

Goblin Doctrine rev_10

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Design Goals

Compatible with old modules. Simple enough to perform conversions on-the-fly.

Self-limited. Diminishing returns for character abilities. Bounded accuracy and AC. Level 1 characters should be able to fight beside Level 20 ones without feeling useless.

Minimal. Consolidate two rolls into one, consolidate one roll into none. Turn tables into progressions, and progressions into static numbers.

Fast to learn and play. Simple and flexible, without reducing player concept options.

Hackable. No dependencies, no power expectations.

Not a consideration: nostalgia.

Unified Mechanic: d20 Roll-Under

Attack rolls, Defense rolls, Saves, Skill checks, Movement checks, Stealth checks, Morale checks. . . all of these use the same mechanic.

Roll a d20 and try to get equal-to-or-less than a target number, usually the one written plainly on your character sheet.

DMs can apply a bonus or a penalty to this, which will rarely exceed +/- 4 (except for Attack and Defense checks).

Even contested rolls are handled this way. For every point the monster has in a stat above 10, treat it as a penalty on the player's roll. So if a character with Str 13 is trying to out-shove an orc with Str 15, the character need to roll an 8 or less to succeed (because $13-5=8$).

Unified Mechanic: Base Adventurer + Templates

Most of a character sheet is derived from the base adventurer, which is analogous to a stripped-down class. Diversity is then added on top of them in the form of templates, which are just bundles of class abilities.

Although I spend a few pages detailing the different templates and what abilities they gain at what level, I urge DMs to ignore all of that and simply ask their players what sort of character they want to play, and then create whatever

class template the player wants, based on the example class templates in this document and balanced against the other characters in the group.

Swap a thief ability with a cleric one. Replace a fighter ability with something that you made up. Does one of your players want to be a fairy? Modify the illusionist wizard until you have a fairy. Don't let rules come between a player and their vision for a character.

Or just use the templates on pXX and jump right in. That's faster and just as good.

1. Pick Race

Non-human races roll their stats differently, and get different abilities class template. See pXX.

If you are a human, move on to the next step.

2. Roll Ability Scores

Each ability score is rolled with 4d4, in order. You may reroll one of them if you wish.

3. Calculate Ability Bonuses

Each ability bonus is equal to ((relevant ability score / 3) - 3), rounded down.

Score	4-5	6-8	9-11	12-14	15-16
Bonus	-2	-1	+0	+1	+2

4. Pick Templates

Pick 2 templates.

You cannot pick up a more advanced template until you pick up the prior ones. You cannot pick Fighter B until you have Fighter A, but you can pick Fighter A and Wizard A to start making a swordmage.

5. Calculate Derived Stats

Hit Points equal 6 +/- Con bonus.

Save equals 6 +/- Cha bonus.

Movement equals 12.

Initiative equals Dexterity.

Stealth equals half of Dexterity, rounded down.

6. Roll Starting Equipment

You begin play with:

- leather armor (+2 Defense)
- dagger (1d6 damage)
- 3 rations
- 3 torches
- 2 random items (pXX)
- 2d4 copper coins

A character has a number of inventory slots equal to their Constitution. Most items take up 1 inventory slot.

7. Roll Starting Skills

You begin play with 3 skills, rolled randomly on pXX.

You have a number of skill slots equal to your Intelligence.

8. Calculate Defense

A character has a Defense of 10 +/- Armor bonus +/- Dex bonus. Armor bonuses range from 2 (for leather) to 6 (for plate).

Players roll a d20 whenever an enemy attacks. (DMs don't normally roll enemy attack rolls.) A hit results when the result is equal-or-less to the character's Defense value. Defense rolls are made with a penalty equal to the enemy's Attack bonus.

9. Calculate Attacks

Strength Attack equals 10 +/- Str bonus. This is used for most melee attacks.

Dexterity Attack equals 10 +/- Dex bonus. This is used for all ranged attacks and some melee attacks.

Attacks are rolled on a d20. A hit results when the result is equal-or-less to the character's Attack value. Attacks are made with a penalty equal to the enemy's Armor bonus.

10. Finishing Up

You'll need a name. I also recommend a portrait.

XP and Levelling

Level 1 characters begin play with 0 xp. Characters gain XP from killing monsters, but mostly from recovering treasure. 1 copper = 1 xp. At 1500 xp they reach level 2.

Characters can improve their HP, Ability Scores, Save, and Attack whenever they level up. (See Levelling Up, pXX.)

Converting Between 4d4 and 3d6

3d6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Bonus	-2	-2	-1	-1	-1	-1	+0	+0	+0	+0	+1	+1	+1	+1	+2	+2
4d4	4	5	6	7	8	(8)	9	10	11	(11)	12	13	14	(14)	15	16

To convert from 4d4 to 3d6, go from the bottom to the top (ignoring the parentheses).

Rolling Stats for Non-humans

Whenever you see Stat+, it means roll 5d4 and discard the lowest. Whenever you see Stat-, it means roll 5d4 and discard the highest.

Humans

They are awesome by default.

Clerics worship the Sun God.

Wizards are Elementalists, Orthodox Wizards, Illusionists, Necromancers, or Noise Wizards.

Dwarves

Gruff and sturdy.

- Con+, Cha-
- Save +4 vs Poison
- Movement 11

Clerics worship the Mountain God.

Fighters replace Attack +1 (in the Fighter A template), with Defense +1.

Rogues do not get Stealth improvements. Instead, they get +1 to Save vs traps for each rogue template they have.

Wizards are Rune Wizards.

Elves

Elite aesthetes. Yes, they are better than you.

- Dex+, Int+, Cha+, Con-
- Save +4 vs Sleep and Paralysis
- Movement 13

Clerics worship the Moon God and do not get Turn Nemesis.

Fighters do not get Defensive Training.

Rogues do not get Skill Slots +4, nor do they get Savant. Replace Deadly Opportunist with Initiative +4.

Wizards get -1 HP for every wizard template they have and cannot cast spells while wearing Medium or Heavy armor. They can pick any school of magic they wish.

Halflings

Small, brave, and easily angered. They love food. Most of them quest to find a spouse.

- Dex +1, Str -1
- Save +4 vs Fear
- +2 to reaction checks vs animals. New characters also begin play with a pet dog, giant bee, or battle rooster (determined randomly).
- Small Size: Weapons and armor must be sized to fit. Small weapons use a die one size smaller. Small creatures can fight in small space without penalty.

Clerics worship the Sun God.

Fighters gain Titanstabber: +1 attack and damage vs any creature you are climbing on.

Rogues replace Savant with Stealth +1.

Wizards must be Illusionists or Beast Enchanters.

Orcs

Brutal and determined. Everyone hates them, even gods.

- Str+, Con+, Int-, Cha-
- Save +4 vs Emotions and Exhaustion.
- Save -4 vs Divine Magic.

Clerics appease the Blood God.

Fighters replace Weapon Mastery with +1 to damage rolls.

Rogues replace Lucky with Danger Sense: You are never surprised. Additionally, replace Very Lucky with Lucky.

Wizards must be Elementalists or Necromancers.

Fighter A

HP +1, Attack +1, Defensive Training

Fighter B

HP +1, Weapon Mastery

Fighter C

HP +1, Cleave OR Double Attack

Fighter D

HP +1, Attack +1 OR Defense +1

Defensive Training

Once per day, when you are damaged by an enemy's attack, you can choose to reduce that damage by 5 points. If you choose to sacrifice your shield, you can instead reduce that damage by 10.

Weapon Mastery

Keep track of how many kills you get with each weapon type. Once you get the killing blow on a certain number of challenging opponents, you unlock more of that weapon's potential. Each weapon type occupies a skill slot. You get one ability upon reaching 10, 30, 60, and 100 kills (when you get your fourth and final ability). When you get a new ability, you can pick one of the following 4 options, until you've taken each one once.

- Passive Ability with weapon (pXX)
- Special Attack with weapon (pXX)
- +1 damage with weapon
- Crit on a 19-20 with weapon

Cleave

Against 1 HD enemies, you can attack 1/round for every HD you have.

Double Attack

Twice per day, you can attack twice in a turn.

New fighters begin play with:

Fighter A longsword, bow, and 20 arrows
Fighter B chain armor (instead of leather)

Cleric A

Divine Link, Turn Nemesis, Divinity Points

Cleric B

DP +1

Cleric C

DP +1

Cleric D

DP +2

Divine Link

You are the divine servant of a god. Pick which one. You will never doubt nor waver. You also gain the appropriate religion skill at rank 1.

Turn Nemesis

By brandishing your holy symbol and stating your purpose, you can cause the enemies of your god to flee. Exactly who this ability effects depends on who you worship.

Enemies within 30' must make a save or flee in fear for 1d6 rounds. Enemies with HD equal to half your HD or less are destroyed if they fail their save. Enemies with HD equal to double or HD or more are never effected. You can use this ability once per day.

Divinity Points

You can expend DP to perform a miracle on your deity's list of miracles. DP recovers fully with a full night's sleep.

You begin with 0 DP +/- Wis bonus.

New clerics begin play with:

Cleric A a holy symbol, mace
Cleric B 3 vials of holy water

Rogue A

Stealth +1, Skill Slots +4, Thievery, Savant

Rogue B

Stealth +1, Lucky

Rogue C

Stealth +1, Opportunist

Rogue D

Stealth +1, Very Lucky OR Deadly Opportunist

Thievery

If you don't already have them, you gain the following skills at Rank 1: Pick Lock, Pick Pocket, Disguise, and Forgery.

Savant

You learn skills faster, and roll a d8 whenever you test to improve a skill (instead of a d6). You can have one of your skills reach rank 7. You must be at least level 7, and you can only ever have one skill this high.

Lucky

Once per day, you can reroll one of your d20 rolls. You must decide to reroll as soon as you see the result.

Opportunist

Whenever you get a situational bonus on an attack roll (backstabs, surprise attacks, shooting from elevation, etc) you get an additional +3 to hit.

Very Lucky

You get an additional 2 rerolls a day, for a total of 3.

Deadly Opportunist

Your Opportunist bonus (+3) also applies to damage rolls.

New rogues begin play with:

Fighter A lockpicks, 3 torches, 50' rope
Fighter B grappling hook, bow, 20 arrows

Wizard A

School of Magic, Magic Devices, Mana Points

Wizard B

MP +1

Wizard C

MP +1, Adaptation

Wizard D

MP +2

School of Magic

Pick a school of magic. You can never change it. Your choice are restricted by race.

Magic Devices

You can use magical devices such as scrolls and wands.

Mana Points

MP can be spent to prepare spells in your spellbook. Prepared spells can be cast once. MP recovers fully with a good night's sleep.

You begin play with 0 MP +/- Int bonus.

Adaptation

Normally your spellbook can only contain spells that belong to your chosen school of magic, but you can now add external spells in a process that takes 1 month, costs 1000c, and requires a full wizarding laboratory. Each foreign spell occupies a skill slot.

New wizards begin play with:

Fighter A random scroll (1 spell from school)
Fighter B spellbook (2 spells from school)

Leveling Up

This game enjoys diminishing returns. Character growth is self-limiting. After a partial TPK, the 1st level character should be able to fight alongside their 6th level companions without being superfluous.

Whenever you level up:

- Attempt to improve an ability score.
- Reroll HP, ignoring the result if it is lower.
- Gain a new template at levels 2 and 3.
- Improve Attacks by 1 point at level 2, 4, 6, and 8.
- Improve Save by 1 point up to level 10.

Improving an ability score: Pick an ability score. Roll 3d6, and if the result is equal-or-higher than the current score, it improves by 1 point. Racial stat+ modifiers let you roll 4d6-drop-lowest for this. Stat- modifiers do the inverse. Improve derived stats accordingly.

In the unlikely event that an ability score reaches 18, the bonus is +3, as expected.

Rerolling HP: Ignore the result if it is lower than the current HP. At levels 1 and 2, add the Con bonus per HD. At levels 3 and higher, you do not add the Con bonus per HD. HP is instead modified by adding the total Con score and then subtracting 10.

Note that HP has a soft cap at level 3. HD will never progress beyond 3, and HP gain slows at that point.

Note that these are unmodified stats. Attacks are still modified by Str/Dex, and Save is still modified by Cha.

Levelling Table

Level	HD	Templates	Max Skill ¹	Atk	Save ²	XP
1	1d6	2	1	+0	6	0
2	2d6	3	2	+1	7	2000
3	3d6	4	3	+1	8	5000
4	3d6+1	-	4	+2	9	10000
5	3d6+2	-	5	+2	10	15000
6	3d6+3	-	6	+3	11	20000
7	3d6+4	-	-	+3	12	25000
8	3d6+5	-	-	+4	13	30000
9	3d6+6	-	-	-	14	35000
10	3d6+7	-	-	-	15	40000
+1	+1	-	-	-	-	5000

¹Rogues have a class ability that allows them to exceed this limit. ²Save is always modified by Charisma bonus.

Inventory Slots

You have a number of inventory slot equal to your Strength.

Each slot can hold one item. A slot doesn't represent a specific size or weight, and is meant as more a convenient game abstraction.

Each of the player's meaningful items will take up a slot, with the following exceptions:

Armor takes up one slot for every point of Armor it provides, e.g. plate occupies 6 slots.

Heavy weapons (greatswords, spears) occupy 2 slots.

Small items (potions, oils, wands, scrolls) can be stacked, up to 3 per inventory slot.

Negligible items (a flower, a napkin) don't occupy any, because they are literally negligible.

Coins also don't take up any space.

DM Note: If you want to transporting the treasure to be part of the challenge (and it's an interesting challenge) don't use coins. Use golden idols that can be tracked discretely.

Five of your inventory slots are fast inventory slots. These items can be grabbed/replaced in a trivial amount of time.

If an item is not in a fast inventory slot and you want to retrieve it quickly, you have two options.

- Take 1d4 rounds digging through your pack.
- Retrieve it in 1 round, but spill 1d4 random items from your pack onto the ground.

Random Items

1	Bag of Caltrops	11	Grappling Hook
2	Bag of Flour	12	Iron Spikes, 4
3	Bag of Lard	13	I.O.U. worth 1d12 gp
4	Bottle of Whiskey	14	Lockpicks
5	Chalk	15	Mirror
6	Copper Wire, 5'	16	Pole, 10'
7	Crowbar	17	Rope, 50'
8	Donkey	18	Sheep
9	Fake Gold Coins, 1d6	19	Vial of Poison
10	Flask of Glue	20	Whistle

Encumbrance

You can carry more things than your inventory slots allow, but each item over the limit gives a point of Encumbrance.

In turn, each point of Encumbrance gives a -1 penalty to the following things:

- Movement
- Stealth

- Dexterity checks
- Skill checks, when relevant

Money

The game uses a copper standard. 1 copper coin = 1 xp. There are ten coppers to a silver, and ten silvers to a gold. An unskilled worker might earn 1 copper a day, or 10 gold a year. If you want to sell something quickly, you'll be lucky to get half of what its worth. The exception is trade goods, which sell for full price.

Time

A round is six seconds. Track them during combat.

A turn is 10 minutes. Track them during dungeon exploration.

You cannot have a meaningful campaign if strict time records are not kept.

Movement

You make movement checks whenever you are attempting to move across treacherous terrain. Jumping, climbing, charging down stairs, etc. Roll Movement or less on a d20.

Movement also determines how fast you can move through a dungeon or over land.

Dungeoneering (stealthy, listening, mapping)
Movement x 10' per turn (10 minutes)

Combat (tactical maneuvering)
Movement x 3' per round (6 seconds)

Sprinting (running like hell)
Movement x 10' per round (6 seconds)

Overland (roads and plains)
Movement x 2 miles per day

Food and Water

A ration is enough food for one day. Water is not usually tracked separately, and is abstracted into the ration count.

DM Note: Only track water if you expect it to be an issue, e.g. the characters are crossing a desert. Otherwise assume that everyone has a waterskin with them.

Initiative

Your Wisdom score equals your Initiative. It's a measure of how quickly a character thinks, reacts, and anticipates. Make an initiative roll whenever you want to react faster than someone else.

