured mass of butterflies that cloaks you completely. Any ranged attacks fired into our out of the hurricane automatically miss. Attacks that target an area (such as a dragon's fire breath or a circle of frost) are not affected. Creatures other than the caster who end their turn inside the hurricane must make a **PER Save** or be befuddled for 1 round.

74. Paper Automaton R: touch T: paper D: [sum] hours

You enchant a piece of plant-based paper or parchment to obey your commands. The paper folds into a tiny humanoid shape and follows simple instructions. It can lift nothing heavier than a single coin, but it can write and read. It has [dice] HP and Defense 10, but takes no damage from bludgeoning weapons. The size of the automaton depends on the dice you invest in the spell. 1 [dice]: mouse 2 [dice]: dog, 3 [dice]: person, 4 [dice], elephant.

75. Violently Depilate R: 50' T: [dice] creatures D: permanent

Target creature's hair flees its body in a sudden, painful burst. The target is stunned for 1 round and takes 1d6 damage. **STR Save** negates. Creatures that prize their hair, such as Orthodox Wizards or Elves, may need to make a **PER Save** against fear or take a Morale check. The target's hair will regrow at the normal rate. This spell has no effect on hairless creatures or creatures immune to pain.

76. Sturdy Circle in the Air R: 100' T: point D: [sum] minutes

You draw a circle [dice]x5' in radius in the air. The circle is made of force, as solid as iron. You can draw the circle at any orientation.

77. Trifurcate Arms R: touch T: self D: [sum] rounds

For the duration of the spell your arms split into three identical copies, moving independently with all the dexterity and strength of your normal limbs. You gain +2 **STR**, can carry multiple weapons, and take a -2 **penalty to Initiative** (the extra limbs are slow to coordinate).

78. Wellingbert's Obsessive Expertise R: touch T: self D: [sum] minutes

Name a Skill. Make a **WIT Save**, with a +2 bonus for each [dice] you invest past the first. If you fail, take [dice]+1d6 psychic damage. If you succeed, gain the chosen Skill with a rating of 8 for the spell's duration. You cannot learn things that would not be contained in a well-stocked library, or skills that are so rare only a few people could teach them to you.

79. Mirror Item R: touch T: object D: varies

You touch a non-magical object you could carry without assistance. The object is mirrored along one axis. Left becomes right. All details are otherwise preserved. The spell lasts for 1 [dice]: minutes, 2 [dice]: hours, 3 [dice]: days, 4 [dice] months, or permanent.

80. Lock Joints R: 100' T: [dice]x2 creatures or objects D: [dice] rounds

Creatures or objects you target must make a **STR Save** or have their joints locked at their current angle and position for [dice] rounds. This could affect the hinges of a door, the links in a chain, or the legs of a sprinting horse. Stumbling creatures usually take 1d6 damage.

81. Suspend Objects R: touch T: [sum] objects D: concentration or 1 minute

Objects that weigh no more than [dice] lbs are suspended in the air. The slightest effort knocks them to the ground. You do not need to see the suspended objects, but you do need to maintain concentration to keep them afloat. If you break concentration, the objects fall in up to one minute.

82. Hone R: touch T: object D: permanent

You run your hands over a metal or wooden edge and hone it. The object becomes razor sharp. Blunt objects deal 1d6 damage. Weapons deal an extra 1d6 damage for the next [dice]x2 hits. The edge must be smaller than your outstretched arms.

83. Wernher's Embafflement R: 100' T: creature of [dice]x2 HD or less D: [sum] varies

A blinking globe of light flies from your hand and sinks into the target's head. The target must make a **WIT Save** or become befuddled for the spell's duration. The target may attempt a new **WIT Save** at the end of each duration interval. 1 [dice]: rounds, 2 [dice]: minutes, 3 [dice]: hours, 4 [dice] days. If you invest 3 [dice] or more, the target also takes **disadvantage on all WIT Saves** for the duration.

84. Ultralucent Paint R: 50' T: creature or object D: [sum] hours

You splatter the target in bright octarine paint, leaving a mark the size of an apple. The mark is visible through fog, smoke, or total darkness, at any distance up to [dice] miles. It is also visible through solid barriers, such as stone walls, up to 10' thick. The paint drips off and marks the ground below the target. Unless bandaged or swabbed, the paint will leave a faint trail behind the target.

85. Lavin's Pathclearing Servant R: [dice]x100' T: area D: 0

You send an invisible blade of force along a clearly defined path. Any light debris on the path (snow, small stones, leaves, grass) is pushed to the side. Any pressure plates or tripwires are activated. You do not have to be able to see the entire path, but you do need to know the approximate route the blade will take. The path is [dice]x10' wide. If you cast this spell with 3 [dice] or more, the range becomes [sum]x100'.

86. Battering Beam R: 100' T: creature or object D: concentration.

A beam of force strikes a target you can see, pushing them backwards. Target must win an opposed Strength test against the beam or be pushed away from you 10' per round. Very large creatures only move 5' per round. The effective Strength of the beam depends on the dice invested. 1 [die]: 14, 2 [dice]: 16, 3[dice]: 18, 4 [dice] 20. If the target is an object, treat it as being struck by a blow of equivalent Strength each round. Each round you maintain concentration adds +1 to the Strength of this spell, to a maximum of 22 Strength. If the target cannot move backwards, it takes 1d6 bludgeoning damage per round.

87. Circle of Noise R: 100' T: area D: [sum] rounds

A circle of crackling white light 20' in radius appears at a point you designate. Creatures inside the circle must make a **STR Save** or be deafened for [sum] rounds. If [sum] is greater than 12, they are permanently deafened. Creatures inside the circle cannot hear anything outside the circle, and creatures outside the circle cannot hear anything inside the circle.

88. Ulrich's Forceful Sigil R: touch, 50' T: object D: [sum] rounds

A writhing arcane symbol appears on an object you touch. Any creature within 100' of the sigil who looks at it must make a **STR Save** or be pushed back 5' and knocked prone. The symbol vanishes after [sum] rounds. If you invest 3 [dice] or more, you can instead set the duration of this spell to permanent, provided no one looks at the sigil. Once it is seen, the duration becomes to [sum] round as usual.

