

Outcast Silver Raiders

Referee's Compendium

ISAAC VANDUYN + KIM DIAZ HOLM



REFEREE PRINCIPLES

1. BE CLEAR AND CONSISTENT
2. ROLL DICE IN THE OPEN
3. PULL NO PUNCHES
4. TEMPT THE DANGER
5. PRESSURE THE PLAYERS
6. REWARD CREATIVITY
7. WELCOME PLAYER STYLES
8. PRESENT PLACES, NOT PLOTS
9. DON'T GATE PROGRESS
10. SET THE SCENE EFFICIENTLY

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COMMON SOURCES OF BONUSES FOR ROLLS
(EACH USUALLY CONFERRING +1 ON A ROLL)

- RELEVANT EQUIPMENT
- ENVIRONMENTAL FEATURES
- OBJECTS PRESENT IN THE SCENE
- PREVIOUSLY ESTABLISHED BACKGROUND INFO

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1 GOLD PIECE (GP) = 50 SILVER PIECES (SP)

PLAYER INITIATES AN ACTION = CHECK

EXAMPLE ABILITY CHECKS:

CHARISMA

- Deceiving
- Intimidating
- Persuading

CONSTITUTION

- Breathing
- Eating
- Outlasting

DEXTERITY

- Aiming
- Balancing
- Steering

INTELLIGENCE

- Communicating
- Crafting
- Strategizing

STRENGTH

- Jumping
- Lifting
- Threatening

WISDOM

- Gambling
- Listening
- Perceiving

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PLAYER IS RESISTING = SAVING THROW

EXAMPLE SAVING THROWS:

CHARISMA

- Resist ego destruction
- Resist magic
- Resist possession

CONSTITUTION

- Resist exhaustion
- Resist poison
- Resist starvation

DEXTERITY

- Dodging (non-combat)
- Keeping balance
- Resist tripping

INTELLIGENCE

- Resist befuddling
- Resist suggestion
- See through illusions

STRENGTH

- Resist crushing
- Resist knock down
- Resist pushing

WISDOM

- Avoid surprise
- Resist charm
- Resist deceptions

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ENCOUNTER DISTANCE

RULE OF THUMB = 100 FEET

IF YOU WISH TO RANDOMIZE THE DISTANCE:

NORMAL TERRAIN: 3D6 X 10 FEET
CLUTTERED TERRAIN: 2D6 X 10 FEET
OPEN TERRAIN: 3D10 X 10 FEET

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NPC REACTIONS (2D6)

2. OPENLY HOSTILE
- 3-5. UNFRIENDLY AND UNHELPFUL
- 6-8. WARY BUT NEUTRAL
- 9-11. OPEN TO COOPERATION
12. FRIENDLY AND ACTIVELY HELPFUL

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SURPRISED CHARACTERS SKIP THE FIRST ROUND OF COMBAT

OUTCASTS BEING STEALTHY: PLAYERS MAKE A STEALTH CHECK
OUTCASTS RESISTING SURPRISE: PLAYERS MAKE A WISDOM SAVING THROW

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MORALE

CHECK MORALE:

- THE FIRST TIME AN NPC TAKES DAMAGE
- WHEN AN NPC IS REDUCED TO HALF OR LESS HEALTH
- WHEN A GROUP OF NPCs IS REDUCED TO HALF OR LESS THEIR STARTING NUMBER
- WHEN AN NPC GROUP'S LEADER IS DEFEATED, IS SLAIN, OR SURRENDERS

TO CHECK MORALE ROLL 2D6.

IF THE RESULT OF THE ROLL IS HIGHER THAN THE NPC'S MORALE SCORE, THE NPC FLEES OR SURRENDERS.

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Melee weapon	Damage	Notes
Battle axe	2d4	1 shock
Claws or teeth	1d8	
Club	1d4	
Dagger	1d4	Can be thrown 15' (3 squares)
Great axe	1d12	2 shock; two-handed weapon
Great sword	1d10	Two-handed weapon
Tool	1d6	Any improvised weapon
Mace	1d8	
Ritual dagger	1d4	-4 to hit; 1 shock when used by Sorcerers
Polearm	1d10	5' (1 square) reach; two-handed weapon
Punch	1 dmg	
Short sword	1d6	
Spear	1d6	Can be thrown 15' (3 squares)
Staff	1d6	Two-handed weapon
Sword	1d8	

Ranged weapon	Damage	Notes
Crossbow	1d10	60' (12 squares) range Requires combat action to reload
Dagger (thrown)	1d4	15' (3 squares) range
Longbow	1d8	120' (24 squares) range
Shortbow	1d6	60' (12 squares) range
Sling	1d4	30' (6 squares) range
Spear (thrown)	1d6	15' (3 squares) range
Rock (thrown)	1d2	15' (3 squares) range

INTERESTING COMBAT SCENES MIGHT INCLUDE:

COVER, DANGEROUS AREAS, VERTICALITY,
INTERACTIVE OBJECTS, FIRE SOURCES,
COUNTDOWNS, DYNAMIC FEATURES, MACHINERY

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·Referee's Compendium·

BY ISAAC VANDUYN & KIM DIAZ HOLM

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“God blesses us!

To see so many of you gathered here before me, truly, truly, God blesses us!

But truly, truly I tell you all, God cannot bless all that he sees upon this fallen world. I know, I know, you have heard of the First Fall, the fall from Eden. It has been a long and perilous climb up from that lowest of human points, and we have been beset, beset upon all sides, and for all times, by devils, demons, and spirits of insatiate evil.

Think of the heathens crowing in Rome, laughing as they poured out gallons of blood to slake the thirst of the demons they worshiped, the demons that gave men like Caesar his powers of conquering. They called him Jupiter that we know now to be Hell’s grim tyrant, the eldest servant of night and chaos, and he was but first amongst the many horned and wicked demons they bowed to and called their gods.

Of course it did not begin with Rome, they were but the greatest recipient of The Adversary’s unholy benediction. And sadly, sadly, of course it did not end with Rome. Here in these lands, the wicked druids worshiped unclean spirits, worked fell witchcraft by offering sacrifices of virgins, animals. Who amongst you has not seen their great rocks in Crowback field, carved with distasteful symbology, streaked with crimson that no rains can wash away?

And the evil of the druids was the same evil inherited by the Norsemen. Calling strange cries to stranger deities, they came to burn our eldest monasteries, slay the righteous brothers within, carry off the unspoilt sisters of Christ for their hideous and rapine appetites, tie children to trees, burn the Gospels, and dash the body and blood of our Lord upon the blood-lashed cobbles while the fields burned. And lo, lo how the hosts beneath did cackle.

Truly, truly I say to you that our climb has continued. We are higher now than we have ever been. But truly again, truly I say to you—we are on the very brink of a new fall!

Our forests are infested with bandits who murmur in unknowable tongues, speaking to unknowable entities. They cavort and bed down with wolves. They are supported by warlocks, practicing the ancient and forbidden rites of Egypt. And what do the lords do? They look the other way. They turn the other cheek and in doing so mock the word of God.

Within our villages, hedge witches and cunning women are allowed to prosper. Under cover of darkness, when they should be praying to Heaven for forgiveness, our smallfolk instead creep into stinking huts full of suspicious smoke and ask benedictions from beings with glowing eyes and pointed beards.

Within our very churches there are unholy priests, those who pay lip service to God while smirking behind his back, laying with each other and children and animals in Bacchanal celebrations of hedonistic lust!

And why, why, you might ask? Why do our forests, our fields, our villages, our churches, why even in this enlightened time do they continue to teem with evil?

Because, I tell you, because, evil has taken root and holds our God's heart on Earth in its filthy, grasping clutches! The Enemy holds the Holy Land. The Moor trods upon Jerusalem. He pisses in the crib at Bethlehem! He fouls the waters of the river Jordan with his putrid wastes! He grazes his goats upon the hill of Golgotha, where Christ our Lord died for us!

And what do our vaunted knights, our anointed do, when they should be joining their brothers in walking towards certain victory in the birthplace of all good?

Well, well, I know all ye here have heard tell of Sir Desmond of Cradduck. How he gathered together three of his brother knights and four of their men-at-arms. How together the eight of them, clad in shining plate, anointed with holy oils, wielding swords blessed in Canterbury by the Archbishop himself, rode out towards the Barrow Mound of Yarrow, not thirteen miles hence from this very spot.

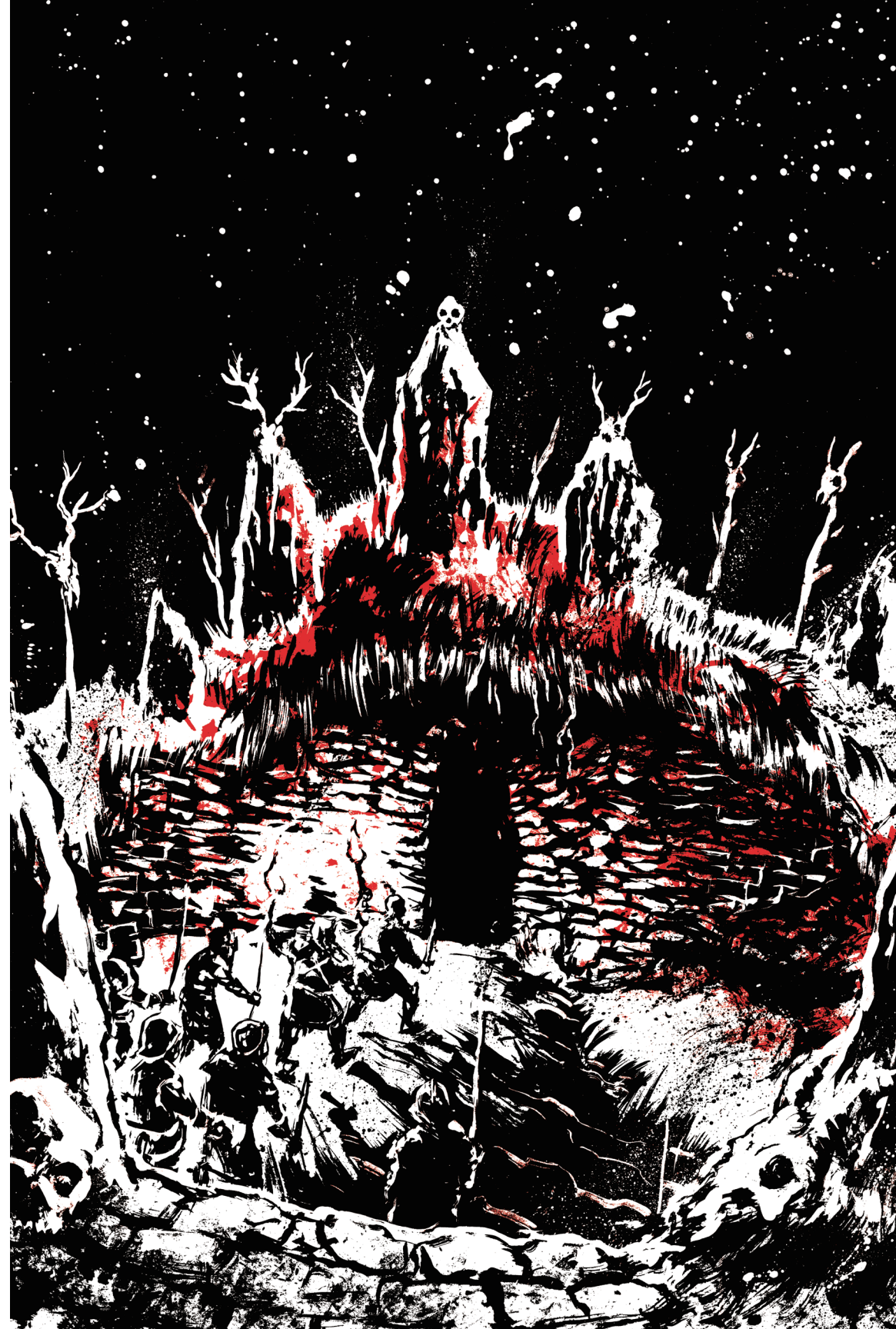
Tempted, was that invincible band, tempted by the rumors of treasures within the mound. Nestled, so the minstrels say, in a forgotten stony maze built by a civilization from the time before Christ. Alas I tell you, alas! If any treasure there may be within these places, it is placed there by the mayor of Abbadon himself, to tempt those whose hearts war twixt righteousness and greed.

I visited the Barrow Mound myself, and saw their bodies, or what remained. I saw their guts cut out, their fingers severed, their eyes torn out, their tongues pierced with nails, their bones broken, their skulls split, their manhoods missing and likely devoured by whatever it is that destroyed them so thoroughly, in a place where no final confession and thus no final repose was possible.

Think not, ye faithful, on those ancient places. They are the houses of demons upon the Earth. Turn your eyes, your hearts, your very souls Eastward, towards the rising of the sun, towards where His Son indeed Rose, for all of us! Turn! Join me! Join your brothers! Claim your birthright! Cleanse this world of sin, forever!"

—

**Address of Bernard the Bright
given to a crowd of knights and men-at-arms,
as recorded in the annals of St. Geramund of Portsheart,
anno Domini MCXC**



How to use this book

THIS BOOK CONSISTS of four separate sections, all meant to be used by the referee as they see fit. The first is “On Superlative Refereeing,” a collection of advice, roleplaying philosophy, and a few crucial rules specific to referees.

The second section is a collection of occult rituals, along with rules for using them in your campaign. The default assumption is that most *Outcast Silver Raiders* campaigns will use these rituals in some form or another. Whether these rituals are accessible to outcasts or only to NPCs is up to the referee.

The third section contains rules for artifacts: powerful magical items that come with built-in costs. Alongside rules for artifact creation, this section provides both example artifacts and advice for including artifacts in your campaign. It also includes less powerful, limited-use magical items such as potions, scrolls, dusts, oils, and more.

For compatibility with other OSR games, the last section is a collection of optional fantasy races and character classes that you may want to include in your campaign, along with some brief advice on methods for including these extra character options.

Respect your group's limits

PEOPLE HAVE FUN in all sorts of ways that thrill, excite, and frighten them. They watch horror movies. They listen to death metal. They ride roller coasters. A key element in all of these is that they are in control and have made a decision about their own limits within these thrills.

Roleplaying games can explore some dark, uncomfortable places; and this can be thrilling, exciting, and frightening in wonderful ways. Exploring limits in a safe play space can be edifying, enlightening, transformative, and even therapeutic. The key is that all the players (referee included) feel that they are in control and have some agency over their own limits in these situations.

But the same aspects of roleplaying games that can make them so transformative can also be the ones that can make them feel overwhelming. Roleplaying games are social, and players may feel social pressure to go along with a scene even when they have become uncomfortable. Roleplaying games involve inhabiting another character and players often feel certain experiences more intensely than they would when consuming them in passive media like books or film. Roleplaying games are powerful, and they deserve special consideration in light of that power.

Some groups use a tool at the table, like the X card (a card with an X on it that any player may tap, signaling that they need the current scene to end or change). Other groups rely on discussions before play, or before specific scenes that may test limits. The key is being open to different players having different limits, and providing a safe space where everyone feels comfortable discussing those limits.

THIS VOLUME, in particular the Rituals section and the Warlock class, contains content that may test limits for some players. While referees will need to use their own judgment as to what will be appropriate for their table, they should also consider discussing areas of possible concern with their players.

On Superlative Refereeing

WELCOME, REFEREES, to *Outcast Silver Raiders*. This is a volume of advice and philosophy, with a few crucial rules specific to referees. This section focuses on advice and rules specific to referees. The advice—gleaned from my experience running all sorts of roleplaying games over the past twenty-five years—is not universal to all RPGs, but is meant to help facilitate a specific style of play that works well with the *Outcast Silver Raiders* ruleset.

And not that I need to tell you this or could enforce it, but feel free to use all, some, or none of this advice as you see fit. Your RPG table is your own, and you know your players better than I ever could.

— Isaac VanDuyn, *Our Years of the Plague*

OSR.?

OSR IS AN ACRONYM used by a loose grouping of roleplaying games of a certain style. Depending on who you ask, OSR might be an abbreviation for Old School Revival, Old School Renaissance, Old School Resurrection, Old School Roleplaying, etc. The O and S almost always stand for Old School, while the R is somewhat flexible, but usually indicating a Return to an earlier style. Whatever the three letters specifically stand for, OSR is a gaming philosophy inspired by the earliest roleplaying games. OSR games are linked sometimes by familiar mechanics, but mostly by adherence to a shared philosophy.

The name *Outcast Silver Raiders* is intended as an evocative homage to this movement, and a clear indication of the game's place within that tradition.

So what is this OSR philosophy? There are many wonderful sources on the internet that will provide you with a wide variety of definitions. Most of these are, fortunately, additive rather than antagonistic. To me, it means an approach to RPGs with a focus on problem solving over character sheet stats, a dead-end combat system that is clear but with encounters that are not necessarily balanced, the inclusion of a freely-explorable world that includes dungeons,

and a referee who does their best to provide impartiality and player agency. The few game mechanics are focused on quickly and simply adjudicating high-tension situations. The rules aren't focused on storytelling, inter-character relationships, or deep combat simulation. Many great games do focus on these things, but they are not usually OSR games.

When your rules were designed with this philosophy, your games often have a strong sense of discovery, exploration, creativity, achievement, and emergent (rather than plot-based) storytelling.

Another important aspect of the OSR philosophy is a DIY aesthetic that encourages each gaming group to discover what rules work best for them and, ultimately, the sort of play that they enjoy the most. The rules exist to provide you with a good time, and if something isn't working for you, change it, remix it, and add to it until it does work.

Bad refereeing works too

WHILE THE INCREASE IN MEDIA featuring roleplaying games has brought wonderful exposure to the hobby, it can also scare off aspiring referees.