During each round of combat, each person rolls initiative separately. If they succeed, the act before the monsters.

Stealth

Your Stealth is equal to your Dexterity score.

Roll on your Stealth score whenever you want to sneak up on someone or tip-toe behind them close enough to put a dagger in their ribs.

You don't need to roll Stealth to hide under a bed, or to stand still in a closet without making any noise. Conversely, you cannot use Stealth to walk in front of a guard's face without him noticing you (because that's impossible).

Hit Points

Hit points would be better described as "don't get hit points". They're a measurement of one's ability to dodge, deflect, or endure threats that might otherwise kill you.

Your HP can never go below 0, but any damage that spills over (i.e. is not soaked up by your HP) is considered lethal damage, and is rolled on the Death and Dismemberment Table.

Recovering Hit Points

There are three ways to recover hit points, each of which only works once per day.

A good night's sleep will full recover one's hit points. 8 hours sleep, no more than a brief interruption.

A hearty meal will recover one's hit points. It takes one hour while the party eats, drinks, pulls rocks out of their shoes.

An invigorating experience will restore 1d4 hit points. There are two kinds of these:

- Chemical stimulation, traditionally strong booze.
- Charismatic inspiration. Someone's got to make a Cha check. If they fail, you regain no HP (and this still counts as your daily invigoration, unfortunately). It can be a speech from atop a rock, or begging a dying ally to just open their eyes.

Death and Injuries

Death is permanent. There is no *raise dead* spell. But there are rumors of distant places where even death may die.

Injuries are less permanent. They usually come from the Death and Dismemberment Table, after a character gets dropped to 0 HP. Each injury has two parts: an effect, and a duration.

For example: "Broken leg, -6 Movement, 63 days".

Each day, an injury gets one day closer to healing. Update your character sheet accordingly.

Magical healing also repairs injuries. For every 1 HP

restored by magical healing, all of that character's injuries also recover as if they had undergone a day of rest. Whenever a character's HP is dropped to 0, excess damage "rolls over" and becomes lethal damage which incurs a roll on the Death and Dismemberment table.

Determine the lethality by rolling 1d12 + lethal damage + 2 per pre-existing injury. This is the number in the left-most column. Optionally, roll a d4 to determine hit location.

The exact fiction of the injury is left up to the DM's improvisation. For example a disabled leg could be a sprained ankle, broken leg, or cracked hip.

Death and Dismemberment Table

	1/2 – Arm/Leg	3 – Torso	4 – Head
1-4	Disarmed/Prone	Winded	Dazed 1 rnd
5-6	Disabled 1 d	Gored 1 d	Concussed 1 d
7-8	Disabled 2d6 d	Gored 2d6 d	Concussed 2d6 d KO'd 1d6 rnds
9-10	Disabled 2d6 w	Gored 2d6 w In 1d6 rnds: Dying	Concussed 2d6 w KO'd 1d6 min
11-12	Severed + Dying	Crushed + Dying	Smashed + Dying
13+	Instantly slain. Ignore hit location and describe however most appropriate. Don't forget to ask player for last words.		

Death and Dismemberment Table, pt 2

	Non-Lethal	Burns	Falls
1-4	No Injury	No Injury	Prone
5-6	Dazed 1 rnd	Burned 1 d	Disabled 1d
7-8	KO'd 1d6 min	Burned 2d6 d	Disabled 2d6 d
9-10	KO'd 1d6 min	Burned 2d6 w	Disabled 2d6 w
11-12	KO'd 2d6 min	Burned 2d6 w Dying	Disabled 2d6 w Dying
13+	KO'd 2d6 min	Instantly slain, as above.	

Burned
-1 maximum HP per HD.

Concussed
25% spell failure chance. -4 to Initiative.

Crushed
Gored 2d6 weeks. Save or permanently lose 1 point of Str, Dex, or Con (random). 30% chance of paralysis, paraplegic or quadriplegic (equal chance of each). Paralyzed characters get a saving throw to recover after 1d6 days and another saving throw after 1d6 weeks if you failed the first.

Dazed
You spend your next turn trying to synchronize your blinks.

Disabled
Disabled limbs cannot be used. A disabled leg gives -6 to Movement. Getting a disabled leg knocks you Prone.

Getting a disabled arm Disarms you.

Disarmed
Drop what you are holding. 50% chance to drop an item held in both hands.

Dying
You are unconscious and will die unless someone stabilizes you. Stabilizing someone requires rolling a d20 and getting half your Int or less, with a -1 penalty for every round spent Dying. Regaining any amount of HP will automatically stabilize you. If no one stabilizes you, you have a 10% chance of stabilizing yourself. Unstabilized characters die.

Gored
-1 maximum HP per HD.

KO'ed
Unconscious.

Prone
On the ground. Standing up takes a turn.

Severed
The limb is permanently Disabled.

Smashed
Concussed 2d6 weeks. Save or permanently lose 1 point of Int, Wis, or Cha (random). 30% chance of coma. Characters in a coma get two chances to recover, after 1d6 days and 1d6 weeks.

Winded
-2 to Attack and Defense until you spend a round catching your breath.

Insanity

Whenever a character is confronted with the ineffable or the traumatic, they must make a Wisdom check. Failure causes them to gain an Insanity Point. Very few monsters cause insanity, but they're out there.

Whenever they gain an Insanity Point, they must make a sanity check. Roll a d20, and if the result is equal-to-or-less than their Insanity Points, they have a break down.

Breakdown Table

1	Run away.	4	Unconsciousness.
2	Hide.	5	Paralyzed, stuttering.
3	Run away and hide.	6	Constant screaming.

Breakdowns last for 1d20 turns, or until companions can calm them down with soothing words and reassuring pats. After a breakdown, a character must make a Save or gain a permanent Madness (random or DM's choice).

For each week spent in relaxing surroundings, reduce your Insanity Points by 1. This includes not being reminded of traumatic events and making plans for stressful ventures.

Madness Table

1	Addiction
Must seek out [sex, drugs or alcohol, equal chance of each] when possible unless a Wis check is made.	
2	Alien Hand Syndrome
One arm becomes an NPC. Make a reaction roll to determine starting attitude.	
3	Amnesia
Lose 500 xp and recent memories.	
4	Hallucinations
Unreliable senses. Zone out all the time. Always surprised for the first round of combat unless a Wis check is made.	
5	Kleptomania
Compulsively steals at least one then from vendors when in town unless a Wis check is made.	
6	Nightmares
No restful sleep unless a Wis check is made each night.	
7	Paranoia
Unable to have normal interactions with anyone. -5 to reaction rolls. Cannot have hirelings.	
8	Phobia
When confronted with trigger, will freeze in fear for 1d6 rounds unless a Wis check is made.	
9	Psychosis
Cannot leave combat until all enemies are dead. A Wis check can be attempted once per combat to resist.	
10	Twitches
-1 to Dex-Attack and relevant Skill checks.	

Skills

You have a number of skill slots equal to your Intelligence. Skills are measured in ranks, from 1 to 6. Each rank has an associated score.

Rank	0	1	2	3	4	5	6	7**
Score	*	8	10	12	14	15	16	17

*Rank 0's associated score = 1/2 most relevant ability score.
 **Rank 7 is only possible with a rogue's Savant ability.

Skills are recorded using this format: Bellydancing 1/8

Skill checks are made by rolling a d20. If the result is equal-or-less than the score, it is a success. If the result is equal-or-less than the rank, it is a critical success.

Whenever you use a skill in a non-trivial way, put a check mark beside the skill. When you have three check marks and spend at least a week resting in town, you may erase

all the check marks and attempt to improve your skill.

To attempt to improve a skill, roll a d6. If the result is equal-or-higher than the current skill level, it improves. (So improving from rank 2 to rank 3 requires a 2 or higher.) You cannot improve a skill to a rank higher than your level.

Yes, this means that skills advance independently from level.

Knowledge skills advance a little differently. Instead of getting a check mark when you use the skill, you get a check mark when you learn more about the subject from a book or study under a teacher. Whenever you increase your rank, you must find a new source of knowledge.

Yes, this means that if you want to increase your Herbalism rank by 5, you need to study with 5 different herbalists or libraries.

If you ever want to learn a new skill, write it down with a rank of 0. The score is equal to 1/2 of whatever ability score is most appropriate at the time. It is otherwise treated like any other skill.

What is a Skill?

Skills are defined as technical abilities, education, or cultural familiarities which have been learned over time. Skills are NOT directly useful in combat or dungeon exploration. Use Str checks to break things, Movement checks to climb and jump, and Stealth checks to sneak past idle guards.

All characters are assumed to be proficient at adventuring. They can all climb walls (Movement check), sneak past a guard (Stealth check), pick a lock (1/2 Dex check), and stabilize a dying companion (1/2 Int check).

Note: There are no checks for finding and disabling traps or secret doors. These are found by examining the environment and interacting with it in certain ways. A player might ask what the statue is pointing at, and then touch the indicated brick that opens the secret door, but at no point are rolls involved.

Skills do not have defined applications, nor is there a canonical list of skills. It is up to the players to develop and define what skills can be used for.

Just remember that skills are never directly useful in combat. They shouldn't mesh with any of the combat mechanics, not by default. Medicine doesn't make you any better at stabilizing a dying companion, for example. But interesting and inventive uses of skills should be allowed and encouraged.

The corollary to this is that skills should never be the only way to achieve a certain goal. Even if a door cannot be picked, it can still be opened with a key or kicked down.

Caveats:

- Break down Survival into environments.
- Break down Education into specializations.
- Break down Thievery into specific tasks.
- Everyone has a Stealth score. It is not a skill.

Social Skills

There are none. It's a roleplaying game. Roleplay it.

This does not mean that a player's success or failure depends on their acting ability—it doesn't. But every NPC has their own goals, personality, fears, and flaws that will determine its behavior. It doesn't matter if you intimidate the goblin via five minutes of roleplaying or by saying "I intimidate the goblin." If the goblin NPC is easily intimidated, it will work.

In ambiguous cases (of which there will be many) ask for a Charisma check, modified by the strength/weakness of the player's approach and the starting attitude of the NPC.

Other Uses for Skill Slots

Skill slots hold more than just skills. They also hold:

- special abilities learned in your travels
- extra languages
- weapon mastery (see Fighter B)
- spells from other schools (see Wizard C)

Special abilities can sometimes be learned over the course of your adventure. A wandering monk could teach you the stunning fist technique. Defeating the minotaur boss could teach you how to map mazes perfectly in your mind. Spending a night meditating atop a mountain could permanently reduce your need for sleep. DM's discretion.

Extra languages are treated like skills, except that they only have 1 rank, and you only gain check marks by actively trying to learn from 3 different sources. Possessing a language doesn't make you fluent, just understandable. Degrees of fluency is outside the scope of this system.

Note: Everyone starts play knowing Common and nothing but Common. When designing an adventure with a dead language on the wall, decide if you want it to be automatically translatable (with enough time spent), impossible to translate, or dependent on an Int check. Don't let language possession be a gatekeeper for knowledge that you want to give the players.

1	Alchemist	51	Gossip
2	Animal Handler	52	Halflings
3	Architect	53	Heraldry
4	Astronomer	54	Historian
5	Beggar	55	Horses
6	Black Market	56	Instrument (drum)

7	Blacksmith	57	Instrument (flute)
8	Booze	58	Instrument (guitar)
9	Bureaucrat	59	Instrument (lute)
10	Butcher	60	Instrument (trumpet)
11	Carpenter	61	Jeweler
12	Carouse	62	Lang (\$Northtongue)
13	\$City Far Away	63	Lang (\$Oldtongue)
14	\$City to the East	64	Lang (\$Southtongue)
15	\$City to the North	65	Law
16	\$City to the South	66	Linguist
17	\$City to the West	67	Literature
18	Comic	68	Locksmith
19	Cook	69	Mason
20	Culture (high class)	70	Medicine
21	Culture (low class)	71	Military
22	Culture (middle class)	72	Miner
23	Dancer	73	Navigator
24	Demons	74	Necromancy
25	Disguise	75	Orcs
26	Drugs	76	Painter
27	Dwarves	77	Pickpocket
28	Elves	78	Philosopher
29	Engineer	79	Poet
30	Environment (desert)	80	Rat Catcher
31	Environment (forest)	81	Relig (\$Blood God)
32	Environment (caves)	82	Relig (\$Forest God)
33	Environment (jungle)	83	Relig (\$Mountain God)
34	Environment (lakes)	84	Relig (\$Sun God)
35	Environment (mountain)	85	Sailor
36	Environment (plains)	86	Scavenger
37	Environment (rivers)	87	Scribe
38	Environment (roads)	88	Sex
39	Environment (swamp)	89	Sieges
40	Environment (tundra)	90	Singer
41	Fashionista	91	Smuggler
42	Farmer	92	Tailor
43	Fisher	93	Taxidermist
44	Folklore	94	Teacher
45	Forgery	95	Tracker
46	Fortune Teller	96	Weapons
47	Gambler	97	Weather

48	Gardener	98	Wizards
49	Geographer	99	Woodcutter
50	Geologist	00	Writer
\$ Placeholders. Rename them for your campaign.			

Criticals

Rolling a 1 on a check is the best possible result, and so it is not just a success, but a critical success. Good things happen beyond what was hoped for.

Rolling a 1 on an attack roll is a critical hit. When a player scores a critical hit, they can choose to either:

- deal double damage
- deal normal damage and do something cool

Rolling a 20 is the worst possible result, and the inverse occurs: a critical failure. The exact extent of the mischief is only limited by the DM's imagination.

Breakage and Quality

Weapons and armor can and will degrade in the field. Whenever a player rolls a natural 19 on a Defense roll, their armor is checked. Whenever a player rolls a natural 19 on an attack roll, their weapon is checked.

Normal weapons or armor have a 50% chance of gaining a break when checked. Masterwork weapons have a 25% chance, and shoddy weapons (goblin quality) automatically gain a break. Magical weapons and armor can only gain breaks from magical sources.

Neither shoddy nor masterwork gear is usually for sale, but if you want to price modifiers, say x0.5 and x5, respectively.

Each break in a weapon gives it -1 to attack roll. Each break in an armor gives it -1 to defense rolls.

Mundane weapons and armor can usually be repaired by blacksmiths for half of the listed cost. The *mending* spell will also work.

Armor

Armor takes up 1 inventory slot for every point of Defense it provides. A character wearing medium armor (+3 or +4 Defense) must make a Str check to swim. A character wearing heavy armor (+5 or +6) sinks like a stone.

Armor can be handled piecemeal. Each piece of armor gives +1 Defense and incurs the same penalties described in the previous paragraph. Yes, a helmet and gauntlets is mechanically identical to leather armor.

Weapons

Light weapons must be wielded 1-handed. They can use either Str-Attack or Dex-Attack when attacking. They deal 1d6 damage.

Medium weapons can be wielded 1- or 2-handed. They use Str-Attack when attacking. They deal 1d6+Str damage.

Heavy weapons must be wielded 2-handed. They use Str-Attack when attacking. They deal 1d8+Str damage. They occupy 2 inventory slots.

A weapon that is wielded 2-handed does +1 damage.

If a weapon is held in each hand, it grants +1 attack.

Falling

You take 1d6 damage per 10' fallen. If you make a Dex check, treat the fall as if it were 10' shorter.

Fire and Acid

If you are on fire, you take 1d6 per round, and lasts until you spend a turn putting it out or get covered with water or dirt. Taking fire damage is not enough to catch you on fire; it usually requires being covered in oil or something.

Acid burns for 1d6 per round of contact, and will burn for 1 additional round unless it is wiped off immediately.

Combat

By default, each side in an encounter has a Stealth of 4. Or to put it another way, each side has a 20% chance of surprising the other side.

A party trampling through a dungeon, making lots of noise, has Stealth 0 and will never surprise anyone.

A lone character scouting alone uses their individual Stealth.

Surprise rounds exist, if one side gets the drop on all (or part) of the other. Attacking a unaware opponent gives you +4 to attack in any event.