89. The Automatic Marching Mule R: touch T: point D: [sum] hours

You create a mule-like creature out of pure force. The creature has two bucket-like saddlebags on each side. It walks forward at a brisk trot. It will stop and turn at your verbal command, but you cannot make it reverse or slow down. You can only give it the commands “go”, “stop”, “turn left”, and “turn right”. The mule can carry twice as much as an ox. It has [dice]x2 HP, and any attacks automatically hit it. It is completely mindless and extremely literal. The mule will obey your last command until the spell’s duration expires.

90. Shrikeblast R: [dice]x10’ cone T: area D: 0

Howling shards of raw magical power fly from your body. The shards lacerate anything in their path, dealing [sum] piercing damage, **DEX Save** for half. If a creature is killed by this spell, it will be suspended in the position it was killed for [sum] rounds by several embedded shards. A suspended creature is capable of bearing up to its own body weight in additional pressure before falling.

91. Sympathetic Resonance R: touch T: two creatures or objects D: [sum] minutes

You touch one creature or object and then touch another creature or object. For the duration of this spell, any spells that affect one target will have their effects applied to the other target as well. Both targets must be valid, but range and line of sight between the targets is not considered. For example, you might touch a goblin and a dragon. If you strike the goblin with a magic missile, the dragon would be hit as well, for the same damage, even if the dragon was several hundred feet away and inside a cave.

92. Cacophony R: 100’ T: point D: [sum] hours

You send a small orb of force to a point you designate. The spell creates an incredibly loud clattering, wailing, and whistling when it detonates. Creatures within [sum]x5’ must make a **STR Save** or be stunned for one round. It is audible in clear air up to a mile away. You can designate [dice] conditions under which the orb will detonate. You could say “now”, “if anyone steps on it” or “if water touches it”. The conditions must be obvious and must occur within 5’ of the orb. When the spell’s duration expires, you can choose to have the orb detonate or vanish silently. The orb is solid, and can be moved or thrown.

93. Alberecht’s Unreliable Disintegrator R: 100’ T: object creature of [dice]x2 HD or less D: 0

Target creature, or an object weighing less than [dice]x200lbs, disintegrates into nothingness. **STR Save +4** negates. Magical objects gain an

additional +2 to their **STR Save**. You can disintegrate a section of an object or creature but not very precisely.

94. Squelch R: [dice]x10' T: spell D: 0

You can cast this spell as a reaction. You halve the duration, effects, and/or damage of a spell that would affect you or anything within [dice]x10' of you. You cannot affect the spell's range or area. If the spell requires a Save, you may instead have any affected targets gain +4 to their Save. The [sum] of this spell must equal or beat the [dice]x2 invested in the spell you are attempting to squelch.

95. Everland's Perfectly Reproduceable Test R: touch T: two creatures or objects D: [sum] minutes

You designate two targets. One target acts as the test subject. Any effects applied to the test subject will be, if conditions are identical, applied to the other target. For example, if you give a potion to one target creature, an identical potion given to the other target creature will have precisely identical effects. The two targets must be reasonably similar. You could not compare a stone to a mouse, but you could compare a mouse to a man. If you invest 2 [dice], the effect lasts for [sum] days. If you invest 3 [dice] or more, the effect is permanent. If you invest 4 [dice] or more, you may test more esoteric effects, such as philosophical arguments, love, or fear.

96. Sonorous Seeker R: [dice]x1 mile T: object D: [sum] hours

You create a fluttering star of light that twitters like a bird. Name a unique object you have clearly seen before, and, if the object is within the spell's range, the seeker will fly to it at the speed of an arrow and hover near it, chiming as loud as a bell. The seeker has 1 HP and a Defense of 16. If the object is not within the spell's range, the spell has a 50% chance of seeking out a similar object. Otherwise, it fails.

97. Dredge R: 100' T: area D: 0

Buried or covered objects rise to the surface in area you designate, [dice]x10' in radius. If you cast this spell on the ground, coins, stones, and root will be pulled to the surface. If you cast it on water, sunken objects will rise to the surface and remain there as long as you maintain concentration. The total weight of dredged objects cannot exceed [dice]x100lbs. If you cast this spell targeting creatures in the area instead, the creatures must make a **STR Save** or be stunned for 1 round. If [sum] is greater than 12, they also take 1d6 damage and are knocked prone. Instead of targeting area, you can instead target a single sentient creature. The creature must make a **PER Save** (if unwilling) or recall a memory in perfect detail. You designate the

memory (“the first time you met your wife”, “where you buried the treasure”). The creature will be lost in a reverie for [sum] rounds. This reverie ends if the creature is attacked, threatened, or has to perform any action. This memory may induce a Fear or Morale test. It must be specific. “The scariest thing you have ever seen” would not work, but “the night your village burned” would.

98. Rolling Spark R: 10' T: area D: [sum] rounds

A spark of lightning appears within 10' of you. Each round, it moves 5' straight ahead (you designate the original direction). Creatures or objects in a 10' radius of the spark (so a 3x3 grid of 5' squares) take 2d6 lightning damage. **DEX Save** negates. If the spark strikes a creature or object directly, or it is struck (Defense 12), the spark will bounce in a random direction. It may gain speed if struck with significant force. The spark floats 5' off the ground.

99. Pyre R: 100' T: [sum] creatures or objects D: 0

Targets must make a **DEX Save** or catch on fire. Targets that are completely inflammable (soaked creatures, metal, etc.) do not need to Save. Targets that are very flammable (soaked in oil, dry wood) may not get a Save. You can target this spell precisely enough to light the wick of a single candle in a bundle, provided you can see the wick.

100. Cascade of Power R: touch T: creature D: [dice]+1 rounds

During this spell's duration, any [dice] your target expends on other spells return to their pool on a 1-5, rather than a 1-3. When this spell's duration ends, you must make a **WIT Save** or suffer a Mishap.

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2. Absorb Toxicity.

R: self, D: [dice] hours

You take no damage from poison for the duration. You can pass poison from yourself to creatures you touch.

3. Absurdity.

R: 30', D: 1 minute

Target makes a **PER Save**; on failure, they consider one thing completely absurd. The caster chooses which things the victim considers absurd. The target does not fear, and cannot be intimidated by, the absurd object. If 2 dice are invested, a person can be the absurd object; one additional person or object can be included per die.

4. Acid Fog.

R: 100', D: [dice] minutes

Creates a cloud of fog with radius equal to 5' times the highest die rolled (up to 30'). The cloud is opaque, and creatures in the cloud take [dice] acid damage per round.

5. Acute Senses.

R: self, D: [dice] minutes

You have the sight of a hawk & the scenting ability of a hound for the duration.