If your first exposure to RPGs is a professional actor voicing every character, creating intricate plotlines, using exciting descriptions with amazing detail, and plonking down beautifully-crafted terrain designed specifically for each scene... you can begin feeling like your games full of "uhs" and "ums" and stumbling while trying to remember the names of NPCs are a little inadequate.

But trust me, your games are not inadequate. My best roleplaying experiences haven't been when I've created dramatic, memorable moments as a referee. They were when I was having a great time with other people around a table. Playing roleplaying games is easy. Your players will have fun as long as you're fair and consistent. You don't need to be the platonic ideal of a perfect referee. If you show up, follow the rules, and put in a bit of effort, your players will appreciate it, and you'll all have a great time.

Why "referee"?

A CORE TENET of *Outcast Silver Raiders* is that the game should feel fair, with consistent interpretations of rules. As a result, players can feel a true sense of accomplishment for overcoming challenges and true agency when deciding the fate of their outcasts.

In this spirit, the game refers to the person who presents the setting and adjudicates the rules as a referee, and not some sort of "master." The referee should do their best to be impartial and consistent, just like a sports referee. Referees present the setting, describe reactions, adjudicate rules, and otherwise have no opinion on how the events in the game "should" turn out. They are not rooting for or against the outcasts. They are simply describing events and fairly adjudicating their outcomes.

Using consistency in maps, random encounter rules, and non-player character stats, as well as rolling dice in the open all contribute to the feeling that the game world is fair, and that players have agency within it.

Making snap decisions about the world and its inhabitants, being inconsistent or cagey with stats, and "fudging" rolls can all make players feel that the world is unfair, that their victories are hollow, or that their defeats are undeserved.

Referees should never tell a player what their outcast does in the game, as this completely removes a player's agency. Taking command of scenes in this way makes the game feel like performance art, where the other players are simply there to experience the referee's vision rather than contribute to it.

Be fair, be consistent, and you'll be a great referee.



Referee principles

•Be clear and consistent•

THE GAME RULES do not cover absolutely every situation that may come up during play. The rules are designed for speed, with the understanding that the referee will often decide how, mechanically, a situation might be resolved. Different referees will have different interpretations of the same situation, and that's fine. What's important is that players know how the situation will be resolved, and that it feels consistent and predictable.

An example from my own playtest games: the players wanted their outcasts to swim through a narrow underwater passage. While there are basic rules for swimming, holding your breath, and drowning, this specific situation was not covered. I decided that outcasts could swim ten feet underwater for every point of **STRENGTH** they had, and that if they didn't have enough **STRENGTH**, they could make a **STRENGTH** check to make it safely through.

The "be clear" part of this was explaining the mechanics to the players before they attempted the swim. They strategized and decided which of their outcasts should try to make it through, ultimately retaining agency over their characters' actions.

The "be consistent" part was that I noted this down in my notebook, so that if we ever have a similar situation, I can use similar rules.

•Roll dice in the open•

OUTSIDE OF ROLLS where it is important for the outcome to remain unknown (rolls to notice something, for example), dice should always be rolled in the open.

There's something dramatic about dice. There's a tension before the die is rolled and a release of that tension after the die bounces on the table and the result is revealed. This is part of the fun of playing any games that involve random chance. Seeing the referee's rolls, which often matter tremendously to players, help create this fun tension.

Rolling in the open also shows players that the referee is being honest. Players feel accomplished when they get through a rough battle, but if the rolls are hidden and they don't know whether their outcasts lived or died based on referee fiat, that sense of accomplishment is lessened.

There's some drama to be had in a referee rolling behind a screen and announcing at the crucial moment: "and... it's a miss!" But this is nothing like the drama felt when the rules are clear, everyone at the table knows the stakes, and the referee picks up the twenty-sided die. What will they roll? A hit? A miss? A critical hit? Nobody knows, nobody can know, nobody's making a decision. There are just the rules, the dice, and the excitement of the unknown.

•Pull no punches•

WHEN DICE ARE ROLLED IN THE OPEN, danger is telegraphed, and rules are clear and fair, it becomes easy for the referee to pull no punches. If an outcast dies, they die. Player decisions and the dice are the final arbiter, not the referee. It's important that the referee never sway from this path. There should be no *deus ex machina*, no miracle cures, no dice knocked off the table after the result is seen by all, no wandering healer, no "just kidding." This makes the game fair. It maximizes player agency. It gives victories their meaning. It makes defeats have sting. It's what keeps players coming back, what makes their high level outcasts precious, and what makes their palms sweaty during a tense combat where they might finally and actually die.

•Tempt the danger•

THERE ARE NO EXPERIENCE AWARDS in *Outcast Silver Raiders* for defeating foes in combat or surviving deadly locales... at least not directly.

Instead, experience is rewarded when outcasts recover treasure. The key, then, is to put the treasure behind obstacles, in the clutches of foes, and in deadly locales.

Outcasts don't have many hit points, and they can easily die when faced with physical harm. The players should know when their outcasts are about to face danger, and they should be the ones to decide whether their outcasts risk their lives. This ensures that they, not the referee, are the ones deciding their outcasts' fates.

A good referee will set up interesting situations that place the players' goals behind danger, but will not spring that danger without warning. This is essential to making the game feel fair, and to making players feel like heroes, not victims. Victims fall prey to danger. Heroes look danger in the face and choose to stride forward. When their outcasts are faced with danger, players might choose for them to attack, to find a way around the danger, or to come up with a creative solution. This choice is the key to the game, and the solutions that players come up with are fun for both the players and the referee.

To illustrate this point, compare two ways of introducing players to giant scorpions in the local desert:

In the first example, the outcasts are traveling, a random encounter is rolled, and the outcasts are ambushed by a giant scorpion with no chance to decide whether or not to engage. They're forced into combat, one of them dies, and they end up feeling like the referee or the game is out to get them. They didn't make a decision that led to their outcast dying, they were victims.

In a second example, the referee rolls the same random encounter, but the outcasts spot the scorpion before it's upon them. The referee telegraphs the danger by describing how huge the beast is, the venom dripping from its tail, the dust jumping beneath its heavy footfalls. The players can go around (adding to their journey time), they can try to set up an ambush, or they can attack. They may very

well just run in, swords drawn. That's fine. If they do and one of them dies, it was their decision, and that outcast died as a hero. The result here might be the same, but by allowing the players to choose their characters' fate, the referee allowed them to be heroes rather than victims..

The same holds true for dangerous locations. If the outcasts step into a basement, trigger a pressure plate at the bottom of the stairs, and get shot with a deadly poison needle, that feels pretty unfair. The players won't feel like they were involved in the resolution of the situation.

One way this could be telegraphed is through being more descriptive of the place. Are there clues that the players ignored that this was a dangerous area? Maybe there are small holes on the walls and a metal plate at the bottom of the stairs. The players won't know exactly what's up, but they'll hopefully be cautious, and they'll feel like heroes if they subvert the trap.

Another way to telegraph this could be to show past victims. Maybe there's a rotting body or a skeleton laying incongruously at the bottom of the stairs, hinting at the unexpected trap.

A third way to telegraph danger is to reduce the consequences the first time. Instead of having outcasts fall victim to a save-or-die trap right away, maybe the trap only does a small, fixed amount of damage when triggered, or the needle contains a slowing poison that lasts for 1d6 turns. The outcasts were victims, but they'll also have gained knowledge that this is a place with traps and hopefully be more careful moving forward. If they come across another trap, the danger will have been telegraphed.

Danger rarely needs repeated telegraphing. For example, if a dungeon has clearly been established as a generally dangerous location, telegraphing specific dangers in the dungeon is less necessary. If the outcasts get caught in the first trap and the second trap, the third trap doesn't need much or any telegraphing, and it becomes their fault for not thinking ahead.

·Pressure the players·

OUTCAST SILVER RAIDERS HAS several systems for emulating scarcity that referees can use to keep pressure on the players. Pressuring the players encourages them towards action and creative engagements that make for an exciting game. Introducing dangerous obstacles, time limits, and random encounters keeps the pressure on, keeps the game moving, and helps to ensure that the players are having fun.

Most of the pressure-creating systems require the referee to track time. As time passes, the outcasts' supplies dwindle while the referee continues checking for random encounters. Time tracking might not sound exciting, but the scarcity that ensures the players feel a pressure to act is a crucial mechanism for interesting games.

·Reward creativity·

WHEN PLAYERS THINK CREATIVELY and respond to danger by hatching schemes, reward them! The easiest mechanical way to encourage this type of behavior is to give bonuses on checks or allow players to avoid making a check altogether when they come up with creative solutions to problems.

Some examples: if there are bandits at the mouth of the cave and the outcasts roll boulders onto the bandits from above the cave mouth, let them do it. Don't require any rolls. They're thinking creatively, and as a result of their actions they get what they want—the boulders fall onto the bandits.

If the players want to assassinate a lord in a hall full of guards and they decide to wait until nightfall and sneak into his bedroom, consider giving the Rogue a +1 on their Stealth check because of the cover of darkness.

The goal is to get treasure. The beauty of the game is there is no set method of accomplishing this goal. One way would be the dangerous, dice-heavy method of combat. Another way is rolling boulders downhill onto heads. Yet another way is using subterfuge and striking at the correct moment. All methods are playing the game. All are equally valid.

This isn't to say that the players should be allowed to hatch improbable or ridiculous schemes.

Player schemes should not resemble Rube Goldberg devices, and the players shouldn't be allowed to exploit the referee's willingness to reward creativity. If player schemes are getting slapstick, bringing rolls back in will point the players down other avenues to success.

·Welcome player styles·

SOME PLAYERS LOVE ROLEPLAYING GAMES because they enjoy inhabiting a character and making them feel real. Some players love roleplaying games because they enjoy the feeling of exploring and discovering new places. Some players love roleplaying games because it's satisfying to them to try to simulate fantastic situations using games mechanics.

Some players enjoy the pure mechanics of leveling up and rolling dice. Some players like spending time with their friends. You'll get players who care about all of these things, players who care about some, and maybe even some players that don't care about any of these things.

All of these approaches and reasons to enjoy the game can coexist at the same table. The character-motivated player might not care that much about the dice. They should still roll the same number of dice as the other players. The exploration-motivated player might not care about the characters being realistically acted, and they shouldn't be forced to engage in that way.

As long as a player isn't being disruptive, they should be free to enjoy whichever aspects of the game bring them to the table. The referee shouldn't force everyone to speak in first person or use a character voice. The referee should be supportive of the players who want to do that, and equally supportive of the players who don't want to do that.

As a referee, your job isn't to cajole players into participating in the game in a particular way. Your job is to create places, describe those places and their inhabitants (using character voices if that interests you!), and adjudicate the rules consistently, clearly, and fairly. If you do that, players of myriad interests can have a great time together.

·Present places, not plots·

THE REFEREE IS NOT A FILM DIRECTOR, and players are not actors following a script. The referee is not a choose-your-own-adventure novelist, with the players as readers only making decisions at certain touch points. Life is interesting, but most lives are not particularly interesting if told to strangers. Life is interesting because it's experienced. Roleplaying games (or at least, this roleplaying game) are the same way.

Mechanically, the way to create this feeling as a referee is to create places, not plots.

Places should be as interesting as possible, and should certainly aim to create interesting situations. But they shouldn't include narrative structure, where plot point A happens first, triggering plot point B, which triggers plot point C. It's useful to think of the game world as static and essentially unchanging until the outcasts come on the scene. They are the agents of change. They are what creates the plot. This not only ensures the players can make their own decisions, but it can also make the game more enjoyable for the referee.

It's frustrating for everyone if the referee creates a plot only for the players to get stuck, unable to move it forward, or even to ignore it completely.

It's frustrating for the players because the referee might start telling them things they can or can't do, and they'll sense that the game is essentially on rails. They can perhaps move from left to right along the track, but they can never jump off the track entirely. This changes the dynamic of the game, reducing their engagement with it.

It's frustrating for the referee because they might feel like the players are being uncooperative, disruptive, or stubborn. It also might feel like they wasted a lot of valuable prep time creating something that players are simply ignoring.

Focusing on making interesting places containing interesting situations, instead of plots, creates a healthier dynamic at the table. Players love the freedom of being able to do anything they want within the fiction of the world. This feeling is liberating, exciting, and increases player investment in the game. The referee benefits by having every

situation be interesting to them as well. Without a pre-written plot, the players' actions are exciting and often unexpected. The referee gets the same feeling of discovery and wonder as the players.

Note that I am not suggesting that the players take on any part of the job of the referee. There are roleplaying games that do this, many of them very fine games indeed, but that is not part of this game. The referee is still responsible for creating and populating the world, and deciding how it reacts to the players. This is the key: events in the world are reactions to the players, not determined beforehand by the referee.

·Don't gate progress·

INEVITABLY, THE CHARACTERS WILL HAVE goals beyond simply raiding silver. This is natural, expected, and fun. These can range from small goals, like "open up this door," to much larger ones, like "overthrow the Black Bishop."

It's important that the referee does not design situations where progress can only be made on goals in one specific way, especially if that way involves dice rolls.

As an example, if the outcasts are trying to retrieve an artifact from a tomb, a great way to shut down the momentum of the adventure is to put a locked door in the tomb that can only be opened with a successful Tinkering check.

What if the players fail the roll? What if they fail it over and over? If there's no other option to move forward, the players will rightly feel frustrated.

This principle extends to mysteries and clues. If the players are trying to solve a mystery, give them many clues. In a roleplaying game, players only know about what is described to them by the referee, and there will always be some dissonance between what the referee envisions when they describe a scene and what a player might envision when hearing that description.

Players can entirely miss the one particular clue that the referee assumes is obvious. If they need to solve the mystery to move forward, they need to have multiple clues to help them do so.

•Set the scene efficiently•

YOU PROVIDE THE ENTIRETY of the information available to the players. If the referee doesn't describe it, the players don't know it exists. This can be an enormous responsibility, and an overwhelming one especially for beginning referees. But setting the scene can be simplified by remembering three questions the players will always want answered when describing any scene. I recommend answering them in a specific order: first, what is the mood of the scene? Second, what can the outcasts interact with? Last, what might be dangerous to the outcasts?

1. What's the mood?

EACH REFEREE HAS an individual style when it comes to providing details that establish a scene's mood. I recommend keeping these descriptions evocative but brief. Not every scene needs to include descriptions of all five senses, but mixing it up so that players can occasionally imagine what a scene sounds, smells, feels, or even tastes like will be effective.

Giving an overly lengthy description risks boring players, who may be more interested in what their outcasts can interact with, or who they might be able to fight.

Varying the length of descriptions can help players identify when a scene is more or less important. If you are describing most rooms in a dungeon with a few brief phrases, then stop and spend an entire sixty seconds describing the newest room, players will assign a meaning to this greater level of detail, whether you mean for them to or not.

2. What's interactive?

DESCRIBING EVERYTHING inside a scene can quickly become exhausting. Players don't often need to know exactly how many bunkbeds are in the guard house, how many stones are in the field, or the exact contents of the keep's kitchen. What players tend to be interested in is what their outcasts can play with, and this is what your descriptions should focus on.

There is a balance to be struck here. Referees learn that by describing anything remotely interactive, they are inviting the outcasts to interact with those things. If a referee calls out the fact that there are barrels and crates in the back of a kitchen, the players will send their outcasts to investigate. If they tell the players that there are tongs on the kitchen counter, the outcasts will likely check out those tongs.

This is not always a bad thing, and mixing mundane objects in with more unique objects opens up the game to player creativity (maybe the referee included mention of the barrels as set dressing, but they end up playing an important role as a trap or hiding place later on). It also means that players don't always know right away where the treasure or traps are hiding. It keeps the special, stranger interactions feeling special and strange.

The key is finding that balance, and it's something that every referee practices and improves upon every time they play.

3. What's dangerous?

IF THERE ARE OBVIOUS DANGEROUS features of the scene like a deep pit, a hot forge, or an angry knight advancing with upraised sword and shield, players will want to know about these things. They will focus on these things, as the game is quite deadly. This is why I recommend describing dangers last. If they are described first, players will immediately start describing how they deal with the threat. So save the most exciting stuff until the end!



How the game works

OUTCAST SILVER RAIDERS USES SEVERAL interlocking systems from a broad swath of old-school roleplaying games and combines them to encourage a specific style of play and feel to the game.

·Scarcity·

SCARCITY IS IMPORTANT in roleplaying games because characters do not experience time in the same way as players. What's to stop outcasts from delving into a dungeon, defeating one foe, leaving, waiting until they heal all damage, and going back inside? Why can't players just hire an army of professional miners to accompany them and dig around any obstacle they encounter? These things are ridiculous in the real world where people get bored, need to eat, and have all sorts of time-based concerns... but they make some warped degree of sense in the context of a game without scarcity mechanics.

To avoid these scenarios and enforce realistic decisions in the game, *Outcast Silver Raiders* has several scarce resources. Food, water, light sources, ammo, carrying capacity, hit points, currency, and time are all limited resources that are tracked in ways that interlock with each other, forcing players to make decisions.

Scarcity of food, water, light sources, and ammo limits how deep outcasts can delve and how long it takes before their expeditions become desperate.

Outcasts have limited carrying capacity, so they must carefully decide which items they will bring with them on expeditions, balanced by the need to also bring food, water, and light sources.

Hit points limit how much violence outcasts can engage in before needing a rest.

Tracking currency ensures that outcasts pay for their equipment, that they can't sidestep obstacles by hiring limitless hordes of retainers, that they can't rest forever without paying for food and lodging, and that they will always need to go on the next adventure to replenish their wealth.

And time is the inexorable force marching all of the other scarcities onwards.

EACH OF THESE RESOURCES IS IMPORTANT, and the ruleset aims to make it swift and easy to track and reference them.