Coup-de-graces take a full turn against a helpless opponent (e.g. stabbing a sleeper in the heart) and cause instant death if a save is failed, regardless of HP.

Aggressive attack: -2 defense, +1 attack.
 Defense attack: +1 defense, -2 attack.
 Total defense: +2 defense, no attack.
 All characters can use these.

Initiative

During each round when people are trying to act before each other, ask everyone to roll initiative. A player who gets their Initiative or less on a d20 wins initiative, and acts before the monsters.

So it goes: initiative winners, then monsters, then initiative losers. Within those groups, players can go in any order they want, or simply clockwise.

Roll initiative every turn of combat. If there's no competing to see who acts before who, let the players go in any order they choose. Certain monsters might affect Initiative, or automatically win or lose Initiative.

Turn Actions

On your turn, you can move and/or do something, each optionally and in any order. If that something is attacking or spellcasting, it ends your turn.

Overland Travel

The party can move 12 miles per day (2 hexes). If they are riding horses, they can move +6 miles (+1 hex). If they are traveling on a well-maintained road, they can move +6 miles (+1 hex). Rough terrain (mountains, swamps) reduce the distance traveled by -6 miles (-1 hex).

While traveling, always inform PCs about landmarks so they can make informed decisions where they want to go. If they climb a hill or huge tree, they learn the terrain of the surrounding hexes.

Traveling incurs random event checks.

Random Event Check

Traveling: 2 per day, 1 per night.
Stationary: 1 per day, 1 per night.
There are no non-combat events or role-playing events at night.

1	Wandering monster	4	Role-playing Event
2	Monster omen	5	Nothing
3	Non-combat event	6	Nothing

Wandering monsters use an area-specific table. These are usually a d6 table of monsters and situations.

Monster omens use the same table as the wandering monsters, except you do not encounter the monster, but merely evidence or omens of it. Examples: sounds of howling (wolves), giant pile of dung (owlbear), dreams of holocaust (dragon).

Non-combat events use an area-specific table. These are usually a d6 table of NPCs and weather events. These are usually not immediately threatening and can usually be bypassed, quickly and safely, if that is what the party wants.

Role-playing events use a party-specific table, and are designed to add wrinkles to the journey, both logistical and interpersonal. Here is a sample table.

1	Two NPCs are fighting, possibly over cultural differences or suspected wrongdoing. If no one interferes, they both lose 2 morale. If the fight is settled in favor of one of them, the unhappy NPC loses 2 morale. If the fight is settled equitably, both NPCs lose 1 morale.
2	NPC is fighting with one of the PCs, possibly over monetary compensation or respect. Depending on how it is handled, the NPC might gain 1 morale or lose up to 3.
3	Two NPCs grow closer, possibly friendship or romance. Both of their morales increase by 1.
4	One NPC attempts to befriend one of the PCs, possibly via gifts, flirtation, or the offer to become blood brothers. Depending on how it is handled, that NPC might lose 1 morale or gain up to 3.
5	Circumstances allow for an excellent meal to be prepared. If the players can describe their meal, they are cheered (+1 max HP per HD) until sleep.
6	Something pleasant or funny happens, such as a good joke, the rain finally stopping, or baths in a hot spring. If the players can describe this event, they are cheered (+1 max HP per HD) until sleep.
7	A random item on a random player is lost or stolen. Recovery may be possible.
8	Circumstances sour everyone's mood, possibly biting insects, a unpleasant reminder, or the discovery of something traumatic. Describe the saddening event. The party is discouraged (-1 max HP per HD).
9	If they can describe how it was accomplished, the party discovers a shortcut or time-saving tactic that allows them to shave (at least) half a day off their travel time.
10	The party stumbles across whatever they need most right now (water, food, torches, curse removal). It might not be free, but it won't be impossiblely costly, either.
11	Random party member must make a Con check or contract a disease. Probably a common cold (damage = 1 Str), but on a critical failure it's something nasty.
12	Something delays the party. It could be a sprained ankle, snakebite, or a washed out path. Regardless, this will delay them for (at least) half a day unless they make a check (whichever is most appropriate).

Travel Activities

Travel isn't spend riding in silent monotony. There's a lot to do, and traveling characters can choose how they spend their time. These are decided daily. Remember that characters can walk ~12 miles a day.

Hunting reduces your speed to 9 miles/day. Expend 1d4 arrows and roll a check under half your Wisdom. On a success, you get 1d4 rations.

Foraging reduces your speed to 9 miles/day. Roll a check under half your Wisdom. On a success, you get 1d3 rations.

Herbalism reduces your speed to 9 miles/day. Roll a check under half your Wisdom. On a success, you find a useful herb (treat a specific sickness, numb pain, etc).

Those are gathering activities. Each group (or individual) out gathering rolls a random event check. If they encounter a monster while foraging alone, they fight it alone. If they gather the same resource in a group, they get +1 to the Wisdom check for each gatherer beyond the first (max +4). However, they can still undertake separate tasks: one person hunting, three others foraging, etc.

These can also be taken as skills to improve your chances of success.

Socializing With NPCs can make them more friendly. This should be roleplayed, even if its just to establish what is being talked about. With a successful Charisma check, roll another d20. If this result is higher than the NPCs current morale, their morale improves by 1 point.

Socializing With Each Other is just plain fun. This should be roleplayed, even if its just to establish what is being talked about. Each PC participating gains 10xp per day spent travelling in dangerous terrain.

Scouting discovers more of the hex you are in. By rolling under half her Wisdom, the scout locates a safe place to sleep for the night. Roll a d6 to see how safe, with a 6 being an abandoned treehouse and a 1 being merely a ditch that hides your camp from view. At the DM's discretion, the players may also have an increased chance to find any hidden locations within the hex.

Training is possible if there is a willing teacher and willing student. It takes one week to gain a check mark, and the trainer cannot give check marks if the student already has an equal-or-higher skill rank. Certain skills, like swimming, are very hard to teach without practical lessons, and the DM may rule that it is impossible, or that it is only possible to gain a single check mark.

Dungeon Exploration

A turn is 10 minutes. That's about how long it takes to explore a new room or hallway, being cautiously and quiet as you go.

Roll for random encounters with a d6 every 30 minutes while travelling, every 1 hour when stationary, or whenever the players cross through a long distance at once (more than a couple of rooms). 1 – monster, 2 – sign of monster (half-eaten meal, trail, spoor, audible call, etc). 3-6 Nothing.

Torches last for 2 hour. Lanterns last for 3 hours. Each sheds light for 30', except for bullseye lanterns, which shed

light in a 60' cone.

Eating lunch in a dungeon is sketchy, since you're there for an hour. That's two wandering monster checks.

Sleeping in a dungeon is even sketchier. That's 8 wandering monster checks, but there's a caveat here. If the first monster that finds the party is an intelligent humanoid, they'll try to sneak off and bring reinforcements equal to the rest of the other random encounters that trigger.

So, if the PCs sleep behind a secret door, hoping they won't get noticed. The first roll is a 1, and the DM rolls his dice to discover that it's an orc who noticed candlelight coming from between the bricks. Out of the next 7 rolls, 3 more are 1s. All of the attacks for the night are changed to orcs and smashed together. If the entry was normally 2d6 orcs, there will then be 8d6 orcs trying to ambush whoever is behind the secret door. (This is probably the sum total of all the orcs in the dungeon.)

Starvation

1 day	-1 to hit, travel distance halved
3 days	-2 to hit, travel distance halved
3 weeks	-3 to hit, travel distance halved, Con check vs death every 1d6 days

Dehydration

1 day	-1 to hit, travel distance halved
2 days	-2 to hit, travel distance halved
3 days	-3 to hit, travel distance halved, Con check vs death every day

Water is normally only tracked if the party is traveling across deserts or other places where water is in scarce supply.

Breath Holding and Drowning

You can hold your breath for a number of rounds equal to half your Constitution.

If you have a chance to take a deep breath (takes a round), you can hold your breath twice as long (Constitution).

If you are active while holding your breath (fighting, swimming), it counts as two rounds of breath-holding.

After this time has elapsed, you must make Con checks every round (with a cumulative -1 penalty per round) to stay conscious. One round later, you will fill your lungs with water.

This is usually fatal, unless someone makes a (Int/2) check on the drowned person, with a penalty of -1 for every round spent with water in your lungs.

Falls

1d6 per 10' fallen.

Characters can usually hang from a ledge, then drop down. This takes a turn, but allows them to reduce the fall distance by 10'.

If a character intentionally jumps down a height, they can make a Dex check to reduce the fall distance by another 10'.

These two mitigating factors can be combined.

Held lanterns and other fragile things will break. Each stored potion (or other fragile thing) has a 50% chance of breaking.

Fire

A creature on fire takes 1d6 damage each turn until it is put out (normally a full-round action). If a creature is totally on fire (covered in napalm, then lit) it requires a Dex check to extinguish the flames.

Each held scroll has a 50% chance of being ruined by fire (they're very fragile).

Smoke

Smoke damage can be avoided by holding your breath (see Breath Holding and Drowning above). Otherwise, it does 1d6 non-lethal each round. At unconsciousness, the character begins to suffocate (as Drowning, above).

Acid

A character that is submerged in acid automatically gains the burn injury.

Water

Water extinguishes torches. People in medium armor must make a Str check to stay afloat, while people in heavy armor automatically sink like a stone.

Disease

Make a Con check at the end of any encounter where you were exposed to a disease. If you fail, you contract the disease.

Once you're infected, make a Con check at the start of every day. If you fail it, you take the ability score damage listed. If you pass it, you get +1 to all subsequent Con checks against this disease. If you pass 2x in a row, you're cured.

You automatically fail your first morning's Con check. This is sort of represented by the save you made when you first encountered the disease.

Stat damage recovers at 1 point per day, but only once you

are cured.

Example: Filth Fever: 1d4 Dex. Shivers, convulsions.

Example: Slimy Doom: 1d3 Con. Skin gradually turns to pasty slime and sloughs off. Its acidic, but not enough to be useful, just enough to damage clothing and armor each day.

Example: Zombie Rot: 1d6 Dex. Cannot be cured without rare medicine, magic, or miracle. 1d6 rounds after death, rises immediately as a zombie.

XP Drain

Monsters that drain XP (such as wights) usually drain 100xp for every point of damage that they do, with a save allowed for half.

If this would reduce a character's level, it reduces a character's level. Reduce their max HP by 1 (if they are dropping to level 3 or higher) or 3 (if they are dropping to level 1 or 2). The next time they level up, they cannot test a stat to improve it (make a note of this).

Equipment

At the DM's discretion, this page can be printed out and given to the players so that they can do their shopping on their own, without slowing down the game. Player's options are limited by settlement size (town, village, or city). Items can be sold or repaired for half the listed price. Magic items are hard to sell and nearly impossible to buy.

Villages (V) are tiny farming communities. No blacksmith, church, or tavern. You'll probably sleep in a hayloft.

Towns (T) are large enough that merchants actually visit. They have a church and a tavern.

Cities are large enough that everything on this page is available there.

Adventuring Gear

acid, vial	10c	
alcohol, rousing	1c	VT
bottle, empty	3c	
caltrops, bag	5c	T
clothing, common	4c	VT
clothing, noble's	50c	
crowbar	5c	T
chalk	1c	T
flint + steel	5c	T
garlic, bundle	3c	T
grappling hook	10c	
grease, sack	1c	VT
hammer	2c	VT
holy symbol, wood	2c	VT
holy symbol, silver	25c	
holy water, vial	25c	T
lantern	10c	T
lockpick, set	30c	
mirror	10c	
oil, flask	2c	T
pole, 10'	1c	VT
ration	1c	VT
rope, 50'	5c	VT
shovel	5c	VT
soap	1c	T
spellbook, blank	50c	
spikes, iron	1c	T
stake, wooden	1c	VT
torch	1c	VT
waterskin	1c	VT

Animals and Transportation (including inventory slots)

canoe	75c	T	20 slots
cart	100c	VT	100 slots, req donkey
chicken	3c	VT	
dog	8c	VT	
donkey	20c	VT	20 slots
horse	50c	VT	30 slots
passage on a ship	50c		
wagon	200c	T	300 slots, req 2 horses
warhorse	100c		40 slots
wardog	50c		

Weapons and Armor

armor, +1 Defense	2c	VT
armor, +2 Defense	6c	T
armor, +3 Defense	12c	T
armor, +4 Defense	24c	T
armor, +5 Defense	50c	T
armor, +6 Defense	100c	
weapon, heavy	10c	T
weapon, light	6c	T
weapon, medium	6c	VT
weapon, ranged	10c	T
quiver / 10 arrows	4c	T
pouch / 3 stones	1c	VT
silver weapon *	x10	

*Silver is soft: Silver weapons are always shoddy quality.

Hirelings (per week)

alchemist	200c	
animal trainer	100c	
assassin	500c	???
blacksmith	20c	T
local guide	5c	
servant	1c	VT
sage	200c	
soldier, Lvl 0	3c	T
soldier, Lvl 1	20c	
soldier, Lvl 2	80c	

*These are peacetime rates. Double salary if hazards are expected. Soldiers are the only ones willing to fight beside you. Soldiers and servants expect you to also pay for their food and lodging.

Cost of Living (per week)

starving hobo	10c	VT
taverns and beer	100c*	VT
like a prince	1000c	

*If the party all wants to cram into the same room at the inn, this may be as low as 50s/week.

Weapon Mastery

Each weapon grants both a passive ability (that applies to all of its attacks) and a special attack. Usually.

Battleaxe

Can be thrown. Range as dagger.

Great Slice: Attack two adjacent targets. Each attack has a -4 penalty to hit.

Bow

Can fire from and into melee without penalty.

Double Shot: Fire two arrows at the same target. Each attack has a -4 penalty to hit.

Dagger

+1 Initiative.

Flurry: Attack the same target twice with a penalty of -4 on each attack.

Flail

+1 to hit humanoid opponents who are wearing armor or using shields.

Wild Swing: +2 to hit, but take 1d6 damage if you miss.

Greataxe

Deals +1 damage.

Decapitate: -2 to hit. After this attack hits and deals damage, if the target has 5 HP or less, it dies.

Greatsword

Deal 1 damage on a miss, but this damage can never kill a creature.

Power Attack: -2 to hit and +2 to damage.

Halberd

You threaten the area adjacent to you.

Slow Strike: +2 to hit, but you automatically lose initiative.

Longsword

+1 to hit humanoid opponents who are unarmed or fighting with familiar weapons (on this list).

Brave Attack: get +2 to hit and +2 to damage, but if you miss, you lose your next turn.

Mace

Treat it as if its quality was 1 step higher. Masterwork maces never break. Ever.

Knockout: Make a nonlethal attack without the usual -2 penalty.

Maul

Deal x2 damage to prone targets.

Skullcrusher: x2 damage on a hit. Spend your next turn recovering.

Quarterstaff

Gives +1 to AC.

Multitrip: You can attempt to trip multiple adjacent enemies at once.

Rapier

Optionally, use Dex to calculate attack and damage.

Lunge: +4 Initiative and -1 damage (minimum 1).

Scythe

Deal x3 damage on a crit.

Rend Flesh: -2 to hit. Target bleeds 1 HP each turn until it spends a turn attending the wound.

Shortsword

Can be used in close quarters and grapples, as if it were a light weapon.

Sure Strike: +2 to hit and -2 damage (minimum 1).

Spear

If you have a pennant or war sign attached to your spear, opponents get -1 to their Morale checks.

Death and Glory: Does double damage if you charge your target (at least 30') while screaming.

Stiletto

You can carry up to X stiletos that will not count against your inventory slots. X = half your Dex.

Backstab: Double damage. Only works against unaware opponents that you actually stab in the back.

War Pick

Deal x3 damage on a crit.

Crushing Blow: -2 to hit. Target's armor is reduced by 1.

Blood God

Observances

- No mercy.
- No prisoners.
- No healing (received or performed).
- The previous 3 observances only apply when in view of the sky, or if a cleric of another deity finds out about it shortly after.