6. Adhesive Blood.

R: self, D: [dice] minutes

Whenever an attack hits you & deals damage, the weapon sticks to your body. The attacker must make a STR save to pry their weapon loose.

7. Adhesive Spit.

R: self, D: [dice] minutes

You can spit up to [dice] times, up to 30'. The target struck must make a **DEX Save** or be tangled up and can't move from the spot; they also take -2 to attack rolls. They must make a **STR Save** or attack the slime with a slashing weapon to free themselves.

8. Aggravate Thundercloud.

R: 120'

Can only be cast if there are clouds overhead. A bolt of lightning leaps from heaven and strikes the target, dealing [sum] lightning damage. They take double damage if wearing metal armour.

9. Agony.

R: sight, D: [dice] rounds

Target experiences wracking pain. They must make a **STR Save** each round while afflicted or miss their turn.

10. Air Bubble.

R: touch, D: [dice] minutes

Creates a bubble of air around the target, allowing them to breathe even in environments that lack oxygen.

11. Air Step.

R: touch, D: [dice] minutes

Target walks on air [dice] feet above any solid surface.

12. Alarm.

D: [dice] hours

Ward a single area up to [sum] square feet in size. If any creature enters the area, you instantly know about it. If you so choose, a loud noise can also emanate when the alarm is triggered, heard up to [dice] x 100' from the area. You can designate up to [dice] creatures who will not set off the alarm. You are automatically excluded.

13. Allure.

R: sight, D: [dice] rounds

Any creature that can see you must make a **PER Save** (with penalty equal to [dice]) or is compelled to approach you. If they are hostile, they will approach you with hostile intent.

14. Ant Haul.

R: touch, D: 1day

Target can carry [dice] x 2 extra equipment slots without being encumbered.

15. Antimagic Field.

R: self, D: 1 minute

The field emanates from you in a radius of 10'. Spells cast with spell dice equal to or less than [dice] within this radius have no effect.

16. Anti-Life Shell.

R: self, D: 1 minute

Living creatures with Hit Dice equal to or less than [dice] cannot approach within 10' of you. Creatures already in the shell when the spell is cast are unaffected unless they leave the shell (or you move far enough away from them).

17. Anti-Undead Shell.

R: self, D: 1 minute

Like Anti-Life Shell, but affects the undead instead.

18. Aphasia.

R: 120', D: [dice] minutes

Target saves with penalty equal to [dice]. On failure, they cannot speak or comprehend any language, written or spoken, for the duration.

19. Apport.

R: [dice] miles

You can teleport a small object (fits in your hand) up to the spell's range. You can teleport an object to you - you must have seen the object before & be able to visualize its location. You can teleport an object from you to somewhere, in which case you must be touching the object and able to visualize its destination. If you invest at least 4 dice, you can teleport an object that is human-sized or smaller (but it must be an object & not animate!).

20. Aqueous Orb.

R: 60', D: [dice] rounds

Conjure an orb of water about 6' in radius. If you spend your turn concentrating, you can cause it to move up to 30' in a direction of your choosing. It rolls along the ground - it can't float. Anything smaller than the sphere in its path is caught up inside; creatures can DEX save to avoid it or to escape.

21. Arcane Lock.

R: touch, D: permanent

Touch a lock to magically enhance it. Only a Knock spell with an equal or greater number of spell dice can open the lock thereafter; no key can open it.

22. Atavism.

R: 10', D: [dice] minutes

Target animal reverts to a primeval, frenzied state; it gets +4 to all saving throws & attack rolls, & +2 to damage rolls.

23. Augury.

Consult the gods to learn whether an action will result in weal or woe. The chance of a meaningful answer is equal to 50% + [sum]%, rolled in secret. State the course of action; the answer will be either weal, woe, or uncertain. If the % roll is failed, the answer will always be uncertain.

24. Aura of Doom.

R: self, D: [dice] rounds

You exude an aura of terror. Creatures within 15' of you must make a **PER Save** (with a penalty equal to [dice]) or are terrified of you (they roll Morale immediately).

25. Aversion.

R: sight, D: 1 day

Target makes a **PER Save** (with a penalty equal to [dice]) or becomes profoundly averse to an object or location of your choice. The object can't be something they're currently holding or touching.

26. Babbling Curse.

R: 30', D: [dice] minutes

Target makes a **PER Save** (with a penalty equal to [dice]) or starts babbling incoherently and uncontrollably. Anyone hearing the babbling must also make a **PER Save** or become fascinated and unable to focus

on anything else. Attacking the victim, or a fascinated creature, ends the spell prematurely.

27. Bane Weapon.

R: touch, D: [dice] rounds

Touch the weapon and name a creature. The weapon [sum] extra damage to that creature for the duration. You can lock the dice used to make the effect permanent.

28. Banishment.

R: 120'

The target must be an extra-planar creature with Hit Dice equal to [sum] or less. They are instantly returned to their home plane and can't be re-summoned for 24 hours.

29. Barbed Chain.

R: self, D: [dice] rounds

You conjure a lacerating length of chain, which protrudes from your body. You can use it to lash creatures like a whip - it inflicts bleeding and deals damage based on the number of dice invested: 1 die - d2; 2 dice - d4; 3 dice - d6; 4 dice - d8; 5 dice - d10; 6 dice - d12. You can lock the dice to make the effect permanent.

30. Barrier of Force.

R: touch, D: [dice] rounds

A barrier of force surrounds the target. Nothing (except for air) can pass inward through the barrier, though anything can pass outward. The barrier can be attacked; it breaks when [sum] points of damage are dealt to it.

31. Battering Wind.

R: 60' + 10' x [dice]

Target saves or is thrown back 10' per [dice]. You can affect 1 target per [die], so long as they're fairly close together.

32. Bestial Speech.

R: self, D: [dice] hours

You can communicate with animals for the duration. You can lock the dice to make the effect permanent.

33. Black Tentacles.

R: 60', D: [dice] rounds

Black tentacles surge from the ground. Affects one 5' square per [dice]. Victims must STR save to escape, with a penalty equal to [dice], and the tentacles deal 1d6 damage to each victim per round.

34. Blight.

R: *self*

Plants in a radius of 1/2 mile per [dice] wither and die at your touch.

43. Calm.

Affects up to [sum] HD of creatures in your vicinity. Strong emotions (such as fear, hatred, excitement) are reduced to mildness and relaxation. Creatures may make a **PER Save** to resist (with a penalty equal to [dice]).