Without tracking food and water, players can wait out seasons, wait for armies to march, set ambushes forever, heal every wound without consequence, and are largely immune to the stretch of time. Without tracking light, players can delve deep into dungeons forever without consequences. Without tracking ammunition, players can set up unfair positions and fire arrows with impunity. Without tracking carrying capacity, players can load their outcasts up and completely negate the other scarcities, preparing for every eventuality without compromise.

And without tracking time, these other scarcities can't be tracked. The dual pressures of scarcity and time create the interesting, wonderful situations that lead to player creativity, difficult decisions, and great roleplaying stories.

·High prices·

THE PRICES IN *OUTCAST SILVER RAIDERS* are artificially high. This is by design. Outcasts who can afford everything can prepare for anything. Being prepared for anything reduces pressure. High prices also allow players to work toward long-term goals (like buying a horse or plate armor) that are satisfying when eventually achieved.

This philosophical decision to push prices higher is why merchants only buy things at half their value (or a quarter value for armor!), and why many standard items like climbing kits have scarcity ratings instead of being one-time purchases.

·Low hit points·

THE HIT POINT TOTALS in *Outcast Silver Raiders* are low, and because of the way hit points are gained, they stay relatively low and start to even out at higher levels. This is so that everyone and everything the outcasts encounter is always at least a little dangerous. Even a fourth-level Warrior could get killed by two lucky hits by some farmer armed with a hoe.

This constant danger keeps the game tense, ensures that combat is always exciting, encourages players to find non-combat solutions to problems, and discourages players from acting like untouchable lords of their environment.

·Simple, focused classes·

THE CORE RULES OFFER ONLY three core classes, with a fairly limited set of unique mechanics. Each of these classes is really, really good at one thing that the other classes are not.

Warriors are really good at combat. Rogues are really good at using skills. Sorcerers are really good at using support magic. This makes it clear to players what their class can do mechanically, and what each brings to an adventuring party.

The simplicity of the class mechanics keeps the focus on what the outcasts do in the world rather than how they use their mechanics to do them. The more a character is mechanically defined in a roleplaying game, the harder it becomes to think of doing things outside those definitions. By keeping classes simple and focused, players have to think of solutions that don't rely on how their outcast is defined on its character sheet.

If you wish to use a broader selection of classes in your campaign, several more are included in the Character Options section of this book (p. 104).

·No alignment·

THE GAME ASSUMES THAT OUTCASTS act the way they want to act without being defined by formal alignments, limited only by their own morality and the situations they find themselves in. If you really miss traditional RPG alignments, feel free to use them.

·Limited magic setting·

ONE DRIVING DESIGN DECISION is to keep the fantastical elements of the game relatively rare. The rules assume a world that has no demihumans, no fantasy races like orcs or goblins, no wizard guilds, very few magic items, and a generally low level of magic.

The intended result is that when outcasts do encounter a unique monster, when they confront a mad wizard in their tower, or when something else fantastical happens, it feels different, special, and interesting. By contrast, if everything in a game world is wondrous, then nothing actually *feels* wondrous. The magical becomes mundane.

Making monsters and magic users unique also keeps players guessing. NPC magic users shouldn't be Sorcerers. They should be wizards, warlocks, soothsayers, runecasters, or anything else. Their methods of magic don't have to look anything like what the players are used to from their outcasts.

If magic becomes predictable, it turns into a form of technology, with known formulas and repeatable effects. Keeping magic strange and unpredictable preserves a sense of mystery, danger, and wonder.

Most monsters should be unique, with unique traits, behaviors, and motivations. One magic-using villain or one monster could be the focus of an entire campaign, and in real world medieval legends, they often were.

In most fantasy fiction, the differences between the usual demihuman races are more cultural than anything else. These differences can be expressed with different humans instead of an entirely different species. This will also help players relate to the NPCs they meet and the outcasts they portray.

Nobody has ever been an elf or a fantasy dwarf, but we've all been human. But if you really want to use elves and fantasy dwarves in your game, they are included in the Character Options section of this book (p. 104).

NOTE THAT WHILE THESE RULES are designed with a low magic setting in mind, they should still work just fine with high fantasy settings, and they work wonderfully when individual high fantasy adventures are inserted into an otherwise low magic world (which makes the adventure feel unique).

·Dungeons as underworld·

ALTHOUGH THE WORLD ABOVE is assumed to have a low level of magic, dungeons in *Outcast Silver Raiders* fill the role of a mythic, magical underworld.

When the outcasts enter a dungeon, things get progressively stranger the deeper they go. The world above may resemble ours in some historical way, but the world beneath is soaked in strangeness, horror, and awe. Strange beasts, odd magicians, and weird physical effects abound. Rivers of blood might run upstream, gravity might reverse, plants might grow in underground forests lit by strange twilight suns... The descent into the dungeon should feel like a departure from the world above, and returning to the surface should feel like breathing again after a long time holding one's breath under water.

·Emergent randomness·

LIKE MANY OTHER OSR GAMES, this one relies heavily on using random tables for all kinds of things: from character creation to encounters to the effects of magic potions.

This is not to create a sense of chaos. A roll on a well-curated table will result in something that feels like it works well within the game world. The randomness is designed to keep things interesting for the players and the referee, and to keep things fair by reducing referee fiat.

The ultimate goal of this randomness is emergent storytelling. In contrast to the pre-planned surprises of a prepared plot, the results of random tables, particularly when several are combined, create genuine surprises and interesting situations that are truly unique. In turn, these situations create the best roleplaying stories.



·Poker chip time tracking·

TIME IS ONE OF YOUR BEST FRIENDS AS A REFEREE, creating all the other game pressures, but it is easily forgotten in the excitement of play. Time also creates great stories: adding a time limit to a mission completely changes the way that mission plays out.

Using poker chips is an effective way of tracking time that is visible to every player at the table. This method—which comes directly from the amazing *Hot Springs Island*, published by Swordfish Islands—is the best method for tracking time at the table that I've found in multiple decades of running roleplaying games.

For watches, I use a set of six chips, one for each watch, and stack them in the following order:

Black chip	[Night, 12am - 4am]
Grey chip	[Dawn, 4am - 8am]
Yellow chip	[Day, 8am - 12pm]
Yellow chip	[Day, 12pm - 4pm]
Grey chip	[Dusk, 4pm - 8pm]
Black chip	[Night, 8pm - 12am]

As time passes throughout the party's day, I move the chips from one stack to another. The players are always operating within the top most chip on the current stack. They can always see what time it is and plan accordingly. I always track watches, no matter what else is going on.

When I need to track hours within a watch, I have a set of four pink chips. For the rarer occasions I need to track ten minute turns, I have six red chips.

For tracking other time limits, like a mission deadline or the fuse on a bomb, I use the red chips. If the time limit is five days, I'll put out a stack of five red chips, removing them from the table one at a time as the time ticks down. If the time limit is two days, I might break that out into watches and put out twelve chips instead, or even change the granularity halfway through the mission as the deadline looms and the tension builds.

Regardless of method, you should track time. As Gary Gygax said: "You can not have a meaningful campaign if strict time records are not kept."



Checks and saving throws

CHECKS AND SAVING THROWS are two of the main tools the referee has for adjusting the difficulty, flow, and excitement of the game. I strongly recommend that groups follow the advice in the *Player's Guide*, and make the referee the *only* player who can call for a check or a saving throw. The other players should focus on describing the actions of their outcasts, letting the referee decide when those actions might result in the need for a roll.

Requiring rolls too often or being too stingy with bonuses will result in the outcasts failing often, discouraging their players. On the other hand, not requiring enough rolls or being too generous with bonuses will make the game easier, will lower the stakes of play, and will make the game less exciting.

Finding the correct balance is one of the main skills of being a referee, and one that you'll get better at the more you play the game.

Checks vs saving throws

IF A PLAYER INITIATES AN ACTION, ASK FOR A CHECK.

IF A PLAYER IS RESISTING THE EFFECTS OF SOMETHING, ASK FOR A SAVING THROW.

When to ask for rolls

THE REFEREE SHOULD ASK for a check when the resolution of a situation is difficult, uncertain, or has exciting consequences.

"Exciting consequences" is the most subjective of these qualifiers. In one situation, asking whether or not an outcast can successfully ride a camel may be utterly mundane. In another situation, this same question could be the difference between life and death. There's no need to call for a check in the mundane situation, but the life or death situation should usually require one.

Adjusting difficulty

IF PLAYERS MAKE CLEVER USE of their outcast's equipment, background, or environment, it can be appropriate to reward this creativity by modifying a roll or allowing the player to proceed without rolling at all.

Since it is quite difficult to succeed on many rolls, most modifiers should be bonuses. Penalties should be reserved for situations in which success is nearly impossible.

Common sources of bonuses

EACH OF THE SOURCES of check modifiers below should typically offer a +1 bonus. The referee is the final arbiter as to whether a bonus applies and should not permit players to abuse or take advantage of them.

- Relevant equipment
- Environmental features
- Objects present in the scene
- Previously established background information

Dice and social actions

IT'S UP TO YOU whether or not to use checks for social actions. The game rules work well enough either way. The default assumption is that the referee listens to the arguments, speeches, and cajoling of the players, and decides whether those things are convincing. If this doesn't work for your group, you can use **CHARISMA** checks as a stand-in.

The main social situation that the rules are meant to adjudicate is lying. This is because the referee knows if a character is lying, and players often know more than their outcasts. This makes it difficult for either person to be fully impartial. In these cases, a **CHARISMA** check is recommended if an outcast is the one doing the lying, or a **WISDOM** saving throw if an outcast is being lied to by an NPC.

Example rolls

SKILLS SHOULD BE USED for any action that requires specific training. Referees should use the skill descriptions from the *Player's Guide* as a reference, feeling free to expand these definitions as appropriate.

Ability scores should be used for any action that does not require specific training. A list of recommended example rolls follows, as a guide to what types of actions should be mapped to each ability score.

Example saving throws

CHARISMA

- Resist ego destruction
- Resist magic
- Resist possession

CONSTITUTION

- Resist exhaustion
- Resist poison
- Resist starvation

DEXTERITY

- Dodging (non-combat)
- Keeping balance
- Resist tripping

INTELLIGENCE

- Resist befuddling
- Resist suggestion
- See through illusions

STRENGTH

- Resist crushing
- Resist knock down
- Resist pushing

WISDOM

- Avoid surprise
- Resist charm
- Resist deceptions

Example ability checks

CHARISMA

- Deceiving
- Intimidating
- Persuading

CONSTITUTION

- Breathing
- Eating
- Outlasting

DEXTERITY

- Aiming
- Balancing
- Steering

INTELLIGENCE

- Communicating
- Crafting
- Strategizing

STRENGTH

- Jumping
- Lifting
- Threatening

WISDOM

- Gambling
- Listening
- Perceiving



Encounters

ENCOUNTERS BETWEEN NPCs and outcasts are often the most exciting scenes in a roleplaying session. Here's how to run them.

Follow the principles

PLAYERS SHOULD NEVER FEEL that random encounters are unfair. The worst random encounters are those in which the outcasts meet a foe who attacks and kills them without them having had a chance to avoid the combat. The players would have had no agency in the decisions that led to their outcasts' deaths, and the encounter would feel deeply unjust.

The way around this is to make the mechanisms of encounters known, even if the details of the encounters remain a surprise.

When traveling or exploring a dungeon, the players should be aware of how often the referee will roll for encounters, and what the chances are. In my own games (and in the official *Outcast Silver Raiders* setting, *The Mythic North*), encounters are rolled on a specific cadence depending on terrain. The encounter die is rolled in the open, and no matter the type of die, an encounter happens on a roll of one. The players know that the more they travel and explore, the more likely it is they will have an encounter. If they are wounded or worried, they can hunker down and rest, or explore somewhere less dangerous. When the encounter die is rolled, they know it is due to their choices.

Not all encounters are random, of course. The outcasts might choose to explore a dungeon and discover rooms or areas that the referee stocked with encounters. In this case, the players should be made aware of this through the fiction of the game, and if they burst into an encounter, it is their decision, and they can deal with the consequences.

Encounter distance

OUTDOORS, each side in the encounter should usually have the chance to notice the other when they are about 100 feet apart, depending on the terrain.

If you can't decide, let the dice decide. Roll 3d6 and multiply by ten feet, and the parties in the encounter have a chance to notice each other when they are that far apart. For certain environments (open plains, ocean, dense forest or jungle, etc.), you may wish to modify this roll, maybe make it 2d6 in jungle and 3d10 on open plains, for instance.

Indoors, encounter distance should be determined by the environment.

Surprise

THE PLAYERS, especially those playing Rogues, will want the chance to surprise those they encounter. This is easy. If any outcast wants to try to sneak up on the opposite party, they can make a **STEALTH** check. On a success, that outcast is able to hide themselves before the encounter begins. They will remain hidden, and are even able to make small positioning maneuvers, until they take some action that reveals their position (attacking, leaving the shadows, etc.).

If there's a chance that any of the outcasts might be surprised, they must make **WISDOM** saving throws. Those who succeed are not surprised, but failing the saving throw means you've been surprised by the opposite party and cannot act in the first round of combat (*Player's Guide*, p. 48).

The reaction roll

IN SOME ENCOUNTERS (say if these groups have never met before) it can be uncertain what NPCs' reactions to the outcasts might be. In these circumstances, the referee can roll 2d6 on the following table:

Non-player character reactions (2d6)

- | | |
|-------|-------------------------------|
| 2. | Openly hostile |
| 3-5. | Unfriendly and unhelpful |
| 6-8. | Wary but neutral |
| 9-11. | Open to cooperation |
| 12. | Friendly and actively helpful |

After rolling, common sense still needs to be applied. A reaction result of 10 will probably look quite different when encountering knights loyal to a known enemy lord versus encountering priests from a monastery the outcasts recently defended.

And though there may be some mindless gaping horrors that cannot be reasoned with, even an openly hostile NPC that has a modicum of intelligence will likely have something they would rather do before risking their lives by attacking the outcasts. Perhaps they could use the outcasts' help with something or maybe they will take a bribe, accept the outcasts' surrender, or just let the outcasts back away.

If the outcasts attack NPCs, all bets are off, and the NPCs will become hostile and fight or flee.

Running combat scenes

REGARDLESS OF REACTION ROLLS, arguing, cajoling, fleeing, telegraphing, and all the rest, at some point, referees will find themselves running a combat.

Combat should be fast, deadly, and exciting. There is no balancing mechanic in *Outcast Silver Raiders*. There are no challenge rankings or encounter levels or advice on what types of foes to set against outcasts of a certain level. Instead, the referee is advised to create interesting situations that tempt players into danger, to include foes that fit the situation, and to follow the referee principles: tempt the danger, pull no punches, be clear and consistent, and reward creativity.

Tempt the danger

THE PLAYERS SHOULD have some idea of what kind of danger they're sending their outcasts into. Rolling for random encounters in the open should help with this, and show the players that while the world is not necessarily fair, you are a fair referee.

If the players are acting truly clueless, it's occasionally fine to tell them directly, for the good of the game, that a foe or situation is dangerous.

Pull no punches

COMBAT IS THE MOST IMPORTANT time to pull no punches. Yes, outcasts may die in combat. This is the central threat of the game, the one that keeps it exciting. Resist any urge to fudge the dice. Hopefully you gave the players plenty of telegraphing, they decided to engage in combat, and they have to live (or die) with the consequences.

Be clear and consistent

CLARITY IN COMBAT SCENES is more important than atmosphere. Players should know the position of their outcasts, the things in the area that can affect them, and the things they can manipulate. Patrick Stuart, in the wonderful *SILENT TITANS*, recommends constantly restating these things from the outcast's perspective on their turn.

Reward creativity

WITHOUT PLAYER CREATIVITY, combat is simply rolling dice and seeing who rolls higher, often in situations where the outcasts are outnumbered and at a numeric disadvantage. Creativity is how they can balance the scales. Set up interesting combat scenes (see below), then reward the players with bonuses and in-scene advantages when they engage.

Set the scene

GREAT COMBAT SCENES have some of the following elements. You can mix them up, and you probably don't want to always use all of these at once, but definitely use some of them some of the time. These features give players stuff to get creative with, elevating the scenes beyond the whims of the dice:

- **COVER** (tables, walls, piles of stones, trees, bushes, barrels) to hide behind and dart between.
- **DANGEROUS AREAS** (pits, lava, fast-moving rivers, briars, spikes) to be pushed into or onto.
- **VERTICALITY** (ledges, ropes, pillars, ridges) to climb on, leap from, shoot from, and fall from.
- **OBJECTS** (boulders, crates, tables, dead trees, ice blocks) to push, pull, roll, or otherwise use.
- **FIRE SOURCES** (lanterns, alcohol, tinder, lava, gouts of gas) to light, throw, or extinguish.
- **COUNTDOWNS** (fuses, tides, reinforcements, crumbling ceilings) to heighten tension.
- **DYNAMIC FEATURES** (water wheels, rocking ships, strange gravity) to manipulate, avoid, or exploit.
- **MACHINERY** (cranes, ballista, siege equipment, wagons, forges, giant gears) to operate or wreck.

Describe the action

COMBAT SHOULD BE DESCRIBED quickly and brutally. Spend the least amount of time on missed attacks, as they are the least interesting part of combat. "You miss," or "they miss you," is usually sufficient to describe a missed attack.

Landed blows that merely whittle down hit points might deserve a little more description, but not enough to slow things down. "Your axe blow lands with a meaty thwack," or "Blood gushes from the wound, the cut is wide and deep," are fine.

Players are all waiting for their turn to take action and roll dice, and will appreciate it if you focus on the meaningful moments: killing blows, interactions with scenery, critical hits and misses, and outcast deaths. Give these moments more color, more blood, more sound, more feeling.

Some referees will have players describe the in-game outcomes of their rolls. Other referees will describe all the action in combat, with the players rolling dice and describing their intentions and the referee handling the rest.