Holy Symbol

- Skull cup.

Spells

1. Bull's Strength
2. Command
3. Detect Magic
4. False Life
5. Halo of Blood
6. Haruspecy
7. Mighty Blow
8. Rage
9. Shatter
10. Speak With Dead

Nemesis

- Humans, elves, dwarves, and orcs.

Sacred Sites

- Field of bones.
- Active volcano.
- Temple containing the Skull Throne.

Sacred Item

Dragon Blood. When this potion is consumed, you permanently gain 1 Str.

Forest God

Observances

- Respect all natural animals and trees.
- Kill natural animals only in self-defense or hunger.
- No metal weapons or armor (Divine Point does not return until you remove the offending objects).

Holy Symbol

- Oaken staff or mistletoe sprig.

Spells

1. Bless
2. Calm Animals
3. Cure Wounds
4. Entangle
5. Escape
6. Faerie Fire
7. Light
8. Protection from Evil
9. Speak with Animals
10. Speak with Plants

Nemesis

- Angels and demons.

Sacred Sites

- Sentient, benevolent, giant oak tree.
- Mountain spring that cures all diseases.
- Circle of standing stones.

Sacred Item

Bearskin. If a person is sewn into this bearskin (takes 1 hour), they turn into a bear. They remain as a bear until someone cuts the thread and lets them out (they cannot do this themselves).

When a bear, change the following stats: Defense 14, Str 16, Dex 5, Con 12, Movement 12. Can attack with claws for 1d6+1 damage. Cannot speak, use thumbs, or access inventory.

Mountain God

Observances

- Destroy no masterfully crafted thing.
- If a friend or ally dies, spend a day laying them to rest (Divine Point will not return until you do).
- Never sleep higher than the ground. (No towers, tree villages.)

Holy Symbol

- Hammer forged at least 1 mile underground.

Spells

1. Conjure Tool
2. Cure Wounds
3. Detect Magic
4. Halo of Gold
5. Light
6. Mending
7. Mighty Blow
8. Resistance
9. Shatter
10. Speak with Stones

Nemesis

- Undead.

Sacred Sites

- Halls beneath the tallest mountain.
- Stone labyrinth.
- Immense ziggurat of immaculate craftsmanship.

Sacred Item

Stone Sandals. You can run along any stone surface as if it were flat ground, even ceilings. If you fall asleep on a stone surface, the stone will absorb you for your protection. You wake up just as easily, and are ejected upon waking.

Sun God

Observances

- No edged weapons.
- Be the lightbearer in your party, if there is one.
- No (full night's) sleep during the day.

Holy Symbol

- Brass sun disk.

Spells

1. Bless
2. Command
3. Cure Wounds
4. Detect Evil
5. Detect Magic
6. Halo of Truth
7. Holy Strike
8. Light
9. Protection from Evil
10. Purify Food and Drink

Nemesis

- Undead.

Sacred Sites

- Eastward facing pyramid-cathedrals.
- Mountaintop bonfires.
- Brass plaza, bowl-shaped.

Sacred Item

Sacred Oil. When burned, it produces sacred fire. It cannot be lit except by other sacred fire (usually present in all major temples). Light from sacred fire reveals all invisible and hidden things.

Beast Enchanter

Perks

- Your *charm animal* spells can be permanent, at your option. However, MP spent this way does not return until the spell is dismissed.
- Can converse with all of your *charmed* animals as if you shared a language.

Drawbacks

- Whenever you cast a spell, it requires an egg. (The eggs burst open, scattering "glitter" everywhere. If thrown, they fly to their target and burst there.) You can fit 20 chicken eggs in an inventory slot, but any vertebrate egg will suffice.

1. Beast Vision
2. Charm Animal
3. Charm Person
4. Detect Poison
5. Forgettable Moment
6. Hearty Stew
7. Hide From Animals
8. Speak with Animals
9. Spider Climb
10. Summon Monkey

Legendary Spell: Magic Egg

Elementalist

Perks

- +4 Save vs elemental damage. (No bonus to elemental effects that don't include damage.)

Drawbacks

- Cannot cast air or lightning spells if breathing is hindered, even slightly.
- Cannot cast earth or acid spells unless touching the ground.
- Cannot cast fire spells if wet or underwater.
- Cannot cast water or ice spells if dehydrated, even slightly.

1. Anklecrusher
2. Control Air
3. Control Earth
4. Control Fire
5. Control Water
6. Feather Fall
7. Ice Breath
8. Ignite
9. Protection from Fire
10. Shocking Grasp

Legendary Spell: Fireball

Illusionist

Perks

- +4 to save vs illusions.
- When you cast the *illusion* spell, it persists for an additional minute after you cease concentration.

Drawbacks

- (none)
1. Color Spray
 2. Dancing Lights
 3. Disguise
 4. Fireworks
 5. Fog
 6. Light
 7. Illusion
 8. Invisibility
 9. Mirror Image
 10. Phantasm

Legendary Spell: Fade

Necromancer

Perks

- Your *raise* _____ spells can be permanent, at your . However, MP spent this way does not return until the spell is dismissed.

Drawbacks

- -4 to people's Reactions once they know your profession. Most paladins and clerics will seek your death.
1. Cause Wounds
 2. Detect Undead
 3. Explode Corpse
 4. Fear
 5. Gentle Repose
 6. Invisible Servant
 7. Raise Skeleton
 8. Raise Skin Kite
 9. Raise Zombie
 10. Speak With Dead

Legendary Spell: Essential Salts

Noise Wizard

Perks

- +4 Save vs sounds.
- Can countersong any ongoing sonic effect, including song- and language-based effects. Can countersong any instantaneous sonic effect (such as a *command* spell) by readying an action. Against very loud things, this may also require a Con check, to see if the noise wizard can make enough noise.

Drawbacks

- Can only cast spells by playing a two-handed musical instrument while simultaneously singing.

1. Accompaniment
2. Alarm
3. Charm Person
4. Gossip
5. Power Noise: Sawtooth
6. Power Noise: White
7. Speak with People
8. Song of the Rat Catcher
9. Song of the Lion
10. Voice on the Wind

Legendary Spell: Song of Silence

Orthodox Wizard

Perks

- (none)

Drawbacks

- (none)

1. Arcane Lock
2. Detect Magic
3. Feather Fall
4. Floating Disk
5. Grease
6. Knock
7. Light
8. Mage Armor
9. Magic Missile
10. Sleep*

Legendary Spell: Web

Rune Caster

Perks

- If a new character, begin play with chain mail (+4 Defense) instead of leather.
- +1 Attack when wielding a weapon enchanted by one of your *rune* spells, or the Storm Hammer.

Drawbacks

- Cannot cast spells unless wearing metal armor, +4 Defense or higher. If you are an elf, you can cast spells while wearing metal armor.
1. Arcane Lock
 2. Burning Hands
 3. Explosive Runes
 4. Mending
 5. Rune of Breath
 6. Rune of Light
 7. Rune of Metal
 8. Rune of Revenge
 9. Rune of Trollhammering
 10. Shatter

Legendary Spell: Stormhammer

White Mage

Perks

- Your *cure wounds* spell also cures paralysis.
- +4 Save vs XP Drain

Drawbacks

- Cannot cast any damaging spells, except *magic missile* and *spear of light*.
1. Cure Poison
 2. Cure Wounds
 3. False Life
 4. Hide From Undead
 5. Light
 6. Mage Armor
 7. Magic Missile
 8. Regeneration
 9. Restoration
 10. Spear of Light

Legendary Spell: Magic Shell

Derelict Spells

These spells do not belong to any known school.

1. Acid Arrow
2. Animate Object
3. Blind
4. Blue Magic
5. Bouyancy
6. Call to Demon
7. Call to Familiar Spirit
8. Clairvoyance
9. Darkvision
10. Dimension Door
11. Enlarge
12. Firebolt
13. Fly
14. Gaseous Form
15. Haste
16. Levitate
17. Lightning Bolt
18. Magic Mouth
19. Mind Reading
20. Reduce
21. Rope Trick
22. Sanguine Elixir
23. See Invisible
24. Seek Escape

25. Seek Treasure
26. Slow
27. Telekinesis
28. Water Breathing
29. Weightlessness
30. Wizard Vision

Random Scroll

1. Accompaniment
2. Acid Arrow
3. Alarm
4. Anklecrusher
5. Animate Object
6. Arcane Lock
7. Beast Vision
8. Blind
9. Blue Magic
10. Bouyancy
11. Burning Hands
12. Call to Demon
13. Call to Familiar Spirit
14. Cause Wounds
15. Charm Animal
16. Charm Person
17. Clairvoyance
18. Color Spray
19. Control Air
20. Control Earth
21. Control Fire
22. Control Water
23. Cure Poison
24. Cure Wounds
25. Dancing Lights
26. Darkvision
27. Detect Magic
28. Detect Poison
29. Detect Undead
30. Dimension Hop
31. Disguise
32. Enlarge
33. Explode Corpse
34. Explosive Runes
35. False Life
36. Feather Fall
37. Fear
38. Fireworks
39. Floating Disk
40. Fly
41. Fog
42. Forgettable Moment
43. Gaseous Form
44. Gentle Repose

45. Gossip
46. Grease
47. Haste
48. Hearty Stew
49. Hide From Animals
50. Hide From Undead
51. Ice Breath
52. Insect Swarm
53. Invisible Servant
54. Knock
55. Light
56. Illusion
57. Ignite
58. Invisibility
59. Levitate
60. Lightning Bolt
61. Mage Armor
62. Magic Missile
63. Magic Mouth
64. Mending
65. Mirror Image
66. Mind Reading
67. Phantasm
68. Power Noise: Sawtooth
69. Power Noise: White
70. Protection From Fire
71. Raise Skeleton
72. Raise Zombie
73. Reduce
74. Regeneration
75. Restoration
76. Rune of Breath
77. Rune of Light
78. Rune of Metal
79. Rune of Revenge
80. Rune of Trollhammering
81. Sanguine Elixir
82. See Invisible
83. Seek Escape
84. Seek Treasure
85. Shocking Grasp
86. Sleep
87. Slow
88. Song of the Rat Catcher
89. Song of the Lion
90. Speak with Animals
91. Speak with Dead
92. Speak with People
93. Spear of Light
94. Spider Climb
95. Summon Monkey
96. Telekinesis
97. Voice on the Wind

- 98. Water Breathing
- 99. Weightlessness
- 100. Wizard Vision

School of Magic

A wizard can only ever learn spells from their chosen school of magic. (At least until they get the Adaptation ability.) They can still use any scroll or wand, however.

Scrolls

Each scroll contains a single spell, eager and ready to be cast. A wizard can decipher a scroll with an Int check. A non-wizard can decipher a scroll with an Int/2 check. Once the person with the highest chance of success has failed to decipher a scroll, it can only be deciphered by hiring a sage.

Once a scroll has been deciphered, it can be cast. Wizards automatically cast the scroll successfully, while non-wizards must make an Int check, with failure indicating that they waste their turn sputtering and mumbling.

In stead of casting it, wizards can also add the spell to their spellbook. This process takes 1 week and requires 1 gold coin.

Spellbooks

Each spellbook contains two or more spells, restive and hibernating. A wizard can 'memorize' spells out of their own spellbook in a process that takes 1 hour and allows them to memorize any number of spells.

A wizard can also steal spells out of the other wizard's spellbook. This is not copying, since the original copy of the spell is destroyed by this process. This takes 1 week and 1 gp, as usual.

A wizard can also turn a spellbook spell into a scroll. This takes 1 week and 1 gp.

Memorizing Spells

Spells are living, sentient, and unique. You don't memorize them as much as you invite them into your head for a while.

It costs 1 MP to memorize a spell. If you have 3 HD, you can boost your spells to make them more powerful. Boosted spells cost 2 MP.

Once you've memorized a spell, you can cast it at any point during the day. After being cast, the spell goes home, to your spellbook, to rest.

A good night's sleep erases all memorized spells.

Spellcasting

Requires a free hand and a commanding voice. You cannot cast spells by whispering. If you are restrained, grappling, or swimming, a Dex check is also needed.

Counterspelling

Make an Int check to identify the spell. Then expend a spell that could conceivably counter the spell (just about any invented fiction will work) to have a 50% chance of success, but your DM may rule that especially appropriate counterspells have a higher chance of success. (For example, Ice Breath could have a 90% chance to counterspell Fireball). You cannot counter boosted spells except will spells that have been boosted equally or more.

You can counterspell even when it is not your turn, but you can only counterspell spells that target you, or people adjacent to you.

You can dispel current magical effects in the same way.

Spellcasting

No read magic. Anyone can attempt to use a scroll or a wand.

Spells and Miracles

Accompaniment

R: 0 T: self D: 2 hr

There is an invisible orchestra following you everywhere you go. They play constantly and appropriately. Listeners get a -1 penalty on any Save vs your magical music.

Acid Arrow

R: 50' T: creature or object D: 1 rnd

Requires a Dex-Attack. 1d6 acid damage, which repeats the next round unless the creature spends its next action wiping it off. Boost: +1d6 damage and +1 rnd duration.

Alarm

R: 50' T: 100' line / 30' dia D: 1 day

After drawing a line of chalk not longer than 100' (possibly as a circle 30' in diameter), you are alerted whenever any creature larger than a cat crosses it.

Animate Object

R: touch T: inanimate object D: 1 day

Object not larger than a table animates and becomes your friend (as the *charm* spell), and will require Cha checks to be motivated to do anything self-destructive or complex, due to self-preservation and stupidity, respectively. It will have 1 HD and will deal 1d6 damage with an attack. Wooden objects have Defense 2 and Movement 9. Metal objects have Defense 6 and Movement 6. Boost: Animate larger objects, +2 maximum HD and +2 damage.

Anklecrusher

R: 50' T: 20' dia D: 1 min

The earthen floor grabs all the feet it can find and attempts to crush them. Requires an earthen floor (dirt, sand, stone, etc) and targets that actually have feet touching that earthen floor (no effect on snakes or flying enemies). If they fail a save, targets take 1d4 damage and are immobilized until they make a Str check. Boost: +1d4 damage.

Arcane Lock

R: 50' T: door or lock D: 10 min

Door becomes closed, requiring a Str check to force open. Any unlocked lock is re-locked. Boost: -8 to Str check.

Beast Vision

R: 200' T: one animal D: 10 min

You can see through the animal's eyes, even if it leaves the 200' range of the spell.

Bless

R: 0 T: allies within 20' D: 1 rnd

All allies within 30' get +2 to their attack rolls and morale (if an NPC). Boost: +2 rounds.

Blind

R: 50' T: creature D: 1 minute

Target is blinded for 1 minute, or 1 round if they succeed on their save. Boost: +2 targets or +2 minutes.

Blue Magic

R: 0 T: self D: 1 day

When you are affected by a spell (regardless of whether or not you made the save), you can choose to terminate this spell and trap the affecting spell in your head, where you can either recast it as if you had memorized it, or add it to your spellbook.

Bouyancy

R: touch T: creature or object D: 10 min

Things that normally sink, float. Things that normally float, rest on top of the water, and creatures can even walk atop it. The reverse of this spell is Drown, which makes everything sink. Doesn't work on anything larger than a rowboat. Unwilling targets get a save.

Bull's Strength

R: touch T: one creature D: 10 min
Target gets +3 Str (max 18) or Str 13, whichever is higher.
Boost: +20 min.

Burning Hands

R: 20' cone T: all in cone D: 0
Creatures in cone take 1d6 fire damage (save for half).
Boost: +2d6 fire damage.

Call to Demon

This is how you summon a demon to bargain with. See pXX.

Call to Familiar Spirit

This is how you to get a familiar. See pXX..

Calm Animals

R: 50' T: 20' diameter D: 10 min
All animals of one type regard you and your party as if you had gotten a Neutral result on your reaction roll. Make a single save for the entire group. Save negates. This effect ends early if people are being aggressive (attacking, threatening, flanking, approaching, etc).

Cause Wounds

R: touch T: creature D: 0
Target creature takes 1d6+1 damage. Undead are instead healed for an equal amount. Boost: +2d6+2 damage.