44. Carry Companion.

R: *touch*, D: [dice] hours

A target person or animal turns into a stone statue about 6" high. Target must be willing.

45. Catatonia.

R: *touch*, D: [dice] hours

Target appears, even on close inspection, to be dead. Only magical means can expose the artifice.

46. Challenge.

R: *hearing*, D: [dice] minutes

The challenged creature is compelled to fight you. If they don't, they take a -2 penalty to all attack rolls & saving throws.

47. Charm.

R: *touch*, D: [dice] days

The target saves (with penalty equal to [dice]) or regards you as a trusted friend for the duration. They aren't aware that they've been charmed until the spell wears off.

48. Clone.

R: *touch*

A perfect duplicate of the person touched sprouts from their side, rapidly growing into a fully-formed copy. It has HD equal to [dice]

or the target's HD, whichever is lower. The clone is essentially a mindless zombie, but if the target dies, their consciousness is instantly transplanted into the clone.

49. Cloudkill.

R: 120', D: d4 minutes

Cloud fills a 20' radius sphere and lingers for 1d4 minutes. Creatures with HD less than [dice] within the cloud are killed instantly. Other creatures are unaffected.

50. Coldsnap.

R: 30'+30'x[dice]

An area [dice] x 5' in diameter is exposed to a sudden burst of frigid cold. Creatures in the area take [sum] cold damage, water freezes, & so on. The area gradually returns to its normal temperature over the course of an hour.

35. Blindness.

D: permanent

Target is cursed with magical blindness.

36. Blink.

R: touch, D: [dice] rounds

You teleport in a straight line to a point you can see. You can't move through solid obstacles.

37. Blood Tentacles.

R: self, D: [dice] minutes

Smear blood across your chest; [dice] blood tentacles burst forth. They can be used to attack any creature within 15' for 1d6 damage; on hit, the tentacle is destroyed, and you regain hp equal to damage dealt.

38. Bone Fists.

R: self, D: [dice] minutes

Struts of bone burst from your fists - for the spell's duration, you can punch for d6 damage (d8 if 3 dice are invested, and d10 if 5 are invested). You can lock the dice to make the spell permanent.

39. Burning Gaze.

R: self, D: [dice] rounds

Anything you look at for the duration catches on fire, if human-sized or smaller. For each invested die past 4, double the maximum size of affected objects.

40. Cacophony.

R: 120', D: [dice]x2 rounds

A deafening cacophony fills an area up to [dice] x 10' in diameter. Nobody can hear each other speak. Spellcasters must make a **WIT Save** or fumble spellcasting.

41. Call Object.

R: 10' x [dice]

Summon an object you've touched within the last 10 minutes to your hand. (It must fit in your hand to be eligible.)

42. Call Vermin.

D: 1 hour

A swarm of [sum] rats or similar vermin are magically called to you from the surrounding area (if there are no such vermin in the vicinity, the spell is useless). They will obey simple spoken commands you issue for the spell's duration.

51. Colour Spray.

R: 15' cone

Creatures with HD less than [dice] are are knocked unconscious for 2d4 rounds and blinded for 1d4 rounds after waking. Creatures with HD equal to [dice] are blinded for 1d4 rounds. Creatures with HD greater than [dice] must make a **PER Save** or are stunned for 1 round.

52. Command.

R: hearing, D: 1 round

Target saves (with penalty equal to [dice]) or must obey a 1-word command you give. If you invest at least 4 dice, the command must be obeyed for 1d3+1 rounds instead.

53. Command Construct.

D: [dice] minutes

Target construct obeys your commands for the duration. You must be able to issue commands in a way the construct will understand: usually speaking the language of its creator works. Some constructs may understand telepathic commands too.

54. Command Undead.

D: [dice] hours

Target undead creature obeys your commands for the duration. Intelligent undead get to save, with a penalty equal to [dice].

55. Comprehend Language.

R: self, D: [dice] hrs

You understand, speak, read, & write one language perfectly for the duration. You must have an example of the language present (eg a written sample or a speaker).

56. Confession.

R: touch

Target must answer a question you give truthfully, or they take [sum] damage.

57. Confusion.

R: 60', D: [dice] rounds

Target saves or is confused for the duration. On their turn, they roll 1d4; on (1), they act normally; on (2), they attack themselves with whatever is on hand; on (3) they attack the nearest creature, friend or foe; on (4) they do nothing but babble incoherently.

58. Consecrate.

D: 1 day

Takes 10 minutes to cast & requires 25sp worth of silver dust. You consecrate an area 60' in diameter against the undead. Undead that enter the area take a penalty equal to [dice] to all d20 rolls. If they have HD less than [dice], they are killed instantly. Undead can't be created in the area, except by spells with more [dice] invested than were used to cast Consecrate.

59. Constricting Coils.

R: 30', D: [dice] rounds

A false serpent rises from the earth beneath the target, constricting the victim. Treat the serpent as having Strength equal to [sum]. The victim is grappled by the serpent & takes [dice] damage each round. They can escape with a successful grapple roll or by dealing [sum] damage to the serpent, at which point it slinks back into the earth.

60. Continual Flame.

R: touch, D: permanent

A heatless flame is created at the point you touch. It can only be put out by magical means. It illuminates an area of diameter equal to [dice] x 10'. If at least 4 dice are invested, the light has all the properties of natural sunlight.

61. Corpse Lantern.

R: touch, D: [dice] hours

Touch a corpse of human-size or smaller. It immediately begins to glow with a sickly light, & to float. It will drift after you for the spell's duration, illuminating an area 10' x [dice] in diameter.

62. Corrosive Touch.

R: touch

If you touch flesh, the target takes [sum] acid damage. If you touch an object subject to corrosion, it is damaged instead.

63. Countless Eyes.

R: touch, D: [dice] hours

Countless eyes sprout all over the target's head. They can see through all the eyes at once.

64. Create Armament.

R: self, D: [dice] hours

A mundage weapon or suit of armour, of your choice, appears in your hand or in your vicinity. At the end of the duration, it dissolves into nothingness.

65. Create Pit.

R: touch, D: [dice] hours

A pit [sum]' deep and 10' in diameter appears at the point you touch. The sides are smooth and difficult to climb. Anything in the pit when the duration expires is summarily disgorged.