I recommend letting players describe killing blows, but not much else. Players describing every one of their actions in combat can often lead to drawn out combat scenes, or things that give their outcasts an advantage in following rounds.

Checking morale

MORALE EXISTS to mechanically represent the fact that most creatures will not fight to the death, and will often give up against overwhelming odds or when frightened. Morale also makes fights somewhat easier for players, as their outcasts do not always have to completely deplete the health of their opponents to win a combat scene.

Referees roll morale checks for NPCs. Outcasts do not have to check morale, as the players decide if and when they retreat from combat.

TO CHECK MORALE, THE REFEREE ROLLS 2D6.

IF THE RESULT OF THE ROLL IS HIGHER THAN THE NPC'S MORALE SCORE, THE NPC FLEES OR SURRENDERS.

REFEREES SHOULD CHECK MORALE the first time an NPC is damaged, when an NPC is reduced to half or less health, and/or when a group of NPCs is reduced by half or more (so if there is a group of six bandits, after the third bandit is slain or flees, the rest will check morale and some may flee or surrender).

If there is a leader in an NPC group (guard captain, bandit lord, queen of dragons), the referee may choose to check morale for the rest of that group when the leader is slain, defeated, or surrenders.

Rewards

AS OUTCASTS GO ON ADVENTURES, they should be rewarded. The most common types of rewards are treasure (which provides both money and experience), equipment, status, and retainers. The rate at which you dole out rewards will set the tone of your campaign. Too little and players will feel like you are being unfair and may become discouraged by slow progression. Too many rewards and the game will feel easy, with the tension that makes the game fun getting lost as the outcasts become able to effortlessly swat away any obstacle.

•Treasure rewards•

OUTCASTS GAIN one experience point (XP) for each silver piece worth of treasure they gain from going on adventures (*Player's Guide*, p. 18). As referee, you must be very familiar with those rules.

How much?

MY PHILOSOPHY is that each outcast in a gaming group should have the opportunity to get approximately 1,500 silver pieces of treasure per session.

Note that this doesn't mean that it is your responsibility to ensure that each outcast actually gets this amount, nor that it is collected on any sort of regular schedule. It just means that as you're setting up adventure locations and rolling for random encounters, you should stock them with **about 1,500 silver worth of treasure, per session, per player**. The players will rarely discover all of the available treasure. They may miss a storeroom in a dungeon. They may not discover how to open a locked chest. They may choose not to engage with a mission with a valuable reward. They may decide to leave some treasure behind simply because they have limited inventory space available. One player may decide to hoard all the treasure themselves and not share it with the others. All of these choices are theirs to make. The outcasts will rarely receive all 1,500 silver, it should just be available to them, with the assumption that they will acquire some part of it.

This will also mean that the outcasts gain levels on an ever-slowng scale, which is by design. Going from first level to second level should take one or two game sessions. Going from ninth to tenth level might be the work of many dozens of sessions.

In what form?

THE THREE MAJOR FORMS of treasure that reward experience are coins, precious objects, and mission rewards. Each of these has benefits and drawbacks.

Coins as treasure

COINS ARE TRANSPORTABLE, exchangeable, easily divided, easily understood, and can be spent without being sold. They're the most basic form of treasure, and often the most common. The drawback of coins is that they're heavy and annoying to transport in quantity. The outcasts will need pouches, sacks, chests, bags, and often retainers to carry it all. The 100-coin-per-pouch limit should be strictly enforced, as it will force players to get creative about how they transport and store their looted coinage.

Precious objects as treasure

PRECIOUS OBJECTS INCLUDE anything valuable that you decide the outcasts can sell as treasure. Art, tapestries, cutlery, goblets, vintage wine, precious herbs, bundles of wool, mirrors, gemstones, jewelry, silk, imported wood, fine tools, delicate alchemical glassware, and more can all be treasure. Players should always know whether something counts as treasure and, when it does, they should know its value. Other old school games often require characters to get precious objects appraised, but it is important to the ethos of fairness in *Outcast Silver Raiders* that this is transparent to the players.

One of the disadvantages of precious objects is the need to sell them. It should never feel too difficult to sell precious objects, but it usually will require some logistical planning. At the very least,

the outcasts must visit a sizable settlement, which involves planning a journey and planning for the safekeeping of their valuables along that journey.

Another important disadvantage of precious objects is the fact that merchants will not pay full value for them. As stated in the *Player's Guide*, the outcasts always receive a number of *experience points* equal to the full value of the treasure, but usually receive only 50% of the listed value in *coinage* when selling goods to merchants. This absolutely applies to precious objects, and is important to maintain the balance of the in-game economy and to ensure that the outcasts don't get too rich too quickly.

For some types of taboo treasure (forbidden books, holy relics, a well-known knight's sword you would have had to kill for...), merchants may offer even less than 50% of the value. In these cases, the players should know ahead of time that the object is controversial and unlikely to fetch a fair price.

The in-game drawbacks of precious objects can be spun into adventures of their own. If the outcasts tarry too long or leave piles of treasure in unsecured locations, their treasure might get stolen by passing bandits, or may attract unwelcome interest in the local hamlet. This would necessitate some action on the part of the outcasts to retrieve it. Perhaps the players want to find a merchant who will pay a fair price for a rare, strange, or controversial piece of treasure. Doing so could be its own quest.

Mission rewards as treasure

SOMETIMES, AN NPC might offer the outcasts a reward for completing a mission for them. If you decide that the reward counts as treasure and the task involves going on an adventure (and not just herding sheep or guarding the town docks, which are jobs that will pay, but not something that will generate XP), then the outcasts will gain experience points when they are paid. Note that mission rewards don't always need to be paid in coin. They could be paid in precious objects, in opportunities, in rare maps, in access to areas or people, in titles, in privileges, in land, or anything else a creative referee can dream up.

Outcasts will often want to bargain with quest givers, explaining that if the quest is so important,

they should be given free weapons, armor, rations, and all sorts of other things in order to increase the chances of completing the task. Generally, it is a good idea to shut down this kind of bargaining, or have the quest giver take the costs of any gear they are given out of the quest reward. Otherwise, players will be encouraged by this, and every new quest will be seen as a way to bypass the economic engine of the game and get a bunch of free stuff.

Setting mission rewards is more art than science, and should be considered alongside other treasure. If a mission takes them to a dungeon with lots of opportunity for treasure, the reward might be lower than if the mission is dangerous, but has little opportunity for collecting treasure.

Outcasts performing an initial mission for a specific NPC will probably get paid less than if they are a trusted contractor. As outcasts gain levels, they may need higher mission rewards to entice them to participate, and, as referee, you can adjust reward values. Some rough guidelines are below, but always consider tailoring (or randomizing!) the rewards for your group.

• A menial task	50 silver (1gp) per outcast
• A simple task	100 silver (2gp) per outcast
• A journey	200 silver (4gp) per outcast
• A trusted task	200 silver (4gp) per outcast
• A secret task	300 silver (6gp) per outcast
• A specialized task	300 silver (6gp) per outcast

• A dangerous task	+100 silver (2gp) per outcast
• A lengthy task	+100 silver (2gp) per outcast
• A religious task	+50 silver (1gp) per outcast
• A forbidden task	+150 silver (3gp) per outcast



•Equipment rewards•

EQUIPMENT CAN BE A WONDERFUL REWARD, tying the outcasts more tightly to the world and their quests. Equipment rewards can also be potentially unbalancing. Outcasts will rarely have as much coin as they want. This is by design, an encouragement to continue adventuring. If outcasts are frequently rewarded with equipment in the course of their adventures, it can break the game's economy and reduce the tension intended to motivate the players.

To prevent imbalance, it is a good idea to avoid rewarding regular equipment from the equipment lists in the *Player's Guide*.

Artifacts as reward

THE ARTIFACT CREATION GUIDELINES (p. 84) encourage referees to add unique features, drawbacks, histories, and personality to artifacts. These features have wonderful potential to tie the outcasts to the people and places around them. A classic fetch quest for a local lord takes on a deeper level of decision-making for the players if, once the artifact is found, it starts communicating with them and hints at both awesome power and the fell price for that power. Do they seize it for themselves? Do they bring it back to the lord? What changes will their choice bring to the world? Artifacts breed stories, and can thus be great rewards.

Rituals as reward

RITUALS (p. 50) are another type of reward that creates emergent storytelling opportunities. Retrieving a dangerous ritual for a quest-giver has the potential to change the world once that NPC starts using it, and the outcasts may think twice about handing it over. Once the outcasts have their hands on a ritual they want to use themselves, they may need to find someone to translate it. This translation can be a small quest. If they want to cast the ritual, they will likely need to collect a variety of strange reagents, leading to yet another set of linked small quests. And the casting of the ritual itself may breed adventure, especially if they roll on the Ritual Mishaps table...

Unique gear as reward

BEYOND THE BASIC EQUIPMENT LISTS, there are some pieces of gear that can be situationally useful to outcasts, and may be given to them as rewards, either directly by quest-givers or by being found on an adventure. There are all manner of hazards and questions to which unique gear can provide an answer.

If the outcasts are exploring someplace infested with plants, a plant-killing tincture may prove useful indeed. If the tincture has any strange side effects when it is used, well, all the better.

Exploring the frozen northlands? The outcasts may appreciate cold weather clothing, without which they might be forced to turn back.

Seeking treasure? The outcasts would probably love a map. Traveling in a foreign land? A precious foreign-language dictionary could be invaluable. Locked door? Maybe they just need a key.

Unique gear can unlock things for the outcasts, be the focus of adventures on its own, and is generally an inspiring and useful type of reward.

A note on armor as reward

ARMOR IS POWERFUL ENOUGH and common enough that it deserves its own brief discussion.

Outcasts will encounter foes wearing better armor than the armor they're wearing. Their immediate instinct will be to either put it on themselves, or sell it to merchants. The *Player's Guide* states that armor from defeated foes will be ill-fitting, damaged, and offer low protection. It also states that merchants will only pay a *quarter* of the value for looted armor, if they buy it at all. It is a good practice to be up front with these limitations with your players, and even consider explaining the game balance reasoning behind these rules. In the fiction of the game, the reason merchants may refuse to buy armor at all is that merchants will know the armor came from someone the party likely killed. The merchant would therefore in essence be buying stolen goods from a known murderer. Some merchants may be fine with this, but others may balk.

It is recommended that any found armor the outcasts decide to wear should function as 2 AC lower than listed (so chainmail becomes +1, half plate +2, plate +3) while keeping all other listed drawbacks.

•Retainers as rewards•

RETAINERS AS REWARDS are not common, but can be amazing. After rescuing a powerful, unique, or interesting NPC, that NPC may offer to join the party for a reduced wage or even for free. A local noble may grant the party a powerful armored knight as temporary escort. Maybe after accomplishing six increasingly dangerous jobs for a local secret guild, the guild offers the party the ability to hire one of their strange, uniquely knowledgeable soothsayers.

The ability to hire a specific type of retainer can be a great reward, given the usually random nature of hiring retainers. Maybe the players specifically need a guide or a boat captain. Instead of rolling on the random table, they could be rewarded the opportunity to hire one by completing a small task.

Players will likely feel quite strongly about the retainers they receive as rewards, and become protective of them due to their unique nature. These retainers may have goals of their own, or be tied to a specific area, or follow a certain code of conduct. All of these things offer many emergent storytelling opportunities a referee can latch onto.

Note that as with all NPCs, special retainers should never overshadow the outcasts. They may be special, but they are there for the outcasts to interact with, not to steal the spotlight. Give them a voice; give them a personality, but let the outcasts remain the heroes of the campaign.

•Status rewards•

STATUS COULD BE REWARDED to the outcasts in the form of titles or as popularity among the locals. Status brings with it all sorts of benefits. Some ideas:

- Access to tiers of more difficult, more dangerous, better-paying quests and tasks.
- Access to sensitive or secret information.
- Access to unique gear.
- Access to transportation (across water, through blocked passes, over guarded walls).
- Authority over a group of people (guards, farmers, sailors, clergy, commonfolk).
- Price reductions on accommodations, food, or goods in a localized area.
- Safe storage of valuables, retainers, or mounts.

Status creates interesting complications and exploitable player attachments. Having status in a town or with a group of people might be contingent on certain behaviors from the outcasts. They may need to regularly accomplish specific tasks or jobs. They may be expected to take on additional responsibilities in order to keep their status.

Status connects outcasts to the world, and threatening things that the outcasts are connected to creates tension. The players will care much more about a town being under attack, for example, if life is easy for them in that town.



Non-player characters

NON-PLAYER CHARACTERS, or NPCs, are the characters the referee portrays: the nameless farmer in the field, the local witch with the withered third arm, and even the gibbering horror from beyond space and time.

Non-player character stats

MANY NPCs will not need stats. They exist to provide information or sell something, and never interact with the other mechanics of the game. Other times, the referee will want stats for NPCs, especially if the outcasts might engage with them in combat or some other dice-based test.

The *Outcast Silver Raiders* ruleset aims to make most old-school stat blocks from other publications usable without much modification, but has its own formatting. A typical NPC stat block specific to *Outcast Silver Raiders* looks like this:

+Normal person+

Uninteresting, boring, bland, patched clothing, bad breath, lank hair.

CHA +0 **CON** +0 **DEX** +0 **INT** +0 **STR** +0 **WIS** +0

AC 12 **HD** 1 **HP** 1d8 (5) **SAVE** +0 **MORALE** 5

MOVE Walk 15' [3 squares]

CLUB

+0 to hit, 1d8 damage.

Ability scores

THE FIRST LINE after the name and optional description are ability score bonuses. NPCs do not need exact ability scores most of the time, but providing the bonuses gives a rough guide to NPC advantages and drawbacks. It also affects total hit points (**CON**), armor class (**DEX**) to-hit bonuses (**DEX** for ranged, **STR** for melee), and saving throws.

Armor class [AC]

THE STANDARD ARMOR CLASS for an unarmored person is 12. Ability scores, armor, unique characteristics, and natural armor like scales or leathery skin can raise or lower this. Remember, NPCs do not

have to follow the rules for character creation. Generally, you want to create a consistent world, but if a powerful NPC in your world has an AC of 20 when wearing chainmail, as long as it's consistent with that NPC's description, there's no rule preventing it.

Hit dice [HD]

HIT DICE PROVIDE A GENERAL MEASURE of how powerful an NPC is. Like in other old school roleplaying games, hit dice determine not only how many hit points the NPC has, but also determine their base saving throw bonus and attack bonus.

The attributes derived by hit dice are an easy reference point, not a hard and fast rule that needs to apply to every stat block. Just like with armor class, the stat blocks should support the fiction of the world. Maybe an NPC is much better at saving against magic, or has lower hit points than you would expect for their hit dice.

As a general rule, hit dice roughly correspond to player level. In most other old school roleplaying games, they correspond specifically to fighter levels, with a 3-HD character using many of the stats of a 3rd-level fighter. This means that a referee could attempt to "balance" combat encounters by including a number of hit dice worth of opponents equal to the number of total levels of the party.

In practice, attempts at balancing in this fashion in *Outcast Silver Raiders* generally fail. While hit dice offer a rough measure of challenge, there are many other factors (number of attacks, type of attacks, environment, overall health and status of the party, dice rolls) that add or subtract from the difficulty of combat, and referees will often be pleasantly surprised by a "difficult" combat that is easily overcome by the players, and an "easy" one that offers the players an enormous challenge.

Hit points [HP]

HIT POINTS are usually derived from hit dice at a rate of 1d8 + **CON** bonus of hit points per hit die. For referee convenience, stat blocks also provide a pre-calculated amount of hit points in parentheses, counting each 1d8 as a result of 5.

For most NPCs, it is recommended that the referee roll hit points only after the first time that NPC is struck in combat. This adds tension to combat scenes as players wait to see how powerful their foes are. These rolls, like others, can be done in the open, unless it is important to the scene that the players not know how many hit points a foe has.

Saving throw bonus [SAVE]

NPCs USUALLY have a +1 bonus to all their saving throws for every two hit dice, rounded down. Remember that this bonus is added to their ability score bonuses when they make saving throws.

Morale

WHILE MORALE IS USED MOST OFTEN in combat (p. 27), referees may choose to have NPCs check morale any time their bravery might be sorely tested. This comes up most often with retainers. Retainers will generally follow reasonable orders from their employers, but the referee may check their morale to see if they follow orders in situations that are obviously dangerous. See page 27 for more information.

Most trained combatants should have a morale score of 7. Most non-combatants should have a morale score of 5. The modifiers on these stats should generally range between +2 and -2 for exceptionally brave or exceptionally craven characters, with anything outside of those ranges restricted to unnatural or magical levels of bravery or cowardice.

Move

NORMAL HUMANS CAN WALK 15 feet per combat round, or three squares if using a grid. Stranger beings may be able to swim, fly, shamble, or burrow faster or slower, with the movement type and the speed of that movement noted in their stat block.

Attacks and special abilities

NPCs MAY HAVE any number of attacks or other special abilities listed at the end of their stat block. Most NPCs should have just one or two basic attacks they can perform once a round.

Increasing the number of attacks an NPC can make in a single round makes them much more dangerous. Special abilities should be used sparingly, saving them for memorable antagonists. Those that go beyond simple damage make combat more interesting, force players to think harder, and can vastly increase the difficulty of defeating an NPC.

Many special abilities come with restrictions: a limited number of uses, a check that needs to be made before it can be used, the need to recharge (by rolling a 6 on 1d6, for example) before reuse, or some other condition that must be met. These restrictions explain why a monster might not just use its most powerful attack every single round, over and over again.

Most special abilities should offer outcasts a chance to save against them to avoid or reduce their effect to give them a better chance of survival when facing powerful foes.