Charm Animal

R: 50' T: one animal D: 1 day
If the natural (non-magical) animal fails a save, it will regard you as a trusted friend. Good treatment and tasty food can lead it to becoming a pet. If you do anything truly offensive or ask them to do something truly against their nature, they get a second save to break the spell.

Charm Person

R: 50' T: one person D: 1 day
If the human, elf, dwarf, halfling, or orc fails their save, they will regard you as a trusted friend. If you do anything truly offensive or ask them to do something truly against their nature, they get a second save to break the spell.

Clairvoyance

R: 10' T: point in space D: 1 min
You can see and hear through the point in space that you designate. Unlike most spells, you do not need line of sight to the target, allowing you to cast this spell through walls.
Boost: +100' range.

Color Spray

R: 20'

T: creatures

D: variable

Creatures are stunned for 1d6 rounds, minus 1 round for every HD they possess. No save.

Command

R: 50' T: one creature D: 1 rnd
Creature must save or obey any one word command you give it. Creature must be able to hear and understand you.

Conjure Tool

R: 0 T: self D: 10 min
A common tool (not worth more than 5s) appears in your hands.

Control Air

R: 0 T: self D: 1 day
By concentrating, you can create and control small air currents within 50'. This is never enough to cause damage, but possible effects include slowly clearing away fog/gas, extinguish a candle, or blow papers off a desk. Boost: More powerful winds, subject to DM's discretion.

Control Earth

R: 0 T: self D: 1 day
By concentrating, you can move around small amounts of loose earth or stone within 50'. This is never enough to cause damage, but possible effects include excavating a small hole, burying a small item, or sinking a nail halfway into stone, or causing tremors strong enough to knock over a hobo's hovel. Boost: More powerful effects, subject to DM's discretion.

Control Fire

R: 0 T: self D: 1 day
By concentrating, you can create and control small bits of fire. This is never enough to cause damage, but possible effects include lighting a candle, extinguishing a torch, causing a torch to double in brightness, or cause a torch to produce a huge amount of smoke. Boost: More powerful effects, subject to DM's discretion.

Control Water

R: 0 T: self D: 1 day
By concentrating, you can control small amounts of water. This is never enough to cause damage, but possible effects include doubling someone's swim speed, halving someone's swim speed, propelling a raft through calm water, or instantly drying wet clothing. Boost: More powerful effects, subject to DM's discretion.

Cure Poison

R: touch T: creature D: 0
Target creature gets a new save against a poison affecting

them. Boost: +4 to save.

Cure Wounds

R: touch T: creature D: 0
Target creature is healed for 1d6+1 HP. Undead are instead harmed for an equal amount. Boost: +2d6+2 HP healed.

Dancing Lights

R: 200' T: 3 lights D: 10 min
You create three floating lights, each as bright as a torch. They fly wherever you designate within 200'. Boost: +3 lights or +20 min.

Darkvision

R: touch T: creature D: 2 hr
Target can see in the dark. Boost: +2 targets or +4 hours.

Detect Evil

R: 0 T: self D: 1 day
By spending a round concentrating, you can pinpoint any evil in a 50' cone in front of you. Evil is defined as any morality greatly opposed to your own.

Detect Magic

R: 0 T: self D: 1 day
By spending a round concentrating, you can pinpoint any magic item or creature in a 50' cone in front of you. You can also decipher 1 magic item (scroll or wand), but this usage ends the spell.

Detect Poison

R: 0 T: self D: 1 day
By spending a round concentrating, you can pinpoint any poison or poisonous object in a 50' cone in front of you. You also get +2 vs poison.

Detect Undead

R: 0 T: self D: 1 day
By spending a round concentrating, you can pinpoint any undead in a 50' cone in front of you.

Dimension Door

R: 100' T: self D: 0
You teleport up to 100' in the direction of your choice.

Disguise

R: touch T: creature D: 2 hr
Illusion cloaks the target, causing them to resemble whatever humanoid (of roughly equal size) you wish. Boost: +4 hours or +2 targets.

Enlarge

R: touch T: creature or object D: 1 min
Creature or object doubles in size. Target gets +6 Str or Str 16, whichever is higher. Boost: +2 min.

Entangle

R: 50' T: 20' dia D: 1 min
Plants in the area grab and restrain anyone within a 20' diameter. Creatures and objects are immobilized until they make two Str checks against the plants (Str 7 for grasses, Str 10 for bushes, Str 13 for heavy tree limbs). Anyone entering or ending their turn in the area is subject to the same effect. Requires plants, obviously. Boost: +1 Str.

Essential Salts

R: touch T: corpse D: permanent
This spell must be cast on a corpse within 1 minute of its death. From the corpse and 100c of reagents (usually burnt holy books, ashes, and rare black salt), you create a fine powder that contains their soul. If a pinch of this powder is thrown into a fire, the spirit of the deceased will appear in the smoke and converse. Treat this as *speak with dead*, except that the spirit will be very eager to leave for the afterlife. This spell makes enough powder for 1d100 minutes of conversation.

Escape

R: 50' T: creature D: 0
Target creature immediately gets a free attempt to escape a grab, grapple, etc while treating their Str and Dex as 18. This spell can be cast within a grapple without penalty.

Explode Corpse

R: 50' T: corpse D: 0
Target corpse explodes, dealing damage to everything within 10'. Human-sized corpses deal 1d6 damage, ogre-sized corpses deal 3d6, etc. Undead with 2 HD or more are immune. Undead with 1 HD or less can save to negate.

Explosive Runes

R: touch T: object D: 1 day
When the object is opened, it explodes, dealing 1d6 damage. Works on doors, chests, books, and other items that the DM agrees are reasonable. Boost: +2d6 damage or +2 days.

Fade

R: 50' T: creature D: 1 min
If the target fails a save, it is unable to affect the world in any way except visually. It just floats there like a ghost, until the spell concludes. Not even magic can affect the target. If they would be inside a solid object when the spell ends, they are harmless shunted to the nearest open space.

Faerie Fire

R: 50' T: 20' diameter D: 1 min

All creatures within range begin glimmering with a purple light. This negates invisibility, displacement, and concealment due to darkness.

False Life

R: touch T: creature D: 1 hour

Target creature gains 1d6+1 temporary hit points. Temporary hit points are lost before regular hit points and do not stack—they overwrite each other. Boost: +2d6+2 hit points.

Fear

R: 20' cone T: creatures in cone D: 1d6 rnd

Targets save or flee in terror. No effect on creatures with more than 4 HD. Boost: +2 maximum HD or +2d6 rnds.

Feather Fall

R: 0 T: self D: 1 min

You fall only 60' per round, slow enough to negate all fall damage. You can cast this spell in a negligible amount of time, even when it isn't your turn.

Fireball

R: 50' T: 20' dia D: 0

1d6 fire damage. Boost: +2d6 fire damage.

Firebolt

R: 50' T: creature or object D: 0

With a successful attack roll, the target takes 2d6 fire damage. Flammable objects are ignited. Boost: +3d6 damage.

Fireworks

R: 200' T: 50' dia D: 1 rnd

Fireworks streak from your finger and explode into whatever symbol or pattern you design. Creates only light and (lots of) sound. Creatures within the explosion are blinded for 1 round (no save).

Floating Disk

R: 5' T: conjured disk D: 2 hr

You conjure up a floating disk. This disk will either follow you around, or you can stand on top of it and direct it. It can carry up to 1000 pounds. It can either hover a few inches above the floor beneath it, or it can maintain its current altitude, allowing it to float across pits. Lastly, it can reach terrifying speeds if used as a frictionless sled.

Fly

R: touch T: creature D: 1 rnd

Target gains a fly speed of 24. Boost: +2 targets or +2 rounds.

Fog

R: 50' T: 20' dia D: 10'

Fog fills the area, blocking all vision beyond 5'.

Forgettable Moment

R: 50' T: creature D: 0

If the target fails its save, it forgets the last 6 seconds. Boost: +12 seconds.

Gaseous Form

R: 0 T: self D: 1 min

You are a gas with Fly 3. Wind can move you faster, but turbulence will disperse and damage you. You are immune to non-magical weapons. You cannot speak, carry anything, or cast spells. Your gear is transformed along with you, unless you prefer it not to. You can enter any space that is not airtight. You have senses of sight, sound, and touch. You cannot enter water. Boost: +2 minutes.

Gentle Repose

R: 50' T: corpse D: 1 day

Corpse will not decay or rise as undead. Boost: +2 days.

Gossip

R: 0 T: self D: 0

You hear a rumor from the nearest rumor table. If there is no obvious source of gossip nearby, it will come from cobblestones, stars, or the fish on your plate.

Grease

R: 50' T: surface or object D: 10 min

Affects up to a 10'x10' surface. If cast directly on a creature, it is allowed a save to negate. Grease requires a Dex check to avoid slipping or dropping (as appropriate). A creature that falls prone in grease needs another Dex check to stand up or crawl 10'.

Halo of Blood

R: 0 T: self D: 10 min

Whenever an enemy creature within 20' takes damage, it takes an additional 1 damage.

Halo of Truth

R: 0 T: self D: 10 min

When a creature knowingly lies or deceives within 20' of the halo, it rings like a small gong.

Haruspicy

R: touch T: sacrificial animal D: 10 min

In a 10 minute ceremony, you sacrifice an mammal, bird, or

reptile at least as big as a cat and investigate its entrails. This divination can tell you whether a particular course of action will bring good fortune, woe, or neither. 30% chance that the divination fails and yields a random answer.

Haste

R: 50' T: creature D: 1 rnd
Target doubles its movement speed and can now perform two actions per turn (but not two spells). This allows for two attacks. Target is also aged one year. Boost: +2 targets or +2 rounds.

Hearty Stew

R: 0 T: stew D: 1 hr
In an hour-long stew-cooking ritual, you imbue the stew with magical heartiness. All who eat of it are restored to full HP. The stew still requires mundane ingredients.

Hide From Animals

R: touch T: creature or object D: 10 min
Natural (non-magical) animals cannot detect the target with any of their normal senses. Spell ends if the target takes any aggressive action..Boost: +20 minutes or +2 targets.

Hide From Undead

R: touch T: creature or object D: 10 min
Mindless undead cannot detect the target with any of their normal senses. The same is true for sentient undead if they fail a save. Spell ends if the target takes any aggressive action..Boost: +20 minutes or +2 targets.

Holy Strike

R: melee T: creature or object D: 0
Cast this spell as part of a melee attack. If it hits an undead target, it does +1d8 damage. Boost: +1d8 damage to undead.

Ice Breath

R: 20' cone T: all in cone D: 0
Creatures in cone take 1d4 cold damage (save for half). Also extinguishes all fires torch-sized or smaller. Boost: +2d4 cold damage.

Ignite

R: 50' T: creature or object D: 0
If the target fails a save, it catches on fire. (Burning creatures take 1d6 damage per round until they spend a round putting it out.)

Illusion

R: 50' T: 10' dia D: concentration
Create an illusion of whatever you want. Illusion can only add, not subtract. Sight or sound only (not both). Boost:

Sight and sound both.

Invisible Servant

R: 50' T: zone of servitude D: 2 hours
You create an invisible, shapeless, massless servant. More like a roaming point in space that does things for you. It can perform simple, nonviolent tasks, such as cooking, cleaning, lifting and pushing. It works about as fast an old servant. It cannot push/lift more than 10 lbs. Boost: +3 servants.

Invisibility

R: touch T: creature or object D: 1 min
Target is invisible until it makes an attack. Boost: +2 minutes.

Knock

R: 50' T: door or lock D: 0
Target door is flung open. Target lock is unlocked. Can even be used to open a cabinet, loosen a shackle, or undo a belt.

Levitate

R: 50' T: object or creature D: concentration
Target has Fly 3, but only for vertical (up-and-down) flight. Caster controls levitation. Unwilling targets get a save to negate. Cannot lift more than 200 lbs.

Light

R: touch T: object / creature D: 2 hr / 1d6 rnd
Touched object glows as bright as a torch for 2 hours. If cast on a creature, they are blinded for 1d6 rounds.

Lightning Bolt

R: 200' T: 5' wide line D: 0
1d6 lightning damage. Boost: +2d6 damage.

Mage Armor

R: 0 T: self D: 2 hr
Target's Defense improves to 14 (as if from chain) without any of the penalties. Boost: +4 hours.

Magic Egg

R: touch T: creature D: permanent
Willing creature is stored inside an egg, where it rests in unconscious stasis. It will hunger (and starve) 10x more slowly than normal. When the egg is broken, the stored creature appears fully alert and awake.

Magic Missile

R: 50' T: creature D: 0
Target takes 1d6+1 damage. Boost: +2 more missiles, which can optionally be fired at different targets.

Magic Mouth

R: 50' T: object or surface D: permanent

You enchant an object or surface. When a condition you specify takes place near the object, a mouth appears and speaks your message. Only obvious visible and audible triggers can be used. Message limited to what you can say in what breath. Once delivered, the spell dissipates.

Magic Shell

R: touch T: creature D: 2 hr

The next time the target would normally make a save against a magic effect, the save is automatically successful and this spell is dispelled.

Mending

R: touch T: object D: 0

Touched object is fully repaired. May require multiple castings for large or complex objects.

Mighty Blow

R: melee T: creature or object D: 0

Cast this spell as part of a melee attack. On a hit, the target takes an additional +1d6 damage. Boost: +1d6 damage.

Mind Reading

R: 0 T: self D: 10 min

By concentrating, you can read the surface thoughts of whatever creature you focus on. Limited to 50'.

Mirror Image

R: 0 T: self D: 10 min

You create 1d4 mirror images of yourself, which stand next to you and imitate your movement, such that an opponent attacking you is forced to attack a random one. Images have Defense 0 and vanish as soon as they take damage. Boost: +2 images.

Phantasm

R: 50' T: creature D: 1 min

Target creature takes damage from whatever illusion you choose to inflict them with (fire, spiders, etc). Each round, target gets a save to negate, then takes 1d8 damage. Inconsistencies (such as an ally demonstrating that it is only an illusion) give a free save to negate.

Power Noise: _____

R: 0 T: 25' radius D: 0

These spells affect all creatures who hear it, except for the caster.

Power Noise: Sawtooth

See "Power Noise: _____". 1d6 slashing damage. Boost: +2d6 damage.

Power Noise: White

See "Power Noise: _____". Targets get a new save against each negative emotion affecting them.

Protection from Evil

R: touch T: creature or object D: 10 min

Creature gets +2 Defense and +2 Save against anything originating from an evil creature. Evil is defined as any morality greatly opposed to your own. Additionally, the creature is protected against demonic/ghostly possession.

Protection from Fire

R: touch T: creature or object D: 10 min

Any fire damage damage that the target takes is reduced by 5. Boost: +2 targets or +5 damage reduction.

Purify Food and Drink

R: 5' T: food and drink D: 0

Enough food and drink for 12 people is purified of any spoilage, diseases, or poisons.

Rage

R: touch T: creature D: 1 min

Target gets +2 to attack, +1 to damage, and cannot do anything defensive or tactical. This includes drinking potions, helping an ally, or retreating. Spellcasters can still use spells, but they must be aggressive ones. Unwilling creatures get a save.

Raise _____

R: 50' T: corpse D: 1 hr

These spells have a lot in common. Exceptions are noted below. The spell requires black gems worth 10s per HD. Technically non-sentient, they can still be ordered to perform tasks. Commands are limited to one word, optionally accompanied by pointing at something. HD of the resultant undead is equal to the HD of the creature or 1, whichever is lower. When this spell expires, the undead is no longer under your control. The maximum HD of undead that you control is equal to your own HD. Boost: +2 maximum HD.

Raise Skeleton

See "Raise _____". Defense 3, Movement 10, Damage as weapon or natural attack (most humanoid skeletons can claw for 1d4). They take half damage from piercing and slashing. There is no way to restore HP to a skeleton once it has been lost.

Raise Skin Kite

See "Raise _____". Hit Die d4, Defense 4, Fly 12.