66. Create Treasure Map.

R: touch

You must carve off a section of the skin from a corpse dead no more than 1 hour & cast this spell upon it. A map appears on the skin, guiding you to the location of [dice] items or stashes of valuable that the creature knows about.

67. Cure Mutation.

R: touch

Target loses [dice] mutations. If they have multiple mutations, choose randomly which are removed.

68. Cure Wounds.

R: touch

The target is healed for [sum] points of hit point damage.

69. Darklight.

R: self, D: [dice] hours

You are surrounded by an illuminating aura that only you can see. Illuminates an area of diameter [dice] × 10'.

70. Darkness.

R: 120', D: [dice] hours

Fills an area [dice] × 10' in diameter with total darkness. Light sources within the area are snuffed out. If at least 3 dice are invested, torches and other light sources have no effect in the area. If at least 5 dice are invested, even creatures with darkvision can't see in the area.

71. Death Knell.

R: 60', D: [dice] rounds

A creature with no more than [dice] hit points remaining is killed instantly. You heal [dice] damage.

72. Deathless.

R: touch, D: [dice] rounds

The target can't be killed by hit point damage while the spell persists - their hp can be reduced to zero, but any blow that would kill them thereafter mysteriously misses or otherwise fails.

73. Decollate.

R: touch, D: [dice] days

The target can safely remove their own head. They can still see through their own eyes, & can move their body around as usual. If you spend at least 4 dice on this spell, you can lock them to make the spell permanent.

74. Delectable.

R: 5'+5'x[dice], D: [dice] minutes

The target appears so delectable that everyone in the vicinity wants desperately to eat it.

75. Desecrate.

D: 1 day

Takes 10 minutes to cast & requires 25sp worth of silver dust. You desecrate an area 60' in diameter, increasing the power of undead within: they get +[dice] to all d20 rolls, and any undead created in the area have +1 HD per [dice].

76. Dimension Door.

R: 60' + 30'x[dice]

You step through an extradimensional door & emerge at a point you can see or clearly visualize. The passageway is open only for an instant, but with quick reflexes or foresight it is possible for others to move through it as well.

77. Disintegrate.

R: 30' + 15'x[dice]

Target turns to dust. Creatures with more than [sum] hit points are immune. An apple-sized object can be disintegrated with 1 die; cat-sized with 2 dice; human-sized with 3; and so on, proportionately.

78. Dispel Magic.

R: 30'

Removes one magical effect, or counters one magical spell, with invested [dice] less than or equal to the [dice] invested in this spell.

79. Dominate.

R: 60', D: [dice] days

Target saves or is subjugated utterly to your will for the duration. Creatures with HD greater than [dice] may save. Creatures with HD greater than or equal to [dice]x2 are immune.

80. Dragon's Breath.

R: self, D: [dice] rounds

You can breathe fire for the duration. Each breath of fire deals [sum] fire damage in a 15' cone. The horribly hot breath deals [dice] fire damage to you each time it is used, if you're not fire-resistant or something.

81. Dream.

Send a dream to any creature you have seen before & can name or clearly visualize (& which is capable of dreaming). The dream lasts up to [sum] minutes.

82. Eagle Eye.

D: [dice] minutes

Creates a magical floating eye in the sky 200' above you. It follows you around. You can look through it with the clarity of an eagle's vision.

83. Ear-Piercing Scream.

R: 30' cone

Creatures in the cone must make a **STR Save** or are struck deaf for [sum] rounds. They also take [dice] damage thanks to ear-blasting pain. If at least 4 dice are invested, they must also make a **STR Save** or be stunned for 1 round.

84. Ear Send.

D: [dice] minutes

Your ear detaches and flies away. You can't see through it but you can still hear through it clearly, and you can telepathically direct it to fly up to [dice]x100' away. When the duration expires, the ear teleports back to its proper place on your head.

85. Earthquake.

R: 10'x[dice], D: [dice] rounds

Affected area is subject to a violent earthquake for the duration: the ground shakes, stuff falls off shelves, people are knocked over.

86. Ectoplasmic Hand.

R: self, D: [dice] minutes

Your hand turns ectoplasmic. It can no longer interact with physical objects & creatures - in fact it passes right through them - but it can interact with incorporeal objects & creatures.

87. Escape from Time.

R: self, D: [sum] days

You enter suspended animation for the spell's duration. From your point of view, you fall asleep and wake up [sum] hours later; you don't need to eat, sleep, breathe, etc. in the interim. If any harm comes to you during the duration, you wake up immediately.

88. Enervation.

R: touch

Drain [dice] levels from the creature touched. Creatures with HD more than [dice] \times 2 may make a **STR Save** to resist.

89. Enlarge.

R: touch, D: [dice] minutes

Touched object or person doubles in size. An unwilling creature may make a **STR Save** to resist.

90. Entangle.

R: 60'

Plants in the area move to entangle and grapple the target.

91. Eruptive Pustules.

R: self

[Sum] acidic pustules sprout on your body. Each time you are hit in melee, 1d6 of the pustules burst, spraying acid on everything within 5' of you. Each pustule deals 1 point of damage.

92. Ethereal Jaunt.

D: [dice] rounds

You become incorporeal for the duration.

93. Etheric Shards.

R: self R: 120', D: [dice] minutes

An area 10' \times [dice] in diameter is filled with tiny shards of etheric matter. They drive into the flesh of anything that moves too quickly through the area: if a creature moves more than 5' per round through the region, they take 1d4 damage per 5' extra they move. You can lock the dice to make the spell permanent.

94. Explode Corpse.

R: 15' + 15' \times [dice]

All corpses in a radius of 60' around the caster explode, dealing 1d6 damage per HD to victims within 10'. Corpses created by creatures with HD greater than [dice] are unaffected.

95. Explosive Rune.

R: touch

You write the rune on a surface. When a creature sees the rune, they take [sum] fire damage & the rune is destroyed. You must lock the dice used; you get them back when the rune is triggered, or you can expire the rune at will.

96. Faerie Fire.

R: 120', D: [dice]x5 rounds

Target is outlined in bright light for the duration.

97. False Life.

R: self, D: [dice] minutes

You gain [sum] temporary hit points for the duration. You count as undead as long as these hit points persist.

98. Feast of Ashes.

R: 60', D: [dice] days

Target experiences unassuageable hunger. They will not die, but feel as though they are starving; worse, eating food causes them horrible nausea.