NPCs vs Outcasts

THE OUTCASTS are the stars of the game. NPCs exist to support them and create interpersonal stories. A good way of thinking of an NPC is as a walking, talking, more interesting piece of scenery, and not a character that needs to be protected or developed. NPCs shouldn't be as boring as a tree, but as the referee, you should only be as attached to them as you are to a tree.

On that note, NPCs should never use exact outcast class abilities. Soldiers are not Warriors, and they shouldn't have equivalents to the Warrior's specific abilities. NPC magic users are not Sorcerers. NPC thieves are not Rogues. This serves to keep the outcasts unique in the game world, make the players feel that they are special, and to keep players guessing.

•20 special abilities•

HERE ARE 20 ideas, in alphabetical order, for special effects that NPCs might use to make their attacks more interesting. Roll or pick from this table when creating an NPC or monster for your campaign:

1. Area of effect (causing damage, dizziness, sleep, fatigue)
2. Changing ability scores (their own, their allies, their opponents)
3. Changing size (themselves, their allies, their opponents)
4. Charm or possession (immediate, delayed, peaceful, violent)
5. Damage over time (from poison, acid, fugue, brain worms)
6. Dragging (after grabbing or ensnaring)
7. Ensnaring (with huge fists, vines, tentacles, nets, gazes, sputum)
8. Extra attacks (with quick fists, lashing limbs, claw/claw/bite)
9. Extra damage (after ensnaring, after powering up)
10. Flinging (rocks, goo, ensnared opponents, allies)
11. Flying/burrowing/swimming (to escape, move quickly, power up)
12. Freezing (water, living beings, blocks of ice)
13. Healing (self, allies, opponents but with a cost)
14. Hiding (to escape, to reappear later, to make special attacks)
15. Knocking down (one person, a group, everyone in an area)
16. Lighting fires (on opponents, on nearby items, in an area)
17. Poison and disease (delayed, contagious, mind-controlling)
18. Powering up (for a special attack, for an escape, interruptible)
19. Summoning (minions, animals, spirits, townsfolk)
20. Swallowing (arms, gear, ensnared opponents, treasure)

•100 animal archetypes•

At tenfootpolemic.blogspot.com, James Young recommends randomly assigning an animal archetype to each NPC in order to give their portrayal some flavor. So if the animal archetype of the local shopkeeper is a fox, you might portray that shopkeeper in a sly, shifty manner.

This is excellent advice and I've used it in my own games for years. By writing down the archetype next to an NPC's name in my notebook, I have a relatively consistent, easily retrievable way of remembering how I portrayed that NPC. This helps to keep the world feeling consistent to my players. James has a 1d400 list of animal archetypes on his blog. I've whittled it down to 100 animals for use in *Outcast Silver Raiders*.

- | | | |
|--------------------|----------------------|----------------|
| 1. Badger | 34. Fly | 68. Otter |
| 2. Bat | 35. Fox | 69. Owl |
| 3. Bear | 36. Frog | 70. Ox |
| 4. Beaver | 37. Gazelle | 71. Panda |
| 5. Boa Constrictor | 38. Giraffe | 72. Panther |
| 6. Buffalo | 39. Goat | 73. Penguin |
| 7. Bulldog | 40. Golden Retriever | 74. Pig |
| 8. Butterfly | 41. Goldfish | 75. Pigeon |
| 9. Camel | 42. Goose | 76. Poodle |
| 10. Catfish | 43. Gopher | 77. Porcupine |
| 11. Cheetah | 44. Gorilla | 78. Rabbit |
| 12. Chickadee | 45. Greyhound | 79. Raccoon |
| 13. Chicken | 46. Gull | 80. Rat |
| 14. Chihuahua | 47. Hedgehog | 81. Rhinoceros |
| 15. Chimpanzee | 48. Heron | 82. Seal |
| 16. Cobra | 49. Hippopotamus | 83. Shark |
| 17. Cockroach | 50. Horse | 84. Sheep |
| 18. Cow | 51. Hound | 85. Skunk |
| 19. Coyote | 52. Hummingbird | 86. Sloth |
| 20. Cricket | 53. Hyena | 87. Snake |
| 21. Crocodile | 54. Jaguar | 88. Sparrow |
| 22. Crow | 55. Kangaroo | 89. Spider |
| 23. Deer | 56. Koala | 90. Squirrel |
| 24. Dolphin | 57. Lion | 91. Swan |
| 25. Donkey | 58. Lizard | 92. Tiger |
| 26. Dove | 59. Llama | 93. Toad |
| 27. Duck | 60. Loon | 94. Tortoise |
| 28. Eagle | 61. Meerkat | 95. Turkey |
| 29. Eel | 62. Mole | 96. Vulture |
| 30. Elephant | 63. Monkey | 97. Walrus |
| 31. Falcon | 64. Moose | 98. Weasel |
| 32. Ferret | 65. Mouse | 99. Whale |
| 33. Flamingo | 66. Octopus | 100. Wolf |
| | 67. Ostrich | |



Retainers

RETAINERS OFFER many advantages to their employers. They carry gear, increase the party's available skills, and can assist in combat. Retainers often end up acting as friends, loyal companions, or lab rats for dangers the players wish to test.

Keeping track of retainers as if they were additional outcasts would bog the game down and add distraction. Retainers should be in the background most of the time: there when the party needs them, not taking attention otherwise. In most scenes, retainers are considered to be journeying quietly with their employers, making small amounts of light conversation, and acting inconspicuously.

When it becomes important to know what a retainer is doing, the referee should ask their employer's player what their orders are. Retainers are assumed to follow commands within the normal purview of their duties.

What exactly falls outside the purview of regular duties is up to the referee. You don't have to be consistent across different retainers (though that helps), but you should at least be consistent with each retainer. Just think, would this task scare someone in real life? Would it be something that would go against society's code of ethics? Is it bizarre? If the answer to any of these questions is yes, the command probably requires a morale check. Interacting with magic or participating in rituals should almost always require a morale check.

If the check fails, the retainer refuses the task. The referee may choose to track these occasions, and a retainer who fails too many morale checks might decide to leave their employer's service. The referee should provide hints to the players if they choose to track failed morale checks. Maybe the retainer grumbles, threatens to leave, or has some other negative reaction in the scene.

The flip side is a retainer who passes many morale checks might become inured to the strangeness of their life, and not need to check morale as often.

Retainers in combat

AS LONG AS they have made their morale checks, retainers should act on their employer's initiative in combat, and the player can decide on their actions and make their rolls (other than morale) for them.

Once a retainer fails their morale check, they will either flee or surrender, depending on what makes the most logical sense for their survival in the current scene. As an example, if the party's ship is being boarded by pirates, a retainer who fails their morale check is probably not going to flee by jumping overboard, as that would lead to their swift death.

Unaccompanied retainers

RETAINERS MAY be left alone, say to watch the party's belongings or a prisoner while the party delves into a dungeon. They may also be sent on missions to deliver letters or goods. When this happens, referees can feel free to roll random encounter checks for them and interpret the result of any random encounters.

Some referees may let the retainers simply die as a logical result of the encounter—but consider that retainers will likely give up almost anything to avoid being killed, including their loyalty, information on the outcasts, and any of the outcasts' possessions. Clever referees will consider the opportunities for adventure in having retainers be kidnapped, charmed, re-employed with higher pay, or otherwise taken away from the party temporarily as a result of these encounters.

Note that random encounters will not all necessarily lead to negative consequences for the party or their retainers. Trained mercenaries sent on a simple escort mission may have a very good chance of winning through mildly dangerous random encounters, and the players should not be punished if they planned appropriately.

Miscellaneous systems

THERE ARE A FEW common situations in roleplaying games that are not directly addressed in the *Player's Guide*. This is in the spirit of the OSR philosophy of "rulings not rules," leaving the exact rulings on these situations up to the referee. Here are a few ways you might consider running these situations.

•Large scale projects•

WHEN THE OUTCASTS are working on large or time-intensive projects, you can require the players to make checks and succeed on a certain number of checks before hitting a certain number of failures.

An example: creating a clockwork bomb might require three successful Tinkering checks before getting two failed Tinkering checks. Each check may take a watch (or a day, depending on the complexity) of working on the bomb.

Another path to create the bomb, less reliant on a single skill, might require the player to make four checks: Arcana, Sleight of Hand, Tinkering, and **INTELLIGENCE**, succeeding on three out of the four.

In these situations, the players should have ways of increasing the likelihood of success. Maybe the longer they spend researching, the more of a bonus they get, and the time they spend researching is the price paid for a better chance of success. Maybe they need a specific ingredient which would almost guarantee success, but retrieving it requires a small quest. Maybe they need the advice of a sage, who lives far away or who wants them to accomplish a chore in exchange for the information.

The players should know before they begin the project what the stakes are, whether they will be able to retry the project if they fail, and what the costs of failure would be.

Poker chips are as useful for tracking the success of a large-scale project as they are for tracking time. If an outcast needs a total of four successes, the referee can make a stack of four poker chips, and remove one each time they player rolls a success.

When the stack is empty, the project is completed. Referees can remove chips from the stack if the players fetch an ingredient, information, or other bonus. They can of course also *add* to the stack if the character does something that jeopardizes the success of the long-term project.

•Battle scenes•

THERE ARE SOME GREAT SYSTEMS for running mass combat in old school roleplaying games. I like to assign stats (armor class, hit points, and attack rolls) to each side before the battle starts. Once these are assigned, allow the outcasts to affect these stats through their actions in battle.

As an example, imagine a poorly trained, poorly outfitted horde facing off against a small elite force. The horde has an AC of 12, 100 hit points, and attacks four times each round of battle at +1 to hit for 1d8 damage each time. The elite force has an AC of 16, 40 hit points, and attacks twice each round of battle at +8 to hit for 2d8+4 damage each time.

The mechanical stakes are set. The players should be aware of them. The important thing is, what can they do to affect the outcome? Maybe they can advise the general of one of the armies, with a successful **INTELLIGENCE** check providing superior tactics to one side in the next round of battle, conferring a +4 to hit on all attacks. Maybe they can assassinate the other side's leader, reducing that force's number of attacks. Maybe they can take out a huge swath of the opposing force somehow, automatically reducing the number of hit points it has.

This system puts the conflict in mechanical terms the players will understand, and gives them the ability to affect the outcome, which is what players always want. These scenarios do require some advance planning on the part of the referee, but most mass battles will not come upon referees unexpectedly, and you will often have some time to prepare.

•Damaging objects•

PLAYERS WILL OFTEN want to destroy objects in their path. Common sense should hold true. No matter how many times the outcast strikes a barred castle gate with their axe, it is unlikely to come down. There may also be objects that are easily and quickly destroyed without needing a roll. For times when the referee wishes to allow objects to be damageable, the rules assign them an armor class, hit dice, a size category, and a damage threshold.

When attacking objects, outcasts may only use basic attacks, and may not use any special abilities, like the Warrior's combat reflexes, or combat maneuvers, like Aiming.

An object with a damage threshold subtracts that threshold from all damage dealt to it. As an example, if an outcast attacks a wooden door and deals 10 damage, the door will take only 2 damage. Additionally, whenever an outcast attacks an object with a damage threshold of 8 or more (see * below) **their weapon has a 1 in 10 chance of breaking**.

MATERIAL	AC	HD	THRESHOLD
Cloth, paper	10	1d4	0
Crystal, glass	12	1d6	2
Rope, leather	14	1d8	4
Wood, bone	16	1d10	8*
Stone	18	2d6	12*
Metal	20	2d10	16*

The number of total hit points an object has is determined by deciding its size and then rolling the appropriate number of hit dice:

Tiny (jewelry, lock, crucifix):	1 hit die
Small (chest, cauldron):	2 hit dice
Medium (chair, door):	3 hit dice
Large (cart, catapult):	4 hit dice
Huge (boat, siege tower):	5 hit dice

For example, a human-sized stone statue would have 6d6 hit points: 3 hit dice (medium), and 2d6 for each hit die (stone).

•Chase scenes•

CHASE SCENES come up all the time in roleplaying games. One way to run them is with an abstracted unit of distance called "lengths," easily represented on the table by, of course, a stack of poker chips. The exact distance represented by a length will change based on whether it's a foot chase, a ship chase, or a horse chase, but mechanically all of these things are the same.

When there are no lengths remaining between the two parties, the chase has been successful and the two parties are in contact. When the fleeing party is ahead by six lengths, they escape.

The first step is to determine how far away the two parties in the chase are. If the starting distance between the parties isn't obvious, roll 1d4 to determine how many lengths separate them.

Next, to close or widen the gap, characters must make risky maneuvers, usually involving checks, attack rolls, or a combination of the two. Best practice is that the player suggests the action they wish to take, and the referee tells them what roll they will need to make, and what the cost will be if they fail.

Each time a character successfully performs a risky maneuver, they get to add or remove a poker chip of length (depending on who is doing the chasing). Failing a risky maneuver often results in taking damage or increasing the gap between parties instead of closing it (or vice versa). Other possible effects will vary based on the scene.

A character running on foot can run a number of rounds equal to their **CONSTITUTION** before they have to start making **CONSTITUTION** checks, (see *Running at Player's Guide*, p. 55). Each time they fail a **CONSTITUTION** check, they slow down and lose a length.

Strongholds

WHILE THE OCCULT MEDIEVAL MILIEU of this game assumes that outcasts will stay outcasts, will not settle down and participate in society, and will end their days in glory or violence, some players may wish to build strongholds, and some referees may wish to indulge them.

Integrating strongholds requires additional thought and work from the referee and the players. The basics of paying for, staffing, and maintaining these structures is provided here as a bare framework. But the aim of this game is not to provide a stronghold management simulation, and there is a nearly endless number of details that could be but are not included in these rules.

Land access

BEFORE BUILDING A STRUCTURE, a character must own the land or have permission from its owner to build on that land. The value of land varies wildly, but generally, characters should be charged **1,000sp per acre** (adjusting if necessary to avoid unbalancing the campaign). Far more common in medieval times would be the leasing of land, instead of purchasing or owning outright.

Option: leasing land

REFEREES MAY OPT to let characters lease their land instead of owning it. Leasing land costs 5gp per acre, per session.

Plans and layout

PLAYERS SHOULD SPEND SOME TIME mapping out their stronghold, ideally on graph paper. They should include all relevant features they wish to have included in the stronghold, with the default rule being that if they did not draw and describe it in their plans, it will not be present when building has been completed.

The referee should check the player's plans once they are completed and assign a total cost based on the Structure costs schedule below.

With the employment of a good-size crew and materials sourcing, construction costs are around 500 silver per day. If the players want special fea-

tures such as traps, secret doors, orrery rooms, ritual chambers, or complex mechanisms, the referee can use this rough guideline to give a price for that feature.

Structure costs

STRUCTURE	COST	TIME
Additional level	10,000sp	20 days
Civilian building, stone	3,000sp	6 days
Civilian building, wood	1,500sp	3 days
Gatehouse	17,500sp	35 days
Keep	50,000sp	100 days
Luxurious quarters	10,000sp	20 days
Moat	10,000sp	20 days
Special feature	500sp/day	Varies
Tower, defensive	10,000sp	20 days
Tower, freestanding	45,000sp	90 days
Vault or crypt	12,500sp	25 days
Wall	20,000sp	40 days

Structure definitions

THESE DEFINITIONS are meant to be a jumping off point for creativity, providing rough guidelines rather than a comprehensive set of possibilities.

Additional level: The cost of adding another story onto a keep, gatehouse, or freestanding tower.

Civilian building: A small building consisting of no more than a handful of rooms. Examples include, staff quarters, stables, gardener's shed, carpenter, or blacksmith. Double the price for two-story buildings. Quadruple the price for three-story buildings.

Gatehouse: A defensive structure with walls, perhaps murder holes, a sturdy gate, and rooms inside for a small staff. Requires a wall. If a moat is in place, a gatehouse will include a drawbridge.

Keep: A three-story defensive keep, approximately 60' x 60', with arrowslit windows, and basic finishings for a lord and his staff, including a kitchen, staff and resident quarters, and a great hall.

Luxurious quarters: Carpets, tapestries, gilded decorations and the like. The listed cost is for upgrading one story of a keep, tower, civilian building, gatehouse, or similar structure.

Moat: A ditch, 20' wide, 10' deep, often filled with water, around a keep or a wall.

Tower, defensive: A small tower built into a wall, three storeys high, with minimal room inside for living space.

Tower, freestanding: A stone building, approximately 40' x 40', four storeys high, with living space on each floor and a small but functional kitchen.

Vault or crypt: A 20' x 20' chamber dug beneath the earth, reinforced with stone arches. Larger vaults multiply the price by the total square footage, and are assumed to have appropriate connecting passages.

Wall: A stone wall, approximately 100' in length, 10' thick, 20' high, with battlements. Longer walls simply multiply the price. Taller walls double the price for every 10' of height added on, to a maximum of 50' in height.

Construction

ONCE THE LAND has been secured, plans finalized, and a cost committed to, construction can commence. The construction time will be a number of days equal to the cost of the total structure in silver, divided by 500. At the referee's option, characters can split the payment into installments, making payments on a monthly basis.

When construction is complete, it is assumed that players will have hired staff. The staff will be busy during the final stages of construction making the stronghold comfortable, and characters should be able to move into their new fortress immediately upon its completion.

Staff

UNLESS IT IS A VERY SMALL BUILDING, characters will need to hire staff to maintain their stronghold. This staff is assumed to work the land, hire necessary laborers, make payments and investments on behalf of the owner, perform maintenance, guard the approaches, and perform myriad other menial tasks.

The staff costs for a stronghold are paid on a per-session basis. The maintenance costs will be a number of gold pieces equal to the cost of the total structure in silver, divided by 5000.

Management

OUTCAST SILVER RAIDERS REDUCES the nearly-endless array of tasks involved in stronghold management to a single roll representing the overall planning and management acumen of the outcasts.