Attaches with a successful attack, then does 1d4 damage per round. Unlike other undead, they have minds similar to a loyal dog, and can remember faces, names, and locations. Each day, they have a 1% cumulative chance of going insane at the worst possible time.

Raise Zombie

See "Raise ____". Hit Die d12, Defense 0, Movement 6, Damage as best single natural attack (most humanoid skeletons can bite for 1d6). Cannot move and attack in the same round. Does not require material components (no gems). Each day of activity causes a zombie to rot, decreasing its maximum HP by 1.

Reduce

R: touch T: creature or object D: 1 min
If it fails a save, creature or object halves in size. Target gets -6 Str or Str 4, whichever is higher. Boost: +2 min.

Regeneration

R: touch T: creature D: 6 rnd
Target recovers 1 HP per round. Boost: +2 HP per round.

Resistance

R: touch T: creature D: 1 min
Target gets +4 on its next save.

Restoration

R: touch T: creature D: 0
Target recovers 1d4 in a damaged ability score of the caster's choice. Boost: +2d4 recovered.

Rope Trick

R: 5' T: rope D: 8 hr
Rope extends itself upward as far as the caster wishes, but no higher than 50'. An extradimensional space is created at the top of the rope, large enough for 2 people. It's a bit like an invisible sleeping bag hanging in the air, where only the (invisible) opening touches our dimension. Rope can be pulled into the extradimensional space. You can see out if you poke your head out. Boost: Room for +4 people.

Rune of ____

R: touch T: object D: permanent
You carve a rune into an object in a process that takes an hour. Rune-inscribed objects count as magical, but you cannot inscribe an object that is already magical. The effects of the rune are permanent, but MP spent this way does not return until the spell is dismissed.

Rune of Breath

Weapon becomes sentient and capable of communicating telepathically with its wielder. It has normal human senses.

Roll mental stats, personality, and starting disposition.

Rune of Light

Pick a type of enemy. Shines as bright as a torch whenever that type of enemy is within 50'.

Rune of Metal

T: metal object
Object becomes nearly impossible to break. Weapons and armor no longer suffer breakage, iron spikes are nearly impossible to knock loose, etc.

Rune of Revenge

T: weapon
Name a specific creature to be your nemesis. The weapon grants +1 Attack and +1 damage against that creature.

Rune of Trollhammering

T: hammer
If thrown, hammer will return to owner's hand immediately after. Treat as ranged weapon. Creature's struck by this weapon cannot regenerate for 1 minute.

Sanguine Elixir

R: touch T: corpse D: 0
The corpse of a wizard killed not more than a minute ago is drained of blood and stored in a vial. When drunk, the elixir grants knowledge of one of the spells that remained in the wizard's head at the time of death. Once gained, this spell can be cast normally or added to one's spellbook. Works on anything that memorizes spells.

See Invisible

R: 0 T: self D: 10 min
You can see invisible things.

Seek Escape

R: 0 T: self D: 0
You learn the fastest way out of whatever dungeon you are in. Specifically, you learn which door to go through, how many rooms to the exit, and a vague sense of direction.

Seek Treasure

R: 0 T: self D: 0
You learn the fastest way to the largest obvious treasure in your current dungeon. This spell will only ever lead you to obvious chests and treasuries. Specifically, you learn which door to go through, how many rooms to the treasure, and a vague sense of direction.

Shatter

R: 50' T: creature or object D: 0
Target object breaks. Large or complex objects might

require multiple castings. Constructs (e.g. golems) take 2d6 damage, save for half. Boost: +2d6 damage.

Shocking Grasp

R: melee T: creature or object D: 0
With a successful melee attack, you deal 2d8 electric damage. Boost: +2d8 damage.

Sleep

R: 50' T: 20' dia D: 1d6 min
Targets fall into a deep sleep. Only alert targets (in combat, heard a suspicious noise) get a save to negate. Shouting is not enough to wake a sleeper, but slapping is. After the spell wears off, targets will usually remain in a normal (non-magical) sleep. No effect on creatures with more than 4 HD. Boost: +2 maximum HD or +2d6 minutes.

Slow

R: 50' T: creature D: 1 rnd
Target creature halves its movement speed and can only perform half an action on its turn, effectively giving it -4 Attack and Defense. Save negates. Boost: +2 targets or +2 rounds.

Song of _____

R: 0 T: 50' radius D: concentration
These spells only affect creatures that can hear them. The caster chooses which creatures (within range) to affect. The effects only last as long as the caster continues to chant/sing the song (no other actions except walking).

Song of the Lion

See "Song of _____". Targets get +2 Attack and +2 Save vs fear.

Song of the Rat Catcher

See "Song of _____". Targets are captivated by the singer. In the absence of more alarming things (combat, suspicious people trying to walk past them) they will peaceably stand and observe. If the singer is entertaining and nothing is threatening, they will even follow the singer as long as the singer doesn't lead them anywhere they wouldn't normally go. Targets get a save to realize that this is a spell effect, but even on a successful save, they will have a hard time looking away from the singer. Targets automatically make their save in combat.

Song of Silence

T: 20' radius
No sound enters, leaves, or travels within the radius of this song. Speech (including spellcasting) is impossible.

Speak with _____

R: 0 T: self D: 1 min
I recommend actually roleplaying the actual conversation. Just set a timer for a minute. Boost: +2 min.

Speak with Animals

See "Speak with _____". You can converse with mundane (non-magical) animals. They usually only know things related to their interests (food, predators, smells, weather).

Speak with Dead

See "Speak with _____". You can converse with corpses that have intact lungs, throat, jaw, and lips. Their answers tend to be cryptic and unhelpful, especially if there is no reason for the creature to respond favorably to you, either in death or in life.

Speak with People

D: 2 hr
See "Speak with _____". You can converse with anything possessing a spoken language.

Speak with Stones

See "Speak with _____". You can converse with stones. They are not observant nor very intelligent, but they have a great memory for vibrations (e.g. footsteps). Worked stone is more intelligent. Sedimentary stones are phlegmatic. Igneous stones are angry.

Speak with Plants

See "Speak with _____". You can converse with mundane (non-magical) plants. They are not observant nor very intelligent, but they do gossip among themselves constantly, and often hear news from distant parts (though it may be distorted by passage).

Spear of Light

R: 200' T: undead creature D: 0
Target undead takes 1d6+1 damage. If it fails a save, it is also blinded for 1d6 rounds.

Spider Climb

R: touch T: creature D: 10 min
By using their hands and feet, target can climb as well as a spider on any solid surface. While climbing in this way, their Movement is 9. Boost: +20 minutes or +2 targets.

Storm Hammer

R: 0 T: self D: 10 min
You summon the Storm Hammer into your hands. It is a Heavy warhammer (1d8) that deals an additional 1d6 lightning damage on a hit. You must keep both hands on the Storm Hammer at all times. If you don't, you take 1d8 damage + 1d8 lightning damage and the Storm Hammer

vanishes. (It can still be dismissed early.)

Summon Monkey

R: 50' T: conjured monkey D: 1 min

A monkey (HD 0, Defense 2, bite 1d3) is conjured into existence. It obeys your every command unflinchingly.

Telekinesis

R: 50' T: telekinetic force D: concentration

You can telekinetically move an object weighing not more than 20 lbs. It can do anything that a floating mitten with Str 10 could do. If you attempt to wield a weapon remotely, use your Int bonus for Attack rolls (instead of Str). You can switch objects at any time.

Voice on the Wind

R: 200' T: point in space D: 2 rnds

The wind carries your voice to a point you designate, even through keyholes, and even if there is no message. Then the wind listens for 1 round before returning to tell you what it heard.

Water Breathing

R: touch T: creature D: 2 hr

Target gains the ability to breathe water. Boost: +2 targets or +4 hours.

Web

R: 50' T: 20' dia D: 1 min

Creatures and objects are immobilized until they make three Str checks against Str 6. Anyone entering the area is subject to the same effect. Requires surfaces for the webs to span and cover; you cannot cast this spell underwater or midair. Boost: +20' diameter.

Weightlessness

R: touch T: creature or object D: 10 min

Target becomes weightless if it fails a save. Running is impossible without friction from gravity. Doesn't work on anything weighing more than 2000 lbs.

Wizard Vision

R: 0 T: self D: permanent

You see all dimensions at once. By spending a round concentrating, you can see invisible. By looking in someone else's eyes, you can tell if they are capable of spellcasting. You permanently lose either 1d6 points of Wisdom (to madness) or Charisma (to denial), your choice.

♥ Level

Monsters have 1 HD for every level they possess. This is a d8 hit die, so a level 3 monster has 3d8 HP.

🛡 Defense

This is the penalty applied to the player's attack rolls against this monster. 2 = leather, 6 = plate.

➔ Movement

Use this stat as a roll-under to see if the monster can perform a difficult movement (jump, charge down stairs). It's also used to resolve chases. A human's Movement is 12'. Flight is indicated with an 'f', swimming 's', and burrowing 'b'.

🗡 Attack

Attack is the penalty applied to the player's defense rolls against this monster. It is usually equal to the monster's Level (and is therefore not listed explicitly), but if this is not the case it will be listed after the attack's description.

For example, the ogre is a Level 4 creature that has an Attack of 2, due to clumsiness.

⚡ Save

The chance that the monster will resist a spell, mostly. It is usually equal to 5 + Level.

📖 Intelligence

The chance that a monster will react intelligently when making a decision (as opposed to foolishly). It also doubles as their Intelligence score.

😊 Reaction

The chance that the monster will react at least neutrally when encountered away from home. (It may be a lot lower if you invade their house.)

DM's who want a more granular reaction roll should consider the following table.

- Success by 5 or more: Friendly.
- Mere success: Neutral (but cautious).
- Failure by 5 or more: Hostile
- Mere failure: Aggressive

🚩 Morale

The chance that a monster will abandon combat. A monster makes a morale check when (1) it first looks like they are going to lose, and (2) most of their friends are dead. A failed check means that they flee or surrender.

\$ Money

Only listed if it differs from the assumed standard: intelligent humanoids carry 1d6s per level. Unintelligent monsters

carry none. (Most treasure is found in hoards or dungeons.)

XP Experience Points

Only listed if it differs from the assumed standard: 10 xp * (level squared). Level 1 = 10 xp, Level 2 = 40 xp, etc

Bandit

Hideout might be a treehouse, a cave behind a waterfall, or an unassuming windmill. Wants gold.

♥1 🛡3 ➔12 🗡weapon 1d6 🏹bow 1d6 ⚡6 😊6
📖10 🚩6

Bee, Giant

3' long. Wants to eat sweet things and take naps.

♥1 🛡2 ➔9 f24 🗡sting 1d6 ⚡6 😊18 📖1 🚩12

Dog

Wants to be his master's friend.

♥1 🛡2 ➔18 🗡bite 1d6 ⚡6 😊16 📖3 🚩10

⚙️ Tracker: Can follow targets reliably by scent.

⊕ Suicide dogs have jaws that lock shut. On a hit, they are unable to detach themselves but deal 1d3 damage per turn and reduce the target's Movement by 3'. Morale 18.

Dragon

Vain, mocking, intelligent. Wants gold and solitude.

♥12 🛡7 ➔15 f24 🗡claws 1d8/1d8, bite 2d8 ⚡17

😊8 📖14 🚩12 XP2000

⚙️ Fire Breath: 8d6 damage, 50' cone, recharge/d4 turns

⚙️ Terrifying: All who behold a dragon's fury must save vs fear or flee a safe distance away.

⚙️ Hoard Sense: Can quickly examine hoard to determine if something has been taken, and recognize things stolen from hoard, even single coins.

Hum Sloth

Sloths that hunt like wolves.

♥2 🛡3 ➔9 🗡claws 0 1d6/1d6 ⚡7 😊4 📖3 🚩7

⚙️ Hum: About half of the pack will choose to hum instead of attack. While humming, all non-sloth creatures within 100' take 1 damage for every 10' they move. This stacks.

Huntress of Zaotan

Bold and callous. Wants to humiliate a strong opponent, but not necessarily kill. Ride tigers or giant geckos.

♥2 🛡3 ➔12 🗡bow 1d8 🗡saber 1d6

🗡bite 0 1d4+poison ⚡9 😊5 📖11 🚩15

⚙️ Death Bird: Departs mouth upon death and reports home.

Giant Gecko

15' long. Wants to eat things, especially giant bugs.

♥3 🛡3 ➔15 🗡bite 1d6 ⚡6 😊8 📖2 🚩8

⚙️ Wall climbing.

Ghoul

Intelligent undead that eat corpses and reminisce about cruelties. They want to eat flesh and socialize.

♥2 🛡3 ➔12 🗡claw 1d6 ⚡7 😊5 📖10 🚩10

⚙️ Paralysis: On hit, save or be paralyzed 1d6 rounds.

Goblin

Large groups attack in screaming waves, but small groups use guerilla tactics. Wants delicious food.

♥0 ♠2 ➔12 🗡️weapon 1d6 ⚡5 😊3 📖10 🏴4

⚙️ Stealth 8.

⚙️ Darkvision.

⊕ Yoblines are born from giant mushrooms and prize filth above all else. Mushrooms sprout where they frequent.

Golem, Clay

Mindless constructs that nevertheless perform complex tasks.

♥8 ♠2 ➔9 🦊fist 2d12 ⚡13 😊0 📖0 🏴20

⚙️ Immune to magic, except for spells which can affect stone, which can deform or damage (for at least 2d6).

⚙️ Take half damage from slashing and piercing.

⊕ Cursed golems deal damage that never heals (as curse).

⊕ Iron golems have 6 Defense.

Greedy Gremlin

3' tall. Carries a sack of money. Wants to run away.

♥1 ♠5 ➔12 🦷bite 1d6 ⚡10 😊7 📖7 🏴0 \$3d6g

⚙️ Can sense gold within 100'.

Orc

Brutal and unrelenting. Wants money, sex, and victory.

♥2 ♠2 ➔12 🗡️weapon 1d8 ⚡7 😊3 📖8 🏴12

⚙️ Save +4 vs fear and emotions.

⊕ Orcs of Uru have Defense 4, Attack 4, carry bows, and use advanced tactics (Intelligence 16, for this purpose).

Ogre

Stupid, hungry, and loyal. Always hungry. Wants gold.

♥4 ♠3 ➔12 🗡️weapon 2 1d10+1 ⚡9 😊3 📖5 🏴14

Ooze

Wants to eat and grow and eat and grow.

♥7 ♠0 ➔6 🦷ooze 1d6 acid ⚡12 😊0 📖1 🏴18

⚙️ On a hit, target must win a Str contest (vs Str 12) or be engulfed. Engulfed creatures take 1d6 acid damage each round and can escape with another Str contest.

⊕ Mimics can imitate any inanimate object perfectly. They have a powerful adhesive, so treat their Str as 16.

Owlbear

Sometimes drags the injured back to its babies in order to teach them how to hunt. Wants defend its territory.

♥5 ♠4 ➔12 🦷claws 1d6/1d6, bite 2d6 ⚡10 😊6

📖3 🏴10

Rooster, Battle

Wants to make noise and kill beautiful things.

♥1 ♠2 ➔15 🦷claws 1d6 ⚡6 😊6 📖2 🏴15

⚙️ Chicken Wings: Can fly 50' horizontal or 20' vertical before needing to rest.

Shadow

A remnant. Drawn to living things, to touch them. Its touch injures your shadow, so that it staggers behind you or dies.

♥2 ♠2 ➔11 🦷touch 1d6 Cha ⚡9 😊0 📖0 🏴20

⚙️ Incorporeal: Immune to non-magical weapons.

Skeleton

Must fulfill its orders. Has little way to express its hatred.

♥1 ♠3 ➔11 🦷weapon 1d6 ⚡6 😊0 📖5 🏴20

⚙️ Take half damage from slashing and piercing.

Skeleton Jelly

Undead slime. Skeletons colonized by red, alien slime.

Bones bend like stiff rubber. Wants murder.