99. Feather Fall.

R: touch, D: [dice] minutes

The target falls slowly & lightly as long as the spell is active. They won't take any damage from falling.

100. Fester.

R: 30', D: 1 hour

Any time the target receives magical/alchemical healing, they must roll a d20 greater than or equal to [sum] or receive no healing at all. You can lock the dice to make the spell permanent.

101. Finger of Death.

R: 15'

Target saves. They take [sum] x 5 damage on failure, or [sum] damage on success.

102. Fire of Judgement.

R: 30', D: [dice] rounds

Target takes [sum] fire damage each time they attack.

103. Fire Snake.

D: [dice] rounds

Every time you move, you leave a trail of fire behind you. Anything adjacent to the fire takes $[\text{sum}]/2$ fire damage, and anything in the trail takes $[\text{sum}]$ fire damage. The trail burns away 1d4 rounds after the spell ends.

104. Fireball.

R: 120'

Blast of fire fills a 20' radius sphere, dealing $[\text{sum}]$ fire damage to everything within.

105. Flaming Sphere.

R: 30', D: [dice] rounds

Summon a ball of fire, 5' in diameter. You can use your action to direct its movement, up to 30' per turn; otherwise it rolls 30' in the direction it last moved. Anything the fire passes through burns, taking 1d6 damage/round.

106. Flesh to Stone.

R: touch, D: [dice] hours

The target saves or calcifies. Their maximum hit points are reduced by $[\text{sum}]$, and they take a penalty equal to $[\text{dice}]$ to any roll requiring agility or freedom of movement, such as attack rolls or Dex saves. If the spell reduces their hit points to zero, they are permanently turned into a stone statue.

107. Floating Disc.

D: [dice] minutes

Creates a float disc, $5' + 5' \times [\text{dice}]$ in diameter, that levitates 5' off the ground. It can support the weight of about 1 average human per $[\text{dice}]$. You can move it laterally at will.

108. Fly.

R: touch, D: [dice] hours

Target can fly at a rate of $[\text{dice}] \times 20'$ per round.

109. Fog Cloud.

R: 120', D: [dice] minutes

Summon a cloud of opaque fog with radius $[\text{dice}] \times 10'$.

110. Force Mutation.

R: touch, D: permanent

Target gains a random mutation. You roll one mutation per [dice] and choose which one to inflict. Unwilling creatures can make a **STR Save** to resist.

111. Freedom of Movement.

R: touch, D: [dice] minutes

Target is immune to any effect that restricts movement for the duration, unless the effect has more dice invested than were used in this spell.

112. Frostfall.

R: 120', D: [dice] rounds

Affects an area 5'x[dice] in diameter. A flurry of snow falls in the region for the duration, freezing everything within and making it impossible to see. Only works outside. At the end of the duration, the snow will be subject to the normal effects of temperature.

113. Gaseous Form.

R: self, D: [dice] minutes

Your body and equipment turns into gas. You can fit through very small spaces and fly at a speed of 20' per round. You're immune to most damage, but vulnerable to being blown around by strong winds.

114. Ghost Mouth.

R: 15', D: [dice] minutes

You create an invisible mouth, which can gibber incoherent sounds at your will. If you invest at least 3 dice, the invisible mouth can speak coherent words.

115. Ghostbane Dirge.

R: 60', D: [dice] minutes

A haunting dirge emanates from your body. Corporeal weapons within the 60' radius of the spell affect incorporeal creatures.

116. Ghoul Touch.

R: touch, D: [dice] rounds

Target saves or is paralyzed for the duration. Paralyzed victims emit a hideous stench that sickens anything within 15' (-2 to all d20 rolls while nearby).

117. Grease.

R: 30'

Summon a blob of slippery, flammable grease. Enough to cover one 5' square per [dice].

118. Hallucinatory Terrain.

D: [dice] hours

An area of terrain, up to 100 sq.ft. per [dice], appears to be a different type of terrain. Fine details are not possible.

119. Halt Undead.

R: 30', D: [dice] rounds

Undead within 30' of you are paralyzed for the duration. Intelligent undead get a save with a penalty equal to [dice].

120. Haste.

R: touch, D: [dice] rounds

Target moves twice as fast for the duration. If at least 3 dice are invested, they can take any extra action each round instead, such as making another attack.

121. Heat Metal.

R: 10'+10'x[dice], D: 1d6 rounds

Metal object becomes unbearably hot. A 1-handed weapon can be affected; a 2-handed weapon with at least 2 dice; a suit of human-sized armour with at least 4 dice. A wearer/wielder takes 1d6 points of damage per round in contact with the object.

122. Healing Thief.

R: 30', D: [dice] minutes

Any time the target is healed, you steal half the healing.

123. Hold.

R: 10'+10'x[dice], D: [dice] rounds

Target is paralyzed for the duration.

124. Holy Smite.

R: self, D: until death

You indicate an undead/demonic/obviously evil creature you can see to be the target of your holy smite. Until that creature dies, you add

+ $[dice]$ to all attack and damage rolls against them. You can only smite one creature at a time.

125. Ice Armour.

R: touch, D: $[dice]$ minutes

Target is encased in magical armour of ice. They are immune to cold damage, and the armour grants AC equivalent to chain-mail. If $[sum]$ fire or heat damage is dealt to the armour, it melts away completely.

126. Ice Spears.

R: 60'

$[Dice]$ spears of ice burst from the ground at any point(s) within range that you designate. Each spear is 10' long, and creatures struck by the spears take 1d6 cold damage.

127. Illusory Double.

D: $[dice]$ minutes

Creates an illusory duplicate of you, which acts as you direct (but can't actually interact with anything).

128. Illusory Image.

R: 120', D: $[dice]$ hours

Creates an illusory image, as large as 10 cubic feet per $[dice]$. The image can't move unless at least 4 dice are invested. The image can't make sound unless at least 6 dice are invested. You can lock the dice to make the illusion permanent.

129. Incorporeal Chains.

R: 120', D: $[dice]$ rounds

Chains grapple $[dice]$ incorporeal creatures with strength equal to $[sum]$. Has no effect on corporeal creatures.

130. Inflict Wounds.

R: touch

Target you touch takes $[sum]$ damage and saves or starts bleeding.

131. Interplanetary Teleport.

Teleport yourself and up to $[dice]$ willing others to a planet within $[dice]$ parsecs.

132. Invisibility.

R: touch, D: [dice] minutes

Target is invisible. Unless 4 or more dice are invested, the invisibility ends as soon as the creature attacks.