Once every other session, the character who is primarily responsible for the stronghold needs to make an **INTELLIGENCE** check for the management of their stronghold. If they pass, everything is fine. Their stronghold is being well-managed and there are no problems.

If the character fails the check, something has gone wrong, and they must roll 1d10. On a 1, there is a disaster, and one random feature of the stronghold is ruined. Repairing a ruined feature costs half as much as the initial cost of that feature. A feature left in ruins will attract more entropy, and while a stronghold contains any ruins, the management **INTELLIGENCE** check must be made *each* session, and at a -1 modifier.

On a result of 2-9 on the 1d10 roll, there is only a minor problem, which requires doubling the staff's pay for a session to fix it. If the manager cannot or chooses not to pay double, some of their staff deserts the stronghold. Winning them back will require paying the money owed and succeeding on a **CHARISMA** check. Until this happens, there is a 3 in 10 chance each session of a disaster, as described above.

The players should be responsible for the book-keeping and tracking needed for maintaining their stronghold. The referee, after all, already has plenty to think about without nagging the players to pay their castle staff.

Running the world

•Create mystery•

ONE OF THE CHIEF ATTRACTIONS of roleplaying games is the feeling of exploration. Players that enjoy inhabiting a new character, players that like the number crunching, players that like the power fantasy... they are all united in their love of exploration and discovery. Recognizing this, an excellent referee will create mystery and weave it throughout their game world.

Creating places instead of plots and giving the players agency to explore those places will create a sense of mystery and exploration. Players should never know for sure if they've missed anything important, and this uncertainty will drive their curiosity. If players find out later that they did miss something in an earlier-explored dungeon, this will only add to the feeling of wonder.

Similarly, the referee shouldn't provide explanations for situations the players don't resolve. Players will feel a sense of mystery when their outcasts encounter a strange set of mechanisms. If they discover how to use the mechanisms on their own, they will feel smart. If they never discover how to use the mechanisms, the mystery of the world will be intact.

Finally, as a referee creating places full of mystery, you don't have to decide for yourself how everything works from the beginning. Sometimes it's enough just to place strange, unexplained phenomena into the world. The players will ascribe meanings to them that are likely more creative than anything you could have come up with on your own. This is part of the wonder of roleplaying games.

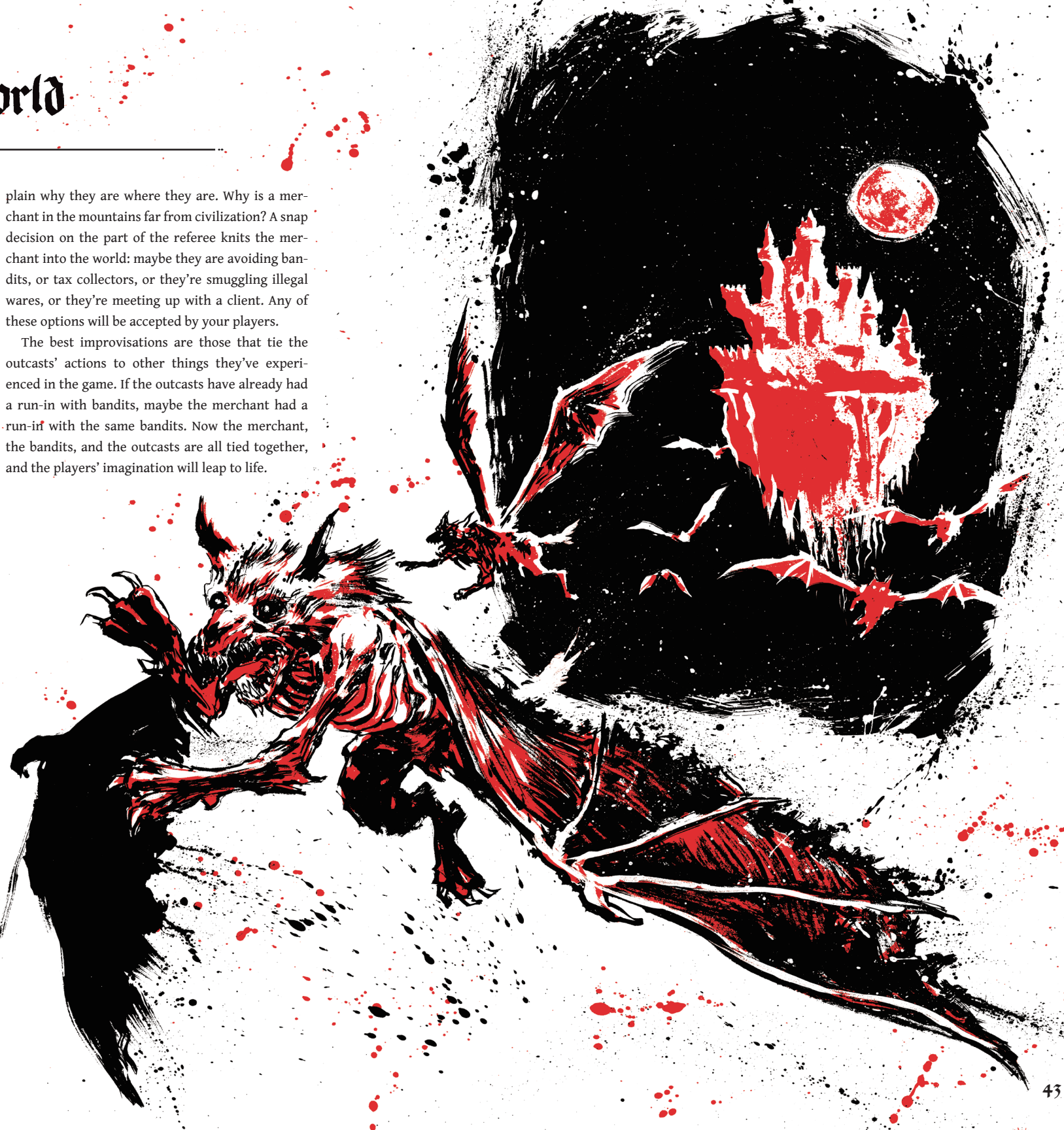
•Knit the world together•

OLD SCHOOL GAMES rely heavily on random tables to create a dynamic, exciting world. As the referee, it is your job to knit this randomness into a cohesive whole. This is easier than it sounds.

An NPC doesn't need a complex back story to ex-

plain why they are where they are. Why is a merchant in the mountains far from civilization? A snap decision on the part of the referee knits the merchant into the world: maybe they are avoiding bandits, or tax collectors, or they're smuggling illegal wares, or they're meeting up with a client. Any of these options will be accepted by your players.

The best improvisations are those that tie the outcasts' actions to other things they've experienced in the game. If the outcasts have already had a run-in with bandits, maybe the merchant had a run-in with the same bandits. Now the merchant, the bandits, and the outcasts are all tied together, and the players' imagination will leap to life.



Importing adventures

THERE ARE ALL SORTS of amazing published adventures that work perfectly for *Outcast Silver Raiders*. For most of these, you can find an elegant way to fit them into your campaign world, and they can be run exactly as they are presented with little editing needed. A few notes on specific details follow.

Importing fantasy races

SOME PUBLICATIONS will assume the existence of fantasy races like dwarves, elves, and orcs in your world. If you follow the default assumption of *Outcast Silver Raiders* and aren't including them, you have two main options.

The first is to simply run the adventure as is, and make the appearance of the elves or dwarves or orcs in the adventure unique and magical. You will likely need to do a little bit of thinking as to why these types of creatures exist in this area, but this option preserves the adventure exactly as written, respecting the intent of its author, while also adding a touch of the strange to your campaign.

The second is to think about whether the fantasy races present in the adventure could be represented by humans. Is there anything about the dwarves in the adventure that couldn't be represented by miners? Anything about the orcs that couldn't be represented by vicious thugs or misunderstood foreigners? In many cases, the word "elf" or "goblin" will just be a shorthand for a certain collection of traits that can be as easily tied to humans as to fantasy creatures.

Importing character classes

MANY PUBLICATIONS will assume the existence of a broader set of classes than what is provided in *Outcast Silver Raiders*.

For NPCs, no adjustment should be necessary. NPCs in *Outcast Silver Raiders* are not supposed to use player classes, so the appearance of a Ranger or Paladin fits right in and will only serve to make that NPC more unique.

When it comes to the outcasts, the vast majority of any class-based gating in a published adventure will be because of lack of access to specific spells that are common in old school games.

First, consider whether the outcasts really need these specific spells to make progress. In many cases, lacking access to these spells will fuel players' creativity, and they will have no problem finding alternate routes around obstacles.

If you decide that the players really do need some replacement for missing spells, the easiest way to accomplish this is to place a scroll (p. 95) or artifact (p. 85) in the adventure that gives the outcasts temporary access to these necessary effects.

One example: if the party needs the ability to turn undead to be successful, they might find a cross which works within this specific crypt to turn undead, but crumbles to dust if taken outside. The cross requires daily prayer to power its holy potential, and the number of daily uses is linked to the level of its wielder. This cross functions as an on-demand turn undead spell that would normally be part of a traditional cleric's arsenal, but only functions for this one adventure where it's needed.

Another example: an adventure contains a library with a book of spells, including one that is necessary to make progress. If a traditional wizard was in the party, they could learn the spell, and have access to it for the rest of the campaign. One way around this would be to create an item that can be used to cast the spell a limited number of times each day. Another way would be to turn the spell into a ritual, ascribing it costs that must be paid before being used. A third way would be turning the spellbook into a small number of one-time-use scrolls, which crumble after they are read.

Importing saving throws

SOME OLD SCHOOL GAMES use five traditional saving throws based on resisting specific effects:

- Death Ray or Poison
- Magic Wands
- Paralysis or Turn to Stone
- Dragon Breath
- Rod, Staff, or Spell

The referee will usually be able to map these saving throws to the ability-score-based system in *Outcast Silver Raiders* using common sense. Specific scenarios are discussed below:

Death Ray or Poison

INSTANT DEATH is not a good mechanic for *Outcast Silver Raiders*. It removes player agency, and often feels unfair. In situations where publications ask for a save vs death ray, consider the source. Can it be dodged? Then it becomes a **DEXTERITY** saving throw. Is it magical? It's a **CHARISMA** saving throw. Is a ceiling collapsing or a boulder falling on the character? It becomes a **STRENGTH** saving throw.

If the character's failure as written in the publication would mean instant death, consider changing it to be grievous but survivable harm instead, defeating the outcast without destroying them.

SAVE VS POISON almost always becomes a **CONSTITUTION** saving throw.

Magic Wands

IF THE SOURCE of the magic can be dodged, this becomes a **DEXTERITY** saving throw. If it's guaranteed physical harm that must be resisted, it becomes a **CONSTITUTION** saving throw. If it's a magical effect, it becomes a **CHARISMA** saving throw.

Paralysis or Turn to Stone

RESISTING PARALYSIS and petrification are covered by **CONSTITUTION** saving throws for physical effects (such as those generated by a beast or monster as part of their physiology), and **CHARISMA** for magical effects (such as those created by spells).

Dragon Breath

THIS CATEGORY is often used for area effects. If the effect can be dodged, it's a **DEXTERITY** saving throw. If it's a naturally created effect that must be endured, it's a **CONSTITUTION** saving throw. If it's a magical effect that can be resisted, it becomes a **CHARISMA** saving throw.

Rod, Staff, or Spell

MOST OF THESE EFFECTS will become **CHARISMA**, **INTELLIGENCE**, or **WISDOM** saving throws to resist magic or its effects. Others may be **DEXTERITY** saves to dodge out of the way of focused beams.

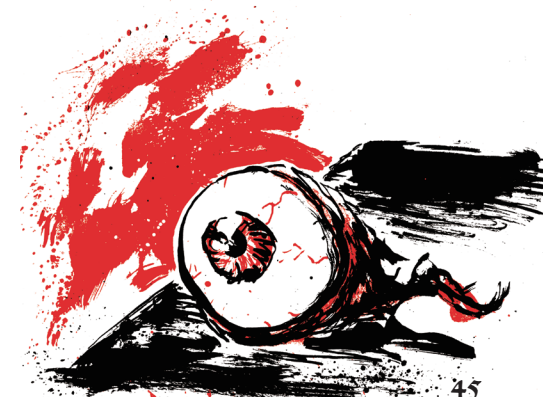
Importing other numbers

THE FIRST QUESTION with the conversion of stats in any published adventure is to ask: do any of the stats actually need to be changed? These stats will often be fairly similar to those in *Outcast Silver Raiders* and the differences that do exist can represent the strange or unique nature of the adventure.

For example, if the adventure's palace guards hit a little harder and have slightly better armor than regular guards, maybe they're just better trained. There's often no mechanical need to adjust NPC stats.

If you do wish to adjust stats, you can usually do so easily. You may have to create a little conversion guide for yourself, but as long as it's consistent, your players won't notice. Using armor class as an example, there will usually be analogues to leather armor, chainmail, plate mail and the like that a referee can use to figure out the comparable system, and then adjust as they see fit.

Treasure may need to be adjusted to suit your campaign, using the guidelines on page 28.



The Sempiternal Fires of Fleet Gaol

by Bryan Meller

SIX YEARS NOW since the Gaol was razed. I'm certain it is six years to the day. Three times at the behest of the Church did they build atop remains of heretics and madmen. They are damned, those tasked to be among their arcane voices, chattering in tongues, taken to fits of frothing and incessant howling. You might think these moments of silence to be a respite. You know not what comes after.

It begins with the dusk of the new moon. The night air moistens as stillness comes. Those outside the walls celebrate, for they believe their pious words have been heard. Ignorant are those congregations of that which remains contained within. Those outside the walls know only the stench of filth meandering to the Thames. Blessed are they, to be free of this bouquet. Of this air redolent of sweet crackling flesh, with a tinge of blood metals, a whisper of sulfur lingering in the nose. Oh, the joy that must erupt for them as this foul odor fades to nothing in the night.

Memorized in preparation for this night, the instructions and cautions of the wardens who came before me knock inside my mind. Those instructions too casual, too familiar, too uncaring. Too cruel by far for even the most wretched of the charges kept here all these years.

Dreams of this night are lucid in my memory, their meanings far too clear. Recalling them now, mixing the reagents into the water, I shudder. Vicious and quick, it lurches about the kegs. Courageous I am not. Nor however, am I foolish.

I begin.

Flickering about, the light snaps my eyes. The yard shimmers, changes, apperates to Hell. It must be Hell. The winds come so forcefully. The deafening rush of air shoves everything not secured across the gray stones of the square. The fires erupt at once, and the consumption again renews.

Rising from the bath of Garabogazköl brine, my skin puckered and slick with film. Retrieving my accursed virge from its hold. Twirling its runic head twelve times counter-clockwise in the cistern, the swirling grit quickly takes to the glyphs. The remaining ten drams of the Turkish waters boil away as I inhale the steam.

Walking together unfettered, by rote and with purpose, we cull. The spark of God's creation has fled from the once-human bodies in the cells. Their husks are barren, awaiting new souls. Molten pools of iron and charred flesh coalesce into forms, inhuman but not unfamiliar.

Striking each daemon, we cast them asunder, knowing their usury will pay forward tenfold. Gurgling their curses, cackling with glee, they fade into the haze. This watch seems endless, the debts incurred compounding as we work.

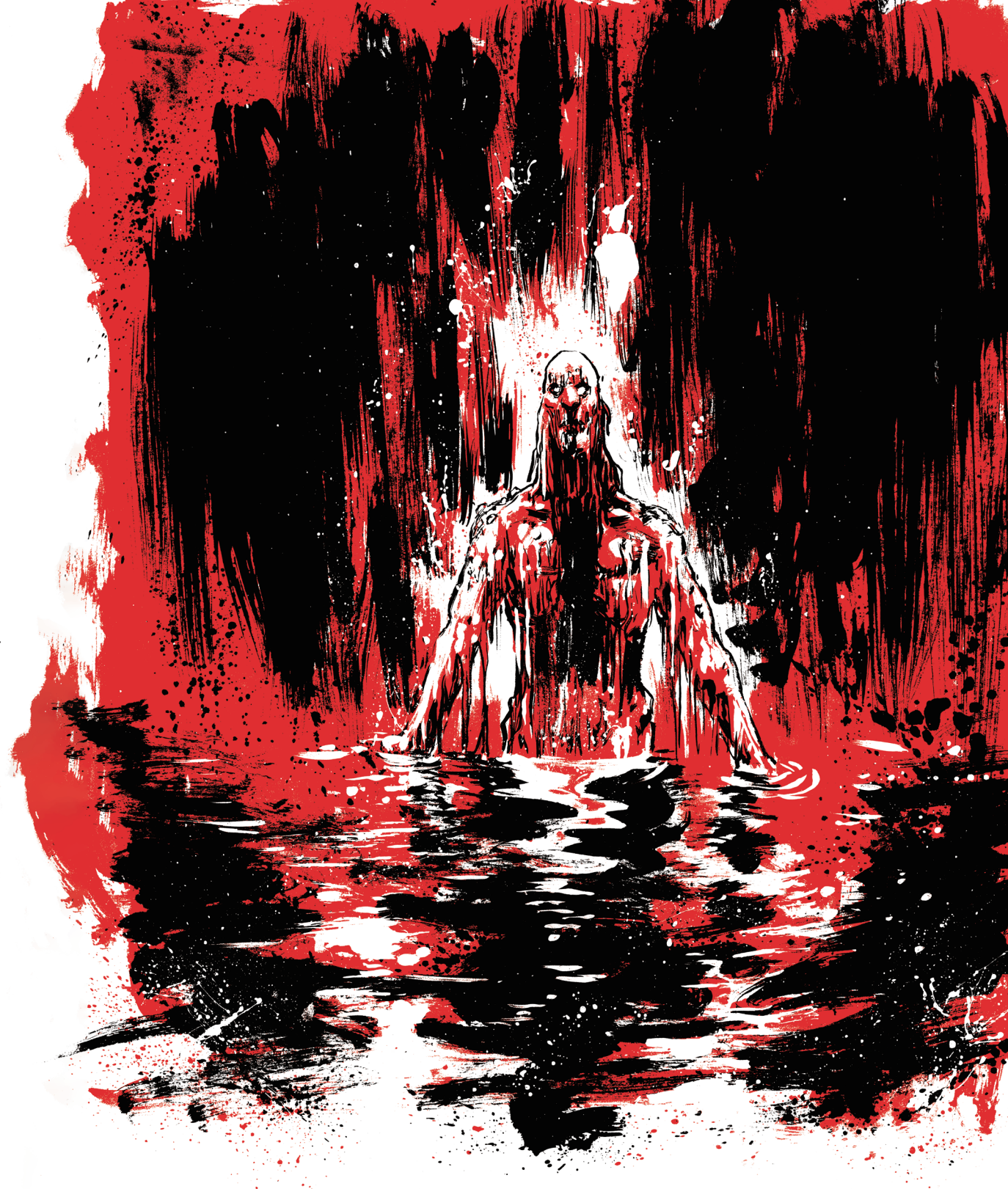
Striding from chamber to chamber, the monotony again makes us careless. And again we are struck, this time from the storeroom. But it is expected this time. Searing tendrils meant to drag us under merely deflect off the silt of our skin. Emboldened by our rites of protection we press on to the pyre.