♥1 ♠1 ➔10 🦷claw 1d6 ⚡4 😊0 📖2 🏴20

⚙️ Immune to all damage.

Terophidian

Jealous, insecure masterminds. Look like brown, wide-throated eels surrounded by 4 flying claws. Want to be beautiful. Want to be kings. Want their enemies to grovel..

♥6 ♠3 ➔f15 🦷claws 4x1d4 ⚡13 😊6 📖16 🏴12

⚙️ Spellcasting: Knows six spells, usually charm or combat spells. No limit to how many times it can cast them, but only one spell is available at a time. (Roll randomly each turn.)

⚙️ Gut Dimension: Interior is an extradimensional space containing 1d6 rooms and 1d6 servants which it may summon by yelling. If killed, pocket dimension is inaccessible.

Tiger

Supremely confident. Wants to stalk prey for hours.

♥6 ♠3 ➔21 🦷claws 1d8/1d8, bite 1d10 ⚡11 😊10

📖4 🏴12

⚙️ Stealth 13.

⚙️ Ghost Tiger: All dead tigers haunt their killer for 2d6 days, then attack when their prey is vulnerable. They will only make this attempt once before passing on. Ghost tigers have the same stats, are incorporeal, and dissipate after 3 rounds.

Troll, Green

Green, lithe, and rubbery. Wants to eat man-flesh, trample their books, and break their swords.

♥6 ♠4 ➔13 🦷claws 1d8/1d8 ⚡11 😊3 📖6 🏴14

⚙️ Regenerate 1 hp/rnd. Bypassed by fire and acid.

⚙️ Darkvision.

⊕ Stone trolls have Defense 6, attack with a weapon 1d10+3, lack regeneration, and are petrified by sunlight.

Wight

Insane undead that guard their own crypts.

♥3 ♠3 ➔12 🦷claw 1d6 ⚡8 😊1 📖12 🏴12

⚙️ Level Drain: On hit, lose 100 xp per damage inflicted.

⚙️ Immune to damage from non-silver weapons.

Wolf

Wants to kill the weakest thing and/or drag it off.

♥2 ♠2 ➔18 🦷bite 1d6 ⚡7 😊7 📖3 🏴7

⚙️ Tracker: Can follow targets reliably by scent.

Zombie

Mindless undead.

♥2 ♠2 ➔6 🦷bite 1d6 ⚡5 😊0 📖0 🏴20

⚙️ Take half damage from bludgeoning.

⊕ Infectious zombies carry the virus in their bite. Save or become a zombie in 1d3 days. Save is made secretly.

Sample Talents

Most talents are specific to the campaign or dungeon. They're meant to show how experiences can change a character, and so DMs are encouraged to write their own Talents specific to the adventure.

Talents range from relatively mundane to quite powerful. A single character may learn it, or all characters might. It might require an Int roll to learn, or it might be automatic.

Aikido

Gained by training under the Master in the Earth. Whenever an opponent misses you while you are taking total defense, you get a free attack against them.

Danger Sense

Gained by meditating atop the Maggaroth Death Snake. Negate surprise (self only) with a successful save.

Tumbler

Gained by surviving a 100' fall. All damage from falls is halved.

Eternal Youth

Gained by eating one of the golden apples. You no longer age.

Kung Fu

Gained by training under the Master in the Moon. Pick any number from 3 to 18. Whenever you naturally roll that (unmodified) number on an attack roll, you deal 1d6 damage to your target, even on a miss. However, damage from a miss can never kill your target.

Rabbit Tongue

Gained by being turned into a rabbit by a fairy. You can speak with rabbits and other burrowing mammals.

Speaker for the Dead

Gained by surviving the brunt of a haunt. Whenever you suffer another haunt, you can ask the spirit 1 question (as *speak with dead*).

Knowledge of the Ethergrid

Gained by recovering the Halberd of the Ethergrid. You can measure distances seen and traveled with perfect accuracy.

Memory of Mignus

Gained by exploring cell 23 beneath the gazebo. XP drain from undead is halved.

Known to Death

Gained by recovering the Eye of Undeath. Zombies will treat you as one of their own (they'll ignore you) as long as you don't do anything a zombie wouldn't do.

Eye of the Morlock

Gained by befriending or killing Keljoona beneath the gazebo. You can see +33% farther in torchlight, lanternlight, etc.

Call to Familiar Spirit

Familiars are spirits, demons, rogue spells, or perhaps the things that first taught magic to the mortal races. Whatever they are, they are dangerous, and cautious wizards never consort with them.

Step 1

Familiars are summoned by casting the spell *call to familiar spirit*, after which they will appear in the next few minutes. They arrive unhurried and in dramatic fashion.

The type of familiar to appear depends on the environment. Swamps bring forth toads or wisps. Cities call forth brownies or jenkins. If you know a familiar's name, you can call it forth specifically.

Step 2

The wizard must then bargain with the familiar. Familiars seek to ally themselves with promising young savants with portentous destinies—future archmages. Familiars seek power, indirectly. After negotiating with the familiar, the caste makes a check with the following penalties.

Wizard seems meek or unambitious.	-1 or -2
Wizard makes extravagant promises.	+1 or +2
Sacrifices to appease the familiar. This usually requires a first casting in order to ask the familiar what it desires, and a second casting to bring it (gold, holy books, elf tears, gems, etc).	+1 per 100c sacrificed.

If you succeed on your bargaining, the familiar agrees to bond itself to you in a magical, mutual bond of souls.

If you fail in your bargaining, roll on the Breach of Covenant table below. That particular familiar will never again appear to you. In fact, no familiar will ever appear to you again at this location. You've been found unworthy.

Step 3

The first thing a familiar can do is teach you a spell. If you ask it for a specific spell, there is a 50% chance that it knows it. Otherwise it teaches you a random spell.

You can enter this spell in your spellbook, as if from a scroll. Now you are on your way to becoming a great wizard.

Step 4

At any time afterwards, you can summon your familiar to your side with a Charisma check. Success means that it appears immediately, while failure means that it appears after 1d20 hours. Familiars that are pleased with you will always appear immediately, and familiars that are displeased will always appear after 1d20 hours.

Familiars don't really exist before they're summoned. They

crawl out of your hair, or slither out between some bricks. They leave in a similar fashion, when they are bored, ignored, dismissed, or damaged (and they can only be damaged by magic).

Once summoned, they can perform services in exchange for favors.

- They can use *detect magic*. This is so minor that they do it for free, without requiring a favor.
- They can teach you a new spell, rolled randomly. If it ever rolls a spell that you already have, then it has taught you all it knows, and cannot ever teach you any more spells.
- They can cast a spell directly from your spellbook.
- They can save you from a violent death. They'll only ever perform this service once, and only if the familiar responds immediately to your summons (better make that Charisma check). The details of your resurrection are left to the DM. It might crawl in your mouth and give you the strength you need to continue, or you might just walk into the campsite that night like nothing happened. Once your familiar has performed this service for you, it owns you body and soul, and you owe it a favor every time you level up.
- Pretty much anything else you can dream up, such as scouting out the next room.

The favors that familiars request are varied, but they depend on the familiar's goals, and they should cost the wizard something, especially something mildly self-destructive. Examples: stealing a spellbook from a kindly wizard, killing the meddlesome NPC paladin who always gets in the way, stealing a torch from a baby, etc. Optionally, the DM can roll a d6 to see how harsh the requested favor is.

Familiars don't save up favors. They cash them in, quickly.

If a wizard performs the favor, that's the end of it. If the wizard shirks from performing the favor, the familiar becomes displeased until a favor is done and the wizard rolls on the Breach of Covenant table below.

Breach of Covenant

1	Random Curse
2	Random Mutation
3	Permanent -1 to a random stat (but not Int).

If you've performed the last three favors that the familiar has requested and made progress in your quest to become a powerful wizard, it will be pleased with you.

Familiars will abandon you if it becomes apparent that you will never become a powerful wizard. You can never get another familiar, but you might be able to track down the familiar who abandoned you and persuade it to give you another try.

DMs are encouraged to make up their own familiar spirits tailored for the environment and the caster, but some suggestions are listed below. Roll on each table below, or just roll once for all four tables.

Suggested Appearances (d8)

1. matte black crow, flies backwards.
2. fat weasel, sleeps constantly in your pocket or purse.
3. swollen toad, nearby objects and surfaces become soggy.
4. miniature woman, 2' tall with gold skin, wearing only jewelry.
5. small pig, walks like a man, fond of eating bones and skin.
6. white mouse, everyone gets goosebumps when it appears, speaks like a king.
7. brown jenkins, sort of like a large rat with human hands and face, fond of fetching things.
8. black cat, always stands on your shadow, causes discomfort on places where it's paws touch

True Appearance (d8) visible with *wizard vision* or *see invisible*

1. small, misshapen version of you.
2. nauseous cloud of impossible colors.
3. hole in the universe.
4. empty skin, twitching/fluttering as if in a wind.
5. misshapen human child
6. pulsing mass of roiling meat.
7. there is nothing there and never has been.
8. suspiciously, it looks the same (or does it?).

Unique Power (d8)

1. can see the future in spilled intestines, quite accurate
2. can teleport the caster (only) to the nearest graveyard
3. can make wild dogs attack the person you name
4. can create false gold that will disappear in 1d20 hours
5. can create a feast fit for a king
6. can make a virgin fall in love with you
7. can fetch a named item that has been forgotten by all
8. no special power, but it will pretend that it has one

Goal (d8)

1. exploration of new frontiers (especially of the mind and/or other planes) and cosmic truth
2. iconoclasm and an end to banal religions (cosmic horror gods are the only true gods; worship is optional)
3. magical power to bend the universe to your will
4. political power to rule the world and become a leader of men (preferred: starting a cult, marrying royalty)
5. deaths of weaklings and fools
6. carnal pleasure, incomprehensible ecstasy
7. construction of a vast object, built for some distant, undefined purpose (preferred: tower, ziggurat, ship)
8. destruction of the self through dissolution, dissociative drugs, anomie, and constant exposure to danger

Random Curses

1	Dog hatred. They will attack you, if given half a chance. Cured by living as a dog for 1 month, or doing a dungeon as a dog.	11	Delicious. Monster that enjoy eating people will prioritize attacking you. Can be cured by eating an entire manticores.
2	Ugliness. No one wants to sleep with you. Cured by helping 2 other people fall in love.	12	Dreamlessness. Reduce all XP gained by 5%. Immune to bad dreams. Cured by insanity.
3	Doomed. Will automatically save the next save vs death. Cured by the touch of a wight.	13	Bad with money. 20% chance to lose all money when entering city (thievery, taxes, etc). Cured by marriage.
4	Blinded. Cured by cutting out your tongue.	14	Babies cry when you are nearby. -2 to all reaction rolls when you are in a party (not just ones involving babies). Cured by having a baby in wedlock.
5	Crippled. Movement is halved. Cured by spending 1 month in a desert without moving from an auspicious spot.	15	Breakage. Treat all your equipment as shoddy quality. Cured by giving all of your possessions to the poor and doing a dungeon naked (except 1 item).
6	Foggy eyes. Cannot see more than 30'. Cured by serving a crone for 1 year.	16	Curse of bad luck. -2 to Save. Can be cured by sacrificing a bull atop a mountain.
7	Nightmares. Only get restful sleep 60% of the time when sleeping. Cured by sleeping alone in a dungeon or other dangerous place.	17	Curse of fire. Take double damage from fire. Cured by killing a dragon, or serving one for 1 year.
8	Hiccups. Always fail stealth checks. Never surprise anyone. Cured by suffering a genuine fear effect (doesn't count if cast by friends).	18	Moon curse. Turn into an (NPC) werewolf 1 random night during the week of the full moon. Cured by drinking hemlock (save vs poison or die).
9	Grim hearted. Can never benefit from positive morale or positive emotion effects. Cured by helping a bunch of children (big donation to an orphanage, saving children slaves, etc)	19	Crops and animals do not thrive when sharing a property with you. No fruit, no milk, etc. Cured by planting 1000 trees by hand.

10	Mute. Cannot cast spells. Can be cured by plucking out an eye.	20	Sour Milk. 50% chance that food turns rotten when you put it in your mouth (chance of wasting a ration). Cured by fasting for 2 weeks.
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Random Mutations

Grow an extra head, it controls one side of your body.

Grow antlers, arms, retractable eyeball stalks, third eye.

Grow third arm, extra pair of arms, hair all over your body, feather all over your body.

Size increase, large for your species. Decrease, small for your species.

Empty eye sockets with death rays..

Career Path Character Generation

Step 1 – Childhood

Roll once on each table and add the result to the appropriate ability score. At the end of step 1, you will have gotten 6 results and all of your ability scores will be between 1 and 4.

If you're in a hurry, you can also just roll 1d4 for each of your stats.

STR

1. You were picked on. +1
2. You killed your mother in childbirth. +1
3. Your siblings ate your food. +1
4. You never got enough to eat. +2
5. You followed your mother around. +2
6. You loved to climb. +2
7. You got in a lot of fights and lost most. +3
8. You wrestled your father. +3
9. You fought a huge dog. +3
10. You were a fat kid. +4
11. You got into a lot of fights and won most. +4
12. You were a bully. +4

DEX

1. You always overslept. +1
2. You took a nasty fall. +1
3. You broke something precious. +1
4. You carried a blanket everywhere. +2
5. You were an illegitimate child. +2
6. You got caught stealing. +2
7. Your father took you with him. +3
8. You witnessed suicide. +3
9. You were once trapped somewhere. +3
10. You stole candy. +4
11. You ran for your life. +4
12. You killed an animal. +4

CON

1. You almost died from a fever. +1
2. You preferred to stay indoors. +1
3. You broke an arm. +1
4. Your family is a small one. +2
5. You had an awkward puberty. +2
6. You learned to cook from your mom. +2
7. You remember when you became an orphan. +3
8. You know your family's secret. +3
9. Your siblings looked up to you. +3
10. You had the best holiday meals. +4
11. You have too many cousins. +4
12. You walked a very long distance. +4

INT

1. You've never read a book. +1
2. You were dropped on your head. +1
3. You learned from *doing*, not being taught. +1
4. You hated school. +2

5. You had a secret place. +2
6. You invented a code. +2
7. You caught a parent doing something bad. +3
8. You met a wizard! +3
9. You kept a diary. +3
10. Curiosity earned you more than a few scars. +4
11. Your mother taught you all the legends. +4
12. You drew a map. +4

WIS

1. You embarrassed yourself publicly. +1
2. You got lost. Very lost. +1
3. You witnessed violence. +1
4. You believed whatever your siblings said. +2
5. You loved to explore. You never got lost. +2
6. You planned a trip you never took. +2
7. You remember when the strangers arrived. +3
8. You have very early memories. +3
9. You solved a mystery. +3
10. You saw a ghost! +4
11. You had a beloved pet. +4
12. You had many imaginary friends. +4

CHA

1. No one loved you. +1
2. You ran away from home. +1
3. Your friends mocked you behind your back. +1
4. You didn't talk until very late. +2
5. You grew up among strangers. +2
6. A trusted person hurt you dearly. +2
7. You received a precious gift. +3
8. People traveled to see you. +3
9. You'd do anything on a dare. +3
10. You had an army of friends. +4
11. You were the favorite. +4
12. An enemy became a lifelong friend. +4

Step 2 – Adolescence

Adolescence poses three questions to your character. To find out which ones, roll on the following table.

1	A, B, C	11	E, G, O
2	D, E, F	12	I, J, N
3	G, H, I	13	B, E, J
4	J, K, L	14	F, K, M
5	M, N, O	15	B, H, M
6	A, L, O	16	Re-roll, reversing the order that the questions are asked in. Ignore further results of 16-20.
7	A, F, I	17	
8	C, D, N	18	
9	D, H, L	19	
10	C, G, K	20	

Now that you know what three questions your character is answering, look them up below and answer them.

Each question has two choices, and each answer is linked to a certain stat. After you've answered it, roll two d4s. Add the higher roll to the ability score linked to your answer, and add the lower roll to the other.