133. Isolate.

R: 120', D: [dice] minutes

The target cannot be seen or heard by their allies for the duration.

134. Jump.

R: touch, D: [dice] minutes

The target can jump up to [dice] + 1 times their height for the duration.

135. Knock.

R: touch

Instantly opens any mundane lock touched. Can open a magically-enhanced lock if an equivalent number of spell dice are invested. (A magician can tell how many dice are invested in an arcane lock by touching it.)

136. Levitate.

R: touch, D: [dice] minutes

The target levitates off the ground, like a balloon. You can move them up to 10' up or down each round. They can move laterally by pushing against solid surfaces.

137. Light.

R: touch, D: [dice] minutes

Object you touch glows with light, illumating an area [dice]x10' in diameter. If you invest at least 4 dice, the light has all the properties of natural sunlight.

138. Lightning.

R: touch, D: [dice] minutes

Object's weight is halved for the duration. If you invest at least 4 dice, you can affect a living creature human-sized or smaller.

139. Lightning Conductor.

R: self, D: [dice] minutes

You absorb up to [sum] points of damage from electricity without harm. At any point during the duration, you can end the spell & release all the stored damage, affecting everything with 10' of you.

140. Lipstitch.

R: 30', D: [dice] hours

Target's lips are sewn together. Their HD can't be greater than the [dice] invested. You can lock the dice to make the spell permanent. The victim can cut their lips open again, but they take [dice] damage in the process.

141. Locate Object.

R: [dice] miles

You know the direction to an object - either a specific one that you visualize & have seen before, or an object of a type you designate. If no such object exists within the spell's radius, you feel nothing.

142. Lock Gaze.

D: [sum] rounds

At the start of each turn, the target must make a **PER Save** or is forced to hold your gaze. The spell is broken if you leave their line-of-sight.

143. Longarm.

D: [dice] minutes

Your arms double in length. If you invest at least 4 dice, they triple in length instead.

144. Mage Armour.

R: self, D: [dice] minutes

A suit of magical force armour surrounds you. It acts as leather armour; if at least 3 dice are invested, it acts as chain; if at least 5 are invested, it acts as plate.

145. Mage Hand.

R: 30'+10'x[dice], D: [dice] hours

You can lift and move objects weighing no more than [dice] x 5 lbs within 30'.

146. Magic Circle.

D: [dice] hours

You draw a circle with radius up to $[dice] \times 5'$ on the ground. You choose what type of creature the circle is against: good-aligned, evil-aligned, demonic, undead, or similar. You also state whether the circle prevents such creatures from entering or exiting.

147. Magic Jar.

R: 60', D: [dice] days

You need an actual jar to cast this spell. The target saves, or their consciousness is transported into the jar, your consciousness is transported into their body, and your body becomes a useless husk. When the spell expires, everyone's consciousness goes back to its proper place. Can't affect creatures with HD greater than $[dice]$.

148. Magic Missile.

R: 100'+50'x[dice]

Fire one missile per $[dice]$ that deals 1d6 points of magical force damage to whatever it hits. You can direct each missile to a different target. The missiles never miss.

149. Meat Slave.

D: [dice] hours

You need a blob of dead meat (eg from a corpse) for this to work. The meat forms into a helpful servant, which will obey your commands for the duration. The servant can't wield weapons, but it can manipulate objects. It has $[\text{sum}]$ hp and Strength. If 4 dice are invested, it can speak. On death or expiration, it turns back into meat.

150. Memory Lapse.

R: touch

Target forgets everything that happened in the last $[dice]$ rounds.

151. Mirror Images.

R: self, D: [dice] minutes

Creates $[dice]$ duplicates of you, which overlap with you and confuse attackers. Any time you're attacked, the attack has an equal chance to hit you or any of your images. If an image is hit, it is destroyed.

152. Monkey Fish.

R: touch, D: [dice] minutes

Target can climb like a monkey and swim like a fish.

153. Named Bullet.

R: touch

Name your enemy while touching a piece of ammunition (arrow, sling bullet, etc). When the target is struck by this piece of ammunition, roll damage [dice] additional times. You must lock the dice used.

154. Paranoia.

R: 120', D: [dice] rounds

Target saves with penalty equal to [dice] or considers all creatures their enemy for the duration.

155. Passwall.

R: touch, D: 1 minute

Creates a magical opening in a wall, up to [dice] x 5' thick, large enough for a person to pass through.

156. Phobia.

R: touch, D: permanent

Target saves with penalty equal to [dice] or is permanently and irrationally terrified of something you name. It can be a specific object; a type of object, with 2 dice; a specific creature with 3 dice; or a type of creature, with 4 dice.

157. Polymorph.

R: touch, D: [dice] minutes

Target is transformed into another type of creature. They can make a **STR Save** to resist if they wish. The polymorph form must be of a type you've seen before.

158. Protection from Evil.

R: touch, D: [dice] minutes

Target can't be attacked or targeted with spells by inherently evil creatures, such as demons or undead. The spell is broken if the target attacks or casts a spell. Evil creatures with HD greater than 2x[dice] can make a **PER Save** to attempt to overcome this protection.

159. Prying Eyes.

D: [dice] minutes

Creates [dice] tiny flying eyes, which you can send out to scout for you. You can't see through the eyes, but when they return you can absorb them into your body and receive images of everything they saw.

160. Rage.

R: touch, D: [dice] rounds

Target flies into a rage (unwilling targets can make a **PER Save** to resist). They add +[dice] to all attack and damage rolls for the duration, and must make a melee attack each round — if no other targets are available, they must attack themselves.

161. Raise Skeleton.

R: touch

Target corpse returns to life as a skeleton with hit points equal to [sum] and HD equal to [dice]. If you lock the dice used, they are loyal to you; otherwise, they are neutral. Skeletons can wield weapons.

162. Raise Zombie.

R: touch

Target corpse returns to life as a zombie with hit points equal to [sum] and HD equal to [dice]. If you lock the dice used, they are loyal to you; otherwise, they are neutral. Zombies can slam for d6 damage. They can't wield weapons.

163. Ray of Exhaustion.

R: 30' + 15'x[dice]

Target saves with penalty equal to [dice] or is exhausted.

164. Reduce.

R: touch, D: [dice] minutes

Target halves in size. Unwilling creatures can make a **STR Save** to resist.