Clamoring for us endlessly, scuttling along the floors, slithering against the clammy walls, they come. Each bid for our fall is met with sputtering rage. Elation fills our lungs as we cross the threshold, as our arms wreath in hellfire, as the virge turns to slag in our hands. We howl the binding word to the steel-streaked sky.

But the pyre mocks us, impressing the urgency. The moment balances on a knife blade. Looking up the pitch-soaked [word illegible], we see ourselves that have come before. Broken, mangled men scream our names, pleading for us to fail. We turn away from their faces to gaze upon their works. Grinning, we finish the incantation, baptizing the gaol once again.

**Fragment from Index Librorum Prohibitorum, vol. 65:
Collected Journals of the Gaoler Yannick.**

Estimated date of authorship – 1218 AD.



Ritual Magic

CONTAINED IN THIS SECTION is a system of ritual magic that can be used in *Outcast Silver Raiders*, alongside advice for integrating this magic system into your games.

This section is intended strictly for referees.

SOME READERS may find the rituals and associated descriptions contained within disturbing.

Rituals in *Outcast Silver Raiders* involve trafficking with otherworldly entities referred to in the rules as *dæmons*. The interpretation of what exactly these *dæmons* are and how they fit into the local cosmology is left undefined. The default assumption is that they are Judeo-Christian inhabitants of Hell, but they could be minions of Cthulhu, animistic nature spirits, ghosts, planar beings, or any other entities that do not typically manifest themselves on the physical level of existence. The referee can choose whether they will define these entities or leave the players to their own interpretations.

Those who employ rituals are referred to in this ruleset as magicians. Magicians employing rituals must cajole, entice, threaten, or torment these *dæmons* into carrying out their will. They accomplish this by exploiting the secret quantum geometries of existence that command all matter visible and invisible, by using dead languages to prey on *dæmons'* natural nostalgia for forgotten epochs, by tempting *dæmons* with flattery, by invoking the will of higher powers and the contracts *dæmons* have with those powers, and by offering sacrifices (typically bloody ones).

Bargaining with *dæmons* is dangerous and costly. The players should be informed that it is not something to be undertaken lightly. If a deal goes wrong or an angry *dæmon* breaks loose from its bondage, the best one can hope for is often a clean death. While the exact content of the Ritual Mishaps table should surprise players, the dangers of instant death (and worse) that it presents should be clear.

•Suggested integrations•

RITUALS AREN'T INCLUDED in the base *Outcast Silver Raider* rules because they are complex, dangerous, and occupy a firmly gray moral area. If you decide to include rituals in your game, three possible approaches are listed below.

As unique items

THE PARTY might find descriptions of a specific ritual in an ancient library. They may face a foe employing a ritual, and then get their hands on the ritual text for themselves after defeating that foe.

Using this approach, rituals are rare and specifically placed by the referee. There may only be one or two rituals used in an entire campaign.

This ensures that rituals feel strange and special, and maintains a low-magic feeling for the setting.

As adventure focus

MANY RITUALS require expensive or rare components to complete, ask their caster to perform vile acts, or, most likely, both. Many rituals are also quite powerful, capable of completely changing a campaign.

Outcasts may engage in a multi-session adventure to acquire the components for a single ritual, either to cast themselves, or in the employ of another powerful magician (e.g. the Queen's Vizier, the local warlock satrap, Red Peter the Warlock).

Alternatively, they could find themselves racing to collect ritual components before a rival can do so, or in a race against time to collect components before a catastrophe befalls their homeland.

Another possibility is that they could be trying to stop a powerful foe from completing a ritual that would mean their doom.

As a regular part of your game

YOU MIGHT WANT to fully integrate rituals into your game, perhaps to replace the traditional spellbooks used by wizards. The rules don't limit ritual use to Sorcerers, nor do they give Sorcerers new rituals as they gain levels. Sorcerers, however, will be the outcasts who are most adept at ritual use, and it is perfectly acceptable to limit rituals to Sorcerers in your campaign.

Instead of automatically learning rituals, magicians should seek them out in the world. Likely spots to find rituals in an occult medieval setting would be in ancient scholarly libraries, inside monasteries and church archives, buried with dead warlocks, from witches, in lost and forbidden towers, and other fell and mysterious places.

If a referee chooses to let characters automatically learn new rituals when gaining levels, it is strongly suggested that the player rolls randomly to determine which ritual they obtain rather than letting players pick and choose themselves.

Referees should let players know the danger of instant death (or worse) that is inherent in casting rituals as a result of the Ritual Mishaps table, but should keep the exact entries on the table a mystery, as they will be more exciting when revealed through play.

•Learning rituals•

RITUALS ARE COMPLEX, involving precisely drawn magic circles, rare materials, arcane phrasings, and specific timing. As such, it is the rare magician that can memorize a ritual from beginning to end, and most rituals are written down.

Each magician interprets rituals differently, and they all have their own ongoing *dæmonic* bargains and past promises that must be navigated. Because of this, while it is possible to cast a ritual from another magician's uninterpreted text, doing so is difficult and dangerous (see Casting rituals, below).

A character who finds a written description of a ritual in a language they can read can copy and interpret it for their own use. Interpretation requires 1d8 watches, one sheet of paper per each of these watches, and a writing kit. The character copying the ritual also needs an atmosphere of quiet con-

centration. If the process is interrupted (by combat, travel, etc.), resuming it will require an additional 1d6 watches (and additional sheets of paper for each of those watches), as the magician will need to reinterpret their study and correct mistakes. Note that sleeping does not interrupt this process.

Before a ritual has been interpreted, the referee should only share the *red italic descriptive text* of each ritual with the players. Only after it has been interpreted should the referee reveal the full rules to them, and only to the specific player whose character interpreted the ritual.

Translation services for rituals are expensive, costing 1,000sp per ritual from a discreet scribe who knows the language the ritual is written in. This price typically includes a guarantee that the scribe will not report the magician to the local witch-hunting authority. Once a ritual has been translated, the interpretation process described above can begin.

•Casting rituals•

ONCE A RITUAL'S REAGENTS have been assembled, casting it takes about an hour (66 minutes and 6 seconds to be precise). Most rituals require a six-foot to ten-foot square space, inside which the magician gesticulates and contorts their body while pacing, chanting, sprinkling powders, and slitting open sacrifices. Materials used in rituals are consumed in the ritual unless otherwise noted.

Magicians will usually make at least one check when casting rituals. Sorcerers can use blood magic to **Aid** themselves on this check, but only at half their usual maximum Potency, rounded up. A Sorcerer cannot use blood magic to **Aid** another's ritual casting, only their own.

A magician casting from another person's uninterpreted text suffers a -1 penalty to all checks associated with the ritual.

Warlock power: Infernal ritual

WARLOCKS (from the **Character Options** section, p. 132) cast rituals without making casting checks and their material costs are half of those listed in a ritual's description. Each time a Warlock performs a ritual, they gain 2d6 corruption.

The Rites of -

1. Bestial Transformation.....	54
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3. Corpse Possession.....	55
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·Rite of bestial transformation·

The magician enlists the hunger of a dæmon to transfer a human's soul into a beast's body.

THE MAGICIAN DRAWS two arcane circles, one of salt and one of ash. A human is placed inside the circle of ash, and a beast placed inside the circle of salt.

When the ritual is intoned, a dæmon is invited to feast upon the body of the human and the soul of the beast. The magician cuts the human's throat with their ritual dagger and at that precise moment, a small opening must be created in the circle of salt, facing the circle of ash. The beast's soul leaps from its body into the mouth of the dæmon while the human's soul leaps towards the empty body of the beast, inhabiting it.

The damage done to both bodies is reversible for a number of days equal to the magician's level, after which time it becomes permanent and the dæmon devours the human's body. The human can return to their body at any time when their bestial form is in the same room as their body. To return to their body against the will of the magician, the human inhabiting the beast must make an opposed **WISDOM** check, resisted by the magician's **CHARISMA** check.

⚔ Casting check

THE MAGICIAN MUST make a **DEXTERITY** check and a **CHARISMA** check. If at least one check is failed, the ritual fails; the human dies and the beast is left permanently catatonic. If both checks are failed, the referee also rolls on the Ritual Mishaps table.



·Rite of contract·

The magician insures an agreement by offering the souls of both parties to a dæmon should they balk.

THE MAGICIAN DRAWS two arcane circles using dust created from powdering the glass of a mirror. The two parties in the agreement (one may be the magician) each stand inside one of the circles. The magician speaks the words, and slices both parties' palms with a ritual dagger. The blood is squeezed into a chalice, where it is mixed with 100sp worth of silver filings. These contents are devoured by the dæmon, sealing the agreement.

After the ritual is complete, if either party fails to uphold their end of the agreement, their body and soul are consumed by a horde of phantasmic dæmons within moments.

The rite is binding for one year per level of the magician.

⚔ Casting check

THE MAGICIAN MUST make a **CHARISMA** check. If they fail, the dæmon laughs and refuses to insure the bargain, and the magician must make a **CHARISMA** saving throw. If they fail, the referee rolls on the Ritual Mishaps table.

·Rite of corpse possession·

The magician invites dæmons to inhabit corpses.

THE MAGICIAN DRAWS one or more circles of ashes made from burned blood. Within each circle, the magician places a corpse that has had its eyes dug out and replaced with precious stones worth at least 100sp for the pair. The magician chants the words and invites a dæmon to invest each corpse, animating it with false life.

These corpses will shamble around, unable to speak, and will obey the magician's commands if those commands are possible for a shambling corpse.

A magician can keep a dæmon bound to a corpse for three days per level. This can be divided among corpses as the magician wishes (so a fourth-level magician could bind four corpses for three days; one corpse for twelve days; two corpses for six days, etc.). If a corpse is destroyed, the dæmon bound to it departs.

+Shambling Corpse+

CHA -3 **CON** +0 **DEX** -2 **INT** -3 **STR** +0 **WIS** -3

AC 11 **HD** 1 **HP** 2d8 (10) **SAVE** +0 **MORALE** 12

MOVE Shamble, 10' [2 squares]

BODY SLAM

+0 to hit, 1d8 damage.

⚔ Casting check

THE MAGICIAN MUST make a single **CHARISMA** check, regardless of the number of corpses. If they fail, the ritual fails as the dæmon refuses the pact, and the referee rolls on the Ritual Mishaps table.





·Rite of cursing·

The magician grants a daemon permission to harass foes.

THE MAGICIAN BINDS a daemon into a mirror, burns a lock of their target's hair upon that mirror, then shatters the mirror with a small silver hammer worth at least 150sp. The shattered mirror must be ground into a powder. Before six days have past, the magician must draw the cursing symbol upon their target's left shoulder using that powder (which only takes a few seconds of contact).

The daemon then sits invisibly upon the target's left shoulder, causing misfortune to to befall them. Once each day, at the time that the daemon thinks it is most crucial, the target will have to re-roll a successful check, taking the new result even if it is a failure.

The daemon remains bound to the target's left shoulder for one week per level of the magician.

Casting check

THE MAGICIAN MUST make a **CHARISMA** check to bind the daemon to the mirror, then a Sleight of hand check to draw the symbol on their target.

If the **CHARISMA** check is failed, the ritual fails and the referee rolls on the Ritual Mishaps table.

If the Sleight of Hand check is failed, the magician is noticed by their target, along with any social consequences that may entail. The ritual is still successful, however.

·Rite of enchantment·

The magician instructs a daemon to torment two people into loving each other.

THE MAGICIAN MUST have a physical sample of each target's body such as hair, blood, fingernail clippings, or a sliver of flesh. The magician may be one of the targets of the ritual.

The magician draws two intertwining circles using ground-up dried rose petals, with the physical samples of the targets at the center of each circle. The magician then summons a daemon to bind the two souls together. Once bound, the daemon is given free reign to instill visions of lust and irrational infatuation in the targets' heads. The daemon will then torment the targets whenever they are apart.

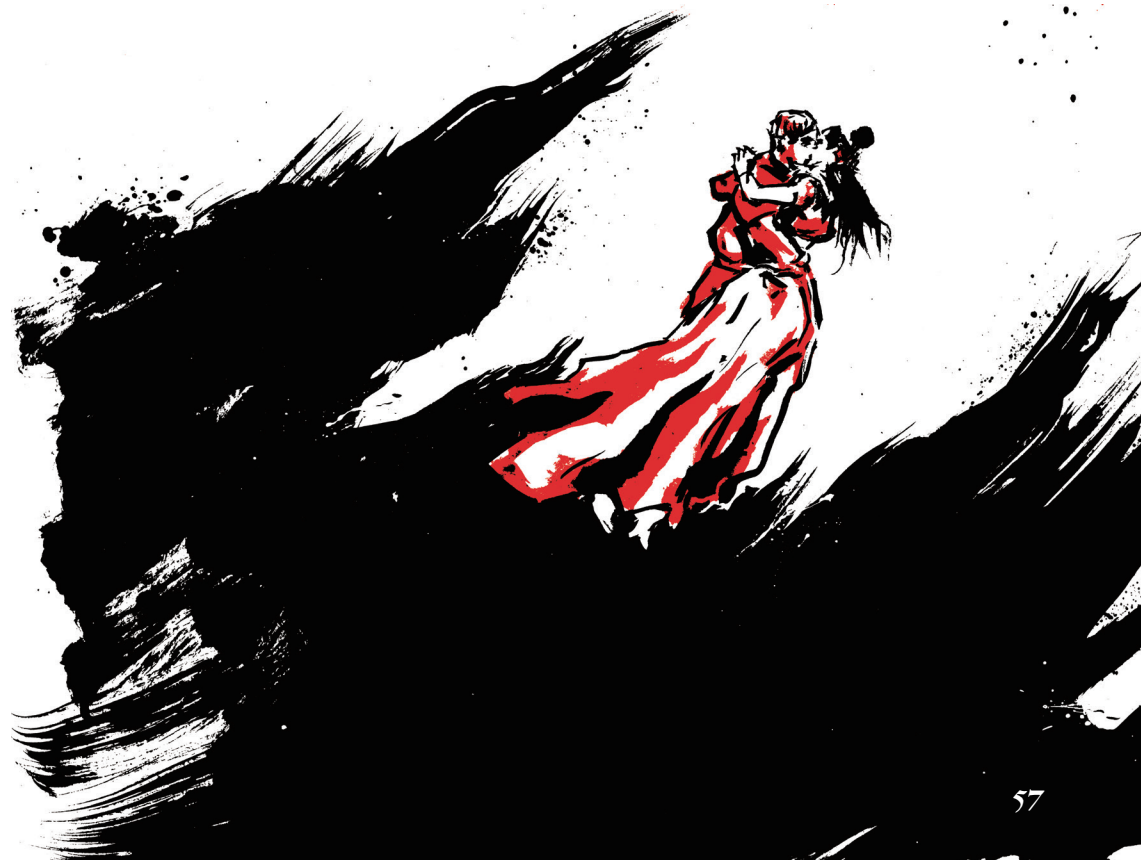
The targets must each make a **WISDOM** save every day, until one week per level of the magician has passed. On a failed save, a target takes 1 damage per hour unless they are in the other's company or actively seeking it at the exclusion of all else. Once together, they feel exhausting, painful love towards each other, coupled with feelings of shocking lust.

If another shows romantic intentions toward their new love interest, a target must pass a **WISDOM** save or fly into a violent, jealous rage. Any attacks they make upon the target of this jealousy gain a +3 bonus.

Casting check

THE MAGICIAN MUST make a **CHARISMA** check. If the **CHARISMA** check is failed, the ritual fails and the referee rolls on the Ritual Mishaps table.

If the **CHARISMA** check succeeds, the ritual works. A magician who is not a target of the ritual must succeed on a **WISDOM** saving throw or succumb to the daemon's visions, falling in love with one of the two original targets (determined randomly) and becoming jealous of the other.



•Rite of growth•

The magician calls a dæmon of gluttony into a living creature, enlarging its size and speeding its aging.

THE MAGICIAN BINDS their target (a beast or human, which can be the magician) inside an eldritch rectangle drawn with salt and sugar alongside a sumptuous feast worth at least 100sp. A single gold coin scratched with a sigil is placed inside the target's mouth. A dæmon is called to feast, and while it is eating, the magician whispers words of ritual enticement to it. The dæmon, once sated, leaps into the flesh of the target.

The target painfully doubles in size. This doubles their hit points and **STRENGTH** bonus. The effects last for one hour per magician level, and the target ages 1d4 years for each hour possessed by the dæmon.