So if the possible answers are Yes (CHA) and No (WIS), and your character answers "yes", then you will roll 2d4. The higher die is added to Cha, the lower added to Wis.

By the end of Adolescence, you will have answered three questions, and all of your ability scores will be between 2 and 8.

A Things had taken a turn for the worse. You needed to succeed here, but the risks were great. Did you grit your teeth and wade in (STR) or back off and retry it when you were better prepared (DEX)?

B You were about to deliver bad news. It would break their heart. Were you quick and blunt (INT) or did you soften the blow with reassurances and sympathies (CON)?

C Did you let him hug you? Yes (CHA) or No (WIS).

D Well, you messed up this time. They're gone. And with it, all the opportunities you once looked forward to. Did you chase after them (STR) or accept the loss and move on (CON)?

E Your friend was in an argument, and making some bold assertions. However, you knew she was wrong. Did you stand up for her? Yes (CHA) or no (DEX)?

F Did you divide the food equally (INT) or give the hungrier ones a little bit more (WIS)?

G When you were insulted, did your honor demand satisfaction (STR) or did you just quietly promise eventual vengeance (INT)?

H It was none of your business, really. But it looked like things were escalating, and somebody might get hurt. Did you meddle in the affairs of others (WIS) or stay out of it (DEX)?

I You lost. They were all laughing at you. Did you offer your congratulations and walk away (CON) or challenge them to a rematch (CHA)?

J It was supposed to be here by now, but it wasn't. People were getting worried. Did you go out yourself to fetch it (STR) or trust that it would arrive, and urge others to do the same (WIS)?

K You badly needed something that you couldn't afford. Did you steal it (DEX) or resolve to save up the money, no matter how long it took (CON)?

L Since it was so important, did you talk to them in person (CHA) or write a carefully-written letter, being sure to include all the details (INT)?

M Did you choose love (CHA) or career (STR)?

N This was taking longer than you thought. Did you ask for help (DEX) or try to find a more efficient way of doing it (INT)?

O The bastard had it coming. The only thing is, he didn't do the thing he's accused of. You did. Did you step up and take your punishment (WIS) or remain silent and watch karma descend (CON).

Step 3 – Adulthood

Adulthood consists of 6 years (although not necessarily literal years). Each year, you will pick a career to represent what you have been studying that year (although you'll probably put all six years into a single career). Each year is another roll on a career table.

Each career is suitable for a different set of ability scores. For example, in the Army, the three most useful stats to have are Str, Dex, and Con, since those are the stats that the career tests the most often.

There are two kinds of results on the career table.

Tests challenge one of your ability score and influence another. They look like this:

Test Str to influence Dex.

To test an ability score, roll a d10. If the result is equal or less than the tested ability score, the test is a success. If you succeeded on the test, the other ability score is influenced positively. If you failed, it's influenced negatively. Draw a + or – next to the ability score, as appropriate.

If you have any racial + or – to particular ability scores, this is also the time to add them.

At the end of step 3, all of the ability scores are going to be increased by 2-8. If there is a + or –, roll an extra die for every +/- . If you're dealing with pluses, add the highest die to the ability score. For minuses, use only the lowest. (e.g. 3d4-keep-lowest-2 instead of 2d4) Here's an example:

Str 2	Dex 8 ++	Con 6 -
Int 5	Wis 9	Cha 7

Dex score will be increased by 5d4-keep-highest-2.
Con score will be increased by 3d4-keep-lowest-2.
The other four ability scores will be increased by 2d4.

Skills are pretty straightforward. If it says that you learn a skill, you learn it. If it says you learn a skill called "Random", roll a random skill on the d100 table on pXX.

After step 3, you're done. Your character's ability scores should be in the 4-16 range, forming a bell curve over the area of 10. Your character will also have ~3 skills.

Army

Useful: Str, Dex, and Con.

1. Your training was more difficult than most. Test Str to influence Dex.
2. Fled a losing battle. Test Dex to influence Con.
3. Sustained a major injury. Test Con to influence Str.
4. Captured. Test Con to influence Dex.
5. Considered for officer training. Test Str to influence Int.
6. Fellow scouting party depended on you. Test Dex to influence Cha.
7. Starving and forced to forage for your own food. Test Con to influence Wis.
8. Tried a risky tactic involving stealth. Test Int to influence Dex.
9. Walked into an ambush. Test Wis to influence Str.
10. Attempted to befriend the cook. Test Cha to influence Con.
11. Hung out in the officer's club. Learn Military.
12. Worked with salvage and repair. Learn Blacksmith.
13. You kept your weapons immaculate. Learn Weapons.
14. Sharp eyes meant you were lookout. Learn Heraldry.
15. Prepared food for your companions. Learn Cook.
16. Assigned as a bodyguard. Learn Random.
17. Spy in an enemy country. Learn Random.
18. Stationed away from the front lines with time to kill. Learn Random.
19. Had a little business on the side. Learn Random.
20. Learned something from a prisoner. Learn Random.

How do you feel about killing enemies?

How do you feel about authority?

Who is one person who saved your life?

Why did you leave home to seek your fortune?

Clergy

Useful: Int, Wis, and Cha

1. Recited scripture from memory to an important audience. Test Int to influence Wis.
2. Debated your faith with the infidels. Test Wis to influence Int.
3. A tragedy shook your faith. Test Wis to influence Cha.
4. Had a great/horrible relationship with your mentor. Test Cha to influence Int.
5. Responsible for calling the faithful to their daily prayer. Test Int to influence Dex.
6. Attempted a great labor for your god. You worked until collapse. Test Wis to influence Con.
7. You often carried and prepared the bodies before the funeral. Test Cha to influence Str.
8. Traveled to study with a distant branch of your faith. Test Con to influence Int.
9. You helped build/repair a church/holy site. Test Str to influence Wis.
10. Tried to avert disaster during a wedding/baptism. Test Dex to influence Cha.
11. Your temple has an old and storied past. Learn Historian.
12. Once served the Blood God. Learn Rel (Blood God).
13. Once served the Forest God. Learn Rel (Forest God).
14. Once served the Mountain God. Learn Rel (Mountain God).
15. Once served the Sun God. Learn Religion (Sun God).
16. Your life was very different before you committed yourself to your god. Learn Random.
17. Your church/temple is famous for something. Learn Random.
18. A vision of your god imbued you with knowledge. Learn Random.
19. Your temple required you to learn a certain skill before you began your education. Learn Random.
20. While living with heathens, you learned some of their ways. Learn Random.

What parts of your old life did you miss the most in the monastery?

When did you first decide to submit yourself to a higher power?

Who is one person who most shaped your faith?

Why did you leave home to seek your fortune?

Criminal

Useful: Str, Dex, and Cha

1. You survived your initiation in a dramatic fashion. Test Str to influence Cha.
2. You'll never forget the first time you killed someone. Test Dex to influence Str.
3. The boss personally asked you to steal something important. Test Dex to influence Cha.
4. You were tasked with killing a friend to prove your loyalty. Test Cha to influence Str.
5. Entered a lethal-force duel. Test Str to influence Wis.
6. Stole from a wizard. Test Dex to influence Int.
7. Your "friendly" rival is a fan of poison. Test Cha to influence Con.
8. Spent some time in prison. Test Con to influence Str.
9. Had a mentor. Test Int to influence Dex.
10. Made a lot of friends/enemies on that street. Test Wis to influence Cha.
11. Born to a family of thieves. Learn Culture (low class).
12. Burgled quite a few houses. Learn Locksmith.
13. You know what money is for. Learn Gambler.
14. Strangers paid for most of your meals. Learn Pickpocket.
15. You'll never forget that brothel. Learn Sex.
16. Crime is your business, but you have another passion. Learn Random.
17. The boss had an interesting collection. Learn Random.
18. You can never return to your old life. Learn Random.
19. Had a little business on the side. Learn Random.
20. Learned something in prison. Learn Random.

When do people actually own the things they possess?

What do you spend money on?

Who was your mentor?

Why did you leave home to seek your fortune?

Forest

Useful: Str, Dex, and Wis

1. Unable to find your way home, you made a new home. Test Str to influence Wis.
2. Trapped for days. You thought you were going to die. Test Dex to influence Str.
3. Encountered the elves. Test Wis to influence Str.
4. Heard voices on the wind. Test Wis to influence Dex.
5. Trusted a stranger enough to share food with them. Test Str to influence Cha.
6. You have been hunted. Test Dex to influence Con.
7. Followed tracks that you didn't recognize. Test Wis to influence Int.
8. Tracked down a human, and fought them. Test Int to influence Str.
9. Encountered the fey. Test Cha to influence Wis.
10. Dysentery was awful. Test Con to influence Dex.
11. You are most comfortable here. Learn Environment (forest).
12. Easier than hunting. Learn Fisher.
13. You wander far. Learn Navigator.
14. You kept trophies. Learn Taxidermist.
15. Eyes are always turned to the ground. Learn Tracker.
16. Strange things are shared around a campfire. Learn Random.
17. Born in the city. Learn Random.
18. The real reason you go back to town. Learn Random.
19. The real reason why you avoid town. Learn Random.
20. You learned it from a wizard. Learn Random.

What is the thing that most city folk don't realize about the forest?

Do animals have any rights? Are they people?

Have you befriended any animals?

Why did you leave home to seek your fortune?

Noble

Useful: Dex, Int, and Cha

1. Seduced someone of a higher/lower social class. Test Dex to influence Cha.
2. Involved in blackmail. Test Int to influence Dex.
3. Aspirations to wear the crown. Test Cha to influence Dex.
4. Lied to your tutor (that old fool). Test Cha to influence Int.
5. You love/hate practicing with your swordmaster. Test Dex to influence Con.
6. Once saw a demon summoned at a party. Test Int to influence Wis.
7. Tried to avoid actual combat in the war. Test Cha to influence Str.
8. Member of an archery/polo/yacht club. Test Con to influence Dex.
9. Member of (mostly social, somewhat strange) secret society. Test Str to influence Int.
10. Manipulated with your own betrothal. Test Wis to influence Cha.
11. Politeness opens many doors (but not as many as money). Learn Culture (high class).
12. Form before function. Learn Fashion.
13. Everything else is boring. Learn Drugs.
14. There's more to life than parties. Learn Philosopher.
15. Your notebook is always close at hand, should inspiration strike. Learn Poet.
16. You've been to some strange parties. Learn Random.
17. No one suspects what really goes on inside your private social club. Learn Random.
18. You've cultivated a hobby to make yourself seem interesting. You loathe it. Learn Random.
19. You've traveled to some distant shores. They were boring, too. Learn Random.
20. An exotic visitor lived in your house for a good length of time. Learn Random.

What really separates the aristocracy from the commoners?

What is the purpose of money?

Are some people meant to be leaders of others?

Why did you leave home to seek your fortune?

Rural

Useful: Str, Con, and Wis

1. Abundant crops means exhausting harvests. Test Str to influence Con.
2. After that day, you were the only one left to take care of the farm. Test Str to influence Wis.
3. Famine. Test Con to influence Str.
4. Entered your crops/animals in a county fair. Test Wis to influence Str.
5. Once carried an animal/person a great distance in an emergency. Test Str to influence Cha.
6. Caught the plague. Test Con to influence Dex.
7. Buried your own parents behind the farm. Test Wis to influence Int.
8. Forced to improvise when a disease ravaged your crops. Test Int to influence Con.
9. Got married. Test Cha to influence Wis.
10. Ran for your life. Test Dex to influence Str.
11. Your pig trusts you. Learn Animal Handler.
12. You might be an alcoholic. Learn Carouse.
13. And your ancestors are farmers, too. As far back as anyone remembers. Learn Farmer.
14. You have a passion for equines. Learn Horses.
15. You could happily discuss the weather forever. Learn Weather.
16. You read a book once. Learn Random.
17. You and your friends have a tradition you all do on festival days. Learn Random.
18. One of your siblings gave up farming. They visit sometimes. Learn Random.
19. Aspirations of a better life. Learn Random.
20. You've been talking to caravan guards too much. Learn Random.

What is the best food in the world?

What's your favorite thing about where you grew up?

What are your parents like?

Why did you leave home to seek your fortune?

Town

Useful: Con, Int, and Cha

1. Survived the slow pox. Not everyone did. Test Con to influence Cha.
2. Noticed a discrepancy in your finances. Test Int to influence Con.
3. Called for help while being mugged. Test Cha to influence Con.
4. Ran for a position in your guild. Test Cha to influence Int.
5. Something strange happened while you were working late one night. Test Con to influence Dex.
6. Helped hunt for a witch. Test Int to influence Wis.
7. Epic bar brawl. You still owe money for damages. Test Cha to influence Str.
8. Trampled by a mob. Test Dex to influence Con.
9. Abused by a noble's thugs. Test Str to influence Int.
10. They tried to cheat you. Test Wis to influence Cha.
11. You forged your own weapon. Learn Blacksmith.
12. Like most, you've struggled with taxes, permits, and passes. Learn Bureaucrat.
13. Built all the furniture in your house. Learn Carpenter.
14. You have fed hungry mouths. Learn Cook.
15. A regular at the tavern. Learn Gossip.
16. No one knows about your secret. Learn Random.
17. A little business on the side. Learn Random.
18. A remnant of your meager education. Learn Random.
19. Your family is known for it. Learn Random.
20. You weren't born here. You can still remember your former life vividly. Learn Random.

What's the best part of town that outsiders don't know about?

What's the most exciting thing that happened in your town?

Who is your best friend in town?

Why did you leave home to seek your fortune?

Wizard's Apprentice

Useful: Dex, Int, and Wis

1. Had to improvise when something didn't go as planned. Test Dex to influence Wis.
2. Tried to cast a spell that you had not been taught. Test Int to influence Wis.
3. Body was temporarily possessed by otherworldly powers. Test Int to influence Dex.
4. Tried to save your master's life. Test Wis to influence Int.
5. In charge of wrangling your master's magical beasts. Test Dex to influence Str.
6. Neglected your studies in order to socialize. Test Int to influence Cha.
7. You tried the weird drugs. Test Wis to influence Con.
8. Endless hours of meditation. Test Con to influence Int.
9. Communicated with a vast and inhuman intelligence. Test Cha to influence Wis.
10. Mopped up after messy experiments. Test Str to influence Dex.
11. Your master had access to an incredible observatory. Learn Astronomer.
12. Studied from ancient books written in unusual languages. Learn Linguist.
13. Your master had access to an incredible library. Learn Literature.
14. Your master had access to an magnificent alchemy lab. Learn Alchemist.
15. Socialized with a certain group of wizards. Learn Wizards.
16. Traveled to a distant place with your master. Learn Random.
17. You learned magic through a very unorthodox method.. Learn Random.
18. Your master had eclectic interests. Learn Random.
19. Learned something from another apprentice. Learn Random.
20. You had a life before becoming an apprentice. Learn Random.

Why did you wish to become a wizard?

What is the scariest part about your apprenticeship?

Who is your master and what did they specialize in?

Why did you leave home to seek your fortune?

Retiring a Character

Adventurers don't want to be adventurers forever. It's a dangerous, horrible life.

So, when a character has achieved what they set out to do (or when the player wants to try a new character) they can retire. Talk to your DM about your character's options. After retiring, they become an NPC in the world (and usually a successful one).

This is a happy ending. This is one of the ways you win.

When you retire a character and create a new one, the new character begins play with 10% of the XP that the old character had (max 1000xp).

Additionally, if the old character was level 3 or higher, the new character is allowed to give pick a stat during character creation and treat it as if it were a Stat+. (Roll an extra die, then discarding a lower die. For example, 4d4 would become 5d4-drop-lowest.)

Depending on how the character retires, they may be able to provide assistance to their old party members. For example, if they retire with enough money to buy a tavern, that tavern might go on to become a place where their former companions receive free food and lodging, a safe house in a major city, and a steady supply of gossip and rumors.

These in-universe advantages are usually permanent, and are enjoyed by all characters.

DMs are discouraged from endangering or killing retired PCs. Let them enjoy their retirement.

At the DM's discretion, retired PCs might be able to come out of retirement for something appropriate.