165. Remove Affliction.

R: touch

Cures one affliction - blindness, deafness, sickness, disease, poison, etc. If the affliction was caused by a spell, at least the same number of [dice] must be invested to cure it. Otherwise, the number of [dice] required should be based on the severity of the affliction.

166. Replicating Ammunition.

R: touch, D: [dice] rds

Touch a piece of ammunition. Whenever it leaves the quiver, a copy of it immediately appears where it was previously. The replicas vanish at the duration's end.

167. Resist Element.

R: touch, D: [dice] minutes

Target absorbs up to [sum] points of damage of an elemental type you select (acid, cold, electricity, fire, etc).

168. Restoration.

R: touch

Restores levels lost to level drain. You must spend [dice] equal to the levels lost - you can't cure them bit by bit.

169. Resurrection.

R: touch

Dead creature is returned to life. They must have died within [dice]x10 minutes. If their HD was greater than [dice], they return to life with negative levels equal to the difference.

170. Reveal Illusions.

R: 30'

Strips away all illusions within 30' of you, unless more [dice] were used in their casting than you invested in this spell.

171. Reverse Gravity.

R: 30', D: [dice] minutes

Affects 10 sq.ft. per [dice]. Gravity is reversed in the area. You can lock the dice to make the effect permanent.

172. Sanctuary.

R: touch, D: [dice] rounds

Target is protected by an invisible bubble of force for the duration. They can't affect anything outside the bubble, and nothing outside the bubble can affect them. Unwilling creatures can make a **STR Save** to resist.

173. Sebaceous Twin.

R: touch, D: [dice] rounds

A parasitic twin bursts from the victim's midsection. At the start of round, they must make a **STR Save** or lose 1 STR. Each time they receive healing, extend the duration. Each time they take damage, reduce the duration by 1 round. If taking damage reduces the duration to zero, the twin is violently excised and the victim starts bleeding.

174. See Invisible.

R: touch, D: [dice] minutes

Target can see all invisible things, unless the invisibility spell used more [dice] than are invested in this spell.

175. Shadow Step.

R: self, D: [dice] minutes

During the spell's duration, you can teleport from a shadow to any other shadow you can see.

176. Share Senses.

R: touch, D: [dice] minutes

You and the creature you touch can freely exchange sensory information for the duration - ie they can see through your eyes, feel what you touch, smell what you smell, etc; and vice-versa.

181. Spell Resistance.

R: touch, D: [dice] minutes

For the duration, any time a spell affects the target, the caster must roll d20 greater than or equal to [sum] or the spell has no effect.

177. Silence.

D: [dice] minutes

No sound can be emitted in the radius.

178. Slow.

R: 20' radius R: 120', D: [dice] rounds

Creates a cloud 20' in diameter. Anything within the cloud saves each round or is horribly sickened - they take a -2 penalty to all rolls, and the sickness persists 1d4+1 rounds after they leave the cloud.

184. Stone to Flesh.

R: touch

Heals [sum] points of petrification (see the Flesh to Stone spell).

185. Stoneskin.

R: touch, D: [dice] minutes

Target reduces all non-magical damage taken by 5 for the duration. They're also immune to bleeding.

186. Stunning Barrier.

R: self, D: [dice] rounds

Any time a creature attacks you in melee, they must make a **DEX Save** (before rolling the attack) or be stunned for 1 round.

187. Summon.

R: 30', D: [dice] rounds

Summon a creature you have seen before with HD up to [dice]. It serves you for the duration. You can lock the dice to keep the summoned creature around.

188. Suppress Curse.

R: touch, D: [dice] hours

The target ignores the effects of a single curse of your choice for the spell's duration.

189. Swarm of Wasps.

D: permanent

Summon a swarm of wasps (about 10x[sum]) in number). They won't leave the approximate area in which they are summoned, but they ruthlessly harass anything within.

179. Slumber.

R: 60'

Up to [sum] HD of creatures in the radius make a **PER Save** or fall asleep.

180. Speak With Dead.

D: [dice] minutes

You can ask a dead creature up to [dice] questions, and it will answer - though it is not obligated to be truthful.

182. Steal Size.

D: [dice] minutes

You double in size. The target halves in size.

183. Stinking Cloud.

R: touch R: 120', D: [dice] minutes

Creates a cloud 20' in diameter. Anything within the cloud saves each round or is horribly sickened - they take a -2 penalty to all rolls, and the sickness persists 1d4+1 rounds after they leave the cloud.

190. Telepathic Link.

D: [dice] hours

Link up to [dice] + 1 willing creatures to one another; they can communicate telepathically over any distance, so long as they're on the same plane. You can lock the dice to make the effect permanent. Target moves at half speed for the duration.

191. Teleport.

R: [dice] miles

Teleport to a place you have been before and can visualize. Alternately, you can specify a direction and a distance, but this is Not Recommended.

192. True Form.

R: 120'

Removes polymorph effects. Effects with more [dice] invested than are used in this spell are unaffected.

193. Unwilling Shield.

R: 120', D: [dice] rounds

Any time you take damage, the target takes the same amount of damage.

194. Vomit Twin.

D: [dice] rounds

You vomit up an oozy duplicate of yourself. Every time you move, you can choose to either have the ooze-twin follow you, or not. At any time during the duration, you can instantly switch places with the twin. The twin is destroyed if it takes [sum] damage.

195. Wall of Fire.

R: 60', D: [dice] rounds

Creates a wall of fire, 10' across per [dice], 10' high and 5' thick. Anything within 5' of the wall takes [dice] fire damage, and anything inside the wall takes [sum] fire damage.

** [Wall of Force] D: [dice] rounds R: 60'**

Creates a wall, 10' across per [dice], 10' high and 5' thick. Nothing can move through the wall, even incorporeal creatures, and it can't be damaged.

197. Wandering Flame.

R: 30', D: [dice] rounds

Flame embeds itself in the victim & they take [sum] fire damage. At the start of the next round, the flame leaps to a random creature within 30', damaging them as well. This continues until no new victims are available or the spell expires. The caster & their allies are not immune!

198. Water Breathing.

R: touch, D: [dice] hours

Target can breathe underwater.

199. Web.

R: 120', D: [dice] rounds

Fills an area 20' in diameter with a sticky web, which entraps anything within, and sticks to anything trying to move across it.

200. Zone of Truth.

D: [dice] minutes

You create an area 30' in diameter, centred on you, in which nothing can knowingly lie.