The magician can cast the dæmon out, ending the effect early, with a successful **CHARISMA** check.

Casting check

THE MAGICIAN MUST make a **CHARISMA** check. If they fail, the target grows to four or five times their normal size, aging rapidly, until they burst in a shower of rotten gore. The dæmon then bursts loose, and the referee rolls on the Ritual Mishaps table.



•Rite of haunting•

The magician begs a dæmon to bring a soul from hell and bind it to a specific location.

THE MAGICIAN MUST first build an accurate scale model of the place to be haunted. The model will take 6d10 days to build. The magician may commission a skilled craftsperson to build the model instead. It costs 50sp per day for the craftsperson to build the model, but only takes them 2d6 days to complete.

The magician must then coat the model fully in molten iron and call forth a dæmon to inspect it. If the dæmon is pleased with the model, it will drag a lost soul from hell and bind them to the modeled place. The dæmon will then hide the model somewhere on the property.

The soul will haunt the place as a shade for 6 years per magician level, unless the soul is dispelled or the model is destroyed.

The shade cannot be harmed by normal weapons, and it cannot affect living flesh directly. Shades can only be seen at night, but never when looked at directly. A shade's speech comes out as garbled moans and howls, incomprehensible to the living. Shades will amuse themselves by throwing objects, pushing around furniture, and attempting to keep people away from the scale model of their location (shades are on vacation from hell, after all, and have no wish to return to that grim place before they have to).

Casting check

THE REFEREE MAKES an **INTELLIGENCE** check on behalf of the magician in secret when they begin building the model or when describing it to a craftsperson. If the check is unsuccessful, the modeling will fail and the dæmon will reject the model, refusing to continue the ritual. However the magician will not know this until the model is completed.

When casting the ritual, the magician must make a **CHARISMA** check when cajoling the dæmon. If they fail, the scale model explodes, and the referee rolls on the Ritual Mishaps table.





•Rite of hellfire•

The magician petitions a dæmon to grant them power over the very flames of hell.

THE MAGICIAN COATS their arms in a mixture of blood and 50sp worth of sulphur, then draws dæmonic symbols simultaneously on both arms with their fingers. If successful, their hands and arms are coated in hellish balefire for ten minutes per magician level. This does not harm the magician.

The magician can throw the balefire as a ranged weapon attack, with a range in feet equal to the magician's **STRENGTH** multiplied by 5, or they can touch objects within reach. The balefire will ignite any flammable objects and will do 1d10 + the magician's level damage upon contact.

⚔Casting check

THE MAGICIAN MUST make a **CHARISMA** check. If they fail, the ritual fails; they are engulfed in ghostly flames, they take 1 damage, and the referee rolls on the Ritual Mishaps table.

•Rite of imprisonment•

The magician imprisons a dæmon's soul into an object, granting that object dark power.

THE MAGICIAN MUST procure a luxurious version of the item they wish to imprison a dæmon's soul within. The item must be worth at least five times the normal value of a similar object. The magician must then prepare a paste of infant animal blood and gold dust made from one gold coin and smear it upon the object to tempt the dæmon. The magician then places the object inside a circle drawn with the soot from the charred end of an inverted wooden holy symbol.

A dæmon should find this feast irresistible, and when it is summoned by the magician to feed, the magician must read words of binding to imprison its howling, angry soul inside the item.

If the imbued object is a **weapon**, it will offer its bearer a +1 bonus to hit and to damage for every two levels of the magician (rounded down, minimum of 1). Imbued **armor** will offer its bearer a +1 bonus to the normal AC offered by that armor for every three levels of the magician (rounded down, minimum of 1). Other imbued **items** will offer their bearer a +1 bonus on one specific type of check that would normally be improved by that item.

The bearer of the item will be at a -1 penalty to all ritual casting checks for as long as they own the item.

Each time the item is used, the character using it must roll 1d100. If a 6 or 66 is rolled, the object shatters, whatever action was being taken with the object fails, and the character using the object must roll on the Ritual Mishaps table.

Alternatively, referees may wish to use the Artifact rules (p. 84) for items imbued by this ritual.

⚔Casting check

THE MAGICIAN MUST make a **CHARISMA** check. If they fail, the ritual fails; the target object is destroyed, and the referee rolls on the Ritual Mishaps table.



•Rite of the infernal aspect•

The magician beseeches a dæmon to bestow upon their body some part of the form of hell.

THE MAGICIAN MUST prepare a prized goat (worth at least 50sp) by coating its hooves and horns in molten silver (50 melted silver coins should suffice), twining its horns with a snake, and tangling in its fur a hawk, falcon, eagle, or other bird of prey. The “three-headed” beast is then sacrificed inside an intricate circle drawn with crushed igneous rock. At the appropriate moment, the magician steps into the circle, and a dæmon bestows transformations upon them.

The transformations last for one hour per magician level. After that time, the magician must make an **INTELLIGENCE** check to force their body to recall its natural state. If that check is failed, the transformations become permanent, and the referee rolls on the Ritual Mishaps table as the dæmonic energy writhes.

Casting check

THE MAGICIAN MAKES as many **CHARISMA** checks as they wish, counting how many checks succeed and how many fail. If the magician is using blood magic to **Aid** the roll, they may split the **Aid** bonus across multiple rolls.

For each successful check, the magician rolls once on the **Dæmonic transformation** table below. After all the rolls are made, the magician may pick *one* result they wish from all the results rolled.

For each unsuccessful check, the magician rolls once on the **Vermenic transformation** table. The magician is subject to *all* transformations rolled on this table.

Dæmonic transformation (1d12)

1. Breath from Below
2. Horns of the He-Goat
3. Pit Lord's Reach
4. Talons of the Dragon Beneath
5. Fangs of the Wyrn
6. Legs of the Satyr
7. Scales of the Serpent
8. Devil's Uropygium
9. Fallen Angel Pinions
10. Thews of the Beast
11. Liar's Tongue
12. Oculi of the Abyss

See page 64 for full descriptions.

Vermenic transformation (1d12)

1. Aspect of the Toad
2. Aspect of the Rat
3. Aspect of the Locust
4. Aspect of the Ant
5. Aspect of the Snake
6. Aspect of the Slug
7. Aspect of the Vulture
8. Aspect of the Minnow
9. Aspect of the Hare
10. Aspect of the Swine
11. Aspect of the Beetle
12. Aspect of the Jellyfish

See page 65 for full descriptions.

Dæmonic transformations

1. Breath from Below

THE MAGICIAN'S BREATH becomes hot, foul, and sulphurous. The dæmonic breath rots food, fouls water, and those within 5 feet of the breath-bearer must make a **CONSTITUTION** save or become sickened, unable to take any actions besides retching, and receiving a -4 penalty to their AC.

2. Horns of the He-Goat

THE MAGICIAN SPROUTS deep-red goat horns from their forehead. The magician can make a headbutt attack with the horns for 1d6+1 damage. The magician has a +3 on all checks relating to persuasion, deception, and making bargains.

3. Pit Lord's Reach

THE MAGICIAN'S LEFT ARM is replaced with a thick, prehensile tentacle, about 1/3 longer than their arm. The tentacle is immune to fire, cold, and acid damage. The magician gets +1 to their **STRENGTH** bonus when using the tentacle. The tentacle deals 1d6 + **STRENGTH** modifier damage in melee combat.

4. Talons of the Dragon Beneath

THE MAGICIAN'S FINGERNAILS and toenails grow into long, sharp, thick black claws. The magician gets +1 to Climbing checks and the claws deal 1d6+1 + **STRENGTH** modifier damage in melee combat.

5. Fangs of the Wyrmling

THE MAGICIAN'S TEETH become long, red, and sharp, and they may unhinge their jaw at will. The magician gets +3 to all checks involving the eating of meat, and may attack in combat with a bite attack at -1 to hit, dealing 1d8+2 + **STRENGTH** modifier damage.

6. Legs of the Satyr

THE MAGICIAN'S LEGS bend backwards like a goat's, sprouting bristly black hair, and their feet are replaced with hooves. The magician's movement is increased by 10' per round [2 squares], and they can travel on foot at the speed of a horse.

7. Scales of the Serpent

THE MAGICIAN'S SKIN transforms into a coating of chitinous red scales, granting a +4 bonus to AC.

8. Devil's Uropygium

THE MAGICIAN SPROUTS a thick, red prehensile tail, which tail lashes when the magician is agitated. The tail can hold two-handed items with ease. The magician gets +1 on **DEXTERITY** checks using the tail.

A barb on the end of the tail can be used as a melee weapon, dealing 1d8 damage and causing the target of a successful attack to make a **CONSTITUTION** save to resist poison each turn until they succeed. Every failed save causes an additional 1d6 damage.

9. Fallen Angel Pinions

THE MAGICIAN GROWS large, black, leathery, bat-like wings that are as tall as they are. The magician can fly at double their movement speed. Every continuous hour of travel using the wings requires the magician to succeed on a **CONSTITUTION** check or descend to earth and rest.

10. Thews of the Beast

THE MAGICIAN'S ARMS become massive, bulky, and covered in blotchy red skin. The magician gets +3 to their **STRENGTH**.

11. Liar's Tongue

THE MAGICIAN'S TONGUE elongates and becomes forked. The magician can spit acid up to 15 feet away. The acid will corrode objects and do 1d6 damage per turn to a target hit by it until they make a successful **CONSTITUTION** save. The magician also gains a +2 bonus on any checks to speak lies.

12. Oculi of the Abyss

THE MAGICIAN'S EYES, including the whites, turn fully black. The magician gets +3 to **CHARISMA** and can shoot beams of balefire from their eyes at targets up to 25 feet away as a ranged attack, igniting flammable objects and dealing 1d6 + **CHARISMA** modifier damage.

Vermenic transformations

1. Aspect of the Toad

THE MAGICIAN TAKES ON a toad-like appearance, and their body becomes covered with hard, knobly growths like a toad's warts. These warts appear most often at the corners, orifices, joins, and joints along the magician's body, and extrude a thick, waxy oil when the magician is frightened or exerts themselves.

2. Aspect of the Rat

THE MAGICIAN TAKES ON a rat-like appearance, their face becoming pinched and narrow. The magician grows a long, hairless rat's tail that drags along behind them, quickly becoming scabrous as it scrapes across the ground.

3. Aspect of the Locust

THE MAGICIAN TAKES ON an insectoid appearance. Their mouth splits and becomes the horrible, segmented orifice of a locust. Their speech is garbled and Checks to cast rituals are at -1.

4. Aspect of the Ant

THE MAGICIAN TAKES ON an insectoid appearance, and their arms are replaced by giant ant arms, covered in bristly setae, hooked and awful. They can make attacks with these arms at +2 to hit, dealing 1d8 + **STRENGTH** modifier damage.

5. Aspect of the Snake

THE MAGICIAN TAKES ON a reptilian, snake-like appearance. Their legs fuse together and elongate, transforming into a serpentine form. They can swim at double their walking speed.

6. Aspect of the Slug

THE MAGICIAN TAKES ON a dull, wide, slug-like appearance. Their skin becomes soft, gray, exuding a mildly poisonous slime across their entire body that causes itching and mild burning to others who come in contact with it.

7. Aspect of the Vulture

THE MAGICIAN'S HAIR FALLS OUT as they take on a pinched, avian appearance. They attract flies at all times, and carry with them the stench of rotting meat, sickening all who come into their presence.

8. Aspect of the Minnow

THE MAGICIAN TAKES ON a gaping, fish-like appearance. Their skin becomes pale and sweaty. They lose -2 **STRENGTH** and -2 **CONSTITUTION** when out of water, and gain +2 **DEXTERITY** and +2 **CONSTITUTION** when in water. They can hold their breath for 2d6 minutes underwater.

9. Aspect of the Hare

THE MAGICIAN TAKES ON a nervous, rabbit-like appearance. Their teeth elongate until they resemble the buck teeth of a hare. Their ears grow hugely long and distended. They can no longer stomach meat. They are always hungry.

10. Aspect of the Swine

THE MAGICIAN TAKES ON a piggish appearance. Their body becomes covered with hard, bristly hairs. They grow wide and fat, and lose -2 **DEXTERITY**.

11. Aspect of the Beetle

THE MAGICIAN TAKES ON a wide-faced, insectoid appearance. Their eyes become bulbous beetle eyes. They grow an enormous, chitinous, glossy black shell on their back. This grants them +3 AC.

12. Aspect of the Jellyfish

THE MAGICIAN'S SKIN becomes transparent, exposing their internal organs. It is disgusting.

•Rite of inquiry•

The magician asks a daemon a question.

THE MAGICIAN MUST first write their question on a sheet of parchment using black ink, lining it with sigils enticing to daemons. The magician must then sacrifice a bird of prey, collecting its blood into a silver cup worth at least 100sp, and carve a writing quill from one of its pinions, while intoning the proper words.

When the ritual is complete, a daemon will possess the quill and write an answer to the magician's question on the parchment using the raptor's blood. The daemon's answer will be one word long per magician level.



Casting check

THE MAGICIAN MUST make a **CHARISMA** check. If the check succeeds, the magician knows that the daemon's answer is truthful. If they fail, the referee makes a second **CHARISMA** check for the magician in secret. If that check succeeds, the written answer will be truthful. If they fail, the answer will be a lie.

If the magician attempts to ask the same question again (even if they word it differently), the **CHARISMA** check is at -1. If they ask a third time, the check will be at -2. If they fail on any subsequent attempt after the first, no answer is written, and instead they must roll on the Ritual Mishaps table.

If the magician attempts to ask the same question a fourth time, the check automatically fails and the referee rolls on the Ritual Mishaps table.

•Rite of manifestation•

The magician summons forth a daemon into our reality.

THERE ARE TWO VERSIONS of this spell. In the first, the magician does not seek to control the summoned daemon. In the second, the magician attempts to control the summoned daemon.

If simply summoning a daemon with no attempt at controlling it, the magician must only speak the daemon's name along with its specific litany (usually included with the spell). After 66 completions of the litany, the daemon is summoned in the air before the magician, free to do as it wishes. It will stay manifested in our reality for a number of days equal to the magician's level.

If attempting to summon and control a daemon, the magician must prepare six lengths of fine chain, worth 66sp each, coat each in blood, then speak the daemon's name and recite its litany. After 66 completions of the litany, the daemon is summoned in the air before the magician and bound with the chains, which elongate and turn ethereal at the ritual's completion. The daemon will obey the magician's commands as long as they are controlled. If the magician loses control, the daemon will immediately attack the magician and their allies.

+Manifested Daemon+

8 feet tall, horns, claws, gristle, the smell of sulphur, leathery wings, lambent eyes.

CHA +2 **CON** +1 **DEX** +1 **INT** +0 **STR** +2 **WIS** -1

AC 16 **HD** 4 **HP** 4d8+4 (24) **SAVE** +2 **MORALE** 9

MOVE Stride 15' [3 squares], Fly 30' [6 squares]

MIGHTY CLAWS

+6 to hit, 1d8+2 damage, 1 shock.

LASHING TAIL

+5 to hit, 1d8+1 damage. On a hit, the target must make a **CONSTITUTION** save or take 1 poison damage each round for 1d4 rounds.

BREATH OF HELL

Once per combat, the daemon can attack with its sulphurous breath, covering an area approximately 20 feet by 20 feet in front of it. Everyone caught in the cloud must make a **CONSTITUTION** save or fall to the ground coughing and retching for 1d4 turns.

Casting check

THE MAGICIAN MUST make a **CHARISMA** check to summon the daemon. If they fail, the ritual simply fails.

If they wish to control the daemon, the magician must make a **CHARISMA** check, repeating it after a number of turns equal to their level (so a sixth-level magician has to make a **CHARISMA** check every 6 turns, or every 60 minutes).

To banish the daemon, the magician must make a Leadership check. If they fail this check, the daemon is turned loose upon the world for a number of days equal to the magician's level.



·Rite of opening·

The magician asks a dæmon to open ways that are shut.

THE MAGICIAN MUST prepare a small bag made from human skin, tied with animal gut, and fill it with a powder made from rose thorns and mother of pearl. They then draw a keyhole sigil on the outside of the bag using mammalian blood, and while speaking eldritch words and shaking the bag in a specific rhythm, place a silver key worth at least 100sp inside the bag.

A dæmon will enter the bag and imbue the key with power. The power will last for 1 hour per magician level. The magician can wave the key in front of a lock or obstacle and the dæmon will open the way for them, consuming the key in the process.

Casting check

THE REFEREE MUST make a secret **CHARISMA** check on behalf of the magician. If the check is successful, the ritual works as described. If the check is unsuccessful, the key becomes red-hot when the magician attempts to use it and burns them for 1d4 damage as it is consumed.

·Rite of protection·

The magician requests the protection of a dæmon.

THE MAGICIAN MUST prepare a black candle made from pig tallow, with a wick of silver thread worth at least 100sp. They must carve eldritch symbols into the candle, then burn it 1/6 of the way down. They then must take the remaining wick and wrap it as a bracelet around their left hand.

The wick bracelet remains imbued for one day per magician level. It grants the magician a +3 bonus to their AC and immunity to all magical effects.

Casting check

THE REFEREE MUST make a secret **DEXTERITY** check on behalf of the magician while they are carving the candle. If the check fails, the candle falls apart while it burns, the ritual fails, the materials are wasted, and the magician must pass a **CHARISMA** save or the referee rolls on the Ritual Mishaps table.



·Rite of skyshaping·

The magician petitions a dæmon to change the weather.

THE MAGICIAN MUST acquire a light-blue-colored clay bowl with a depression in the center of the bottom. Into the depression the magician must place a silver lightning rod at least 12 inches long and worth at least 100sp, then fill the bowl with water that has been blessed by a priest.

The ritual must be completed outdoors. The magician chants their litany, and upon its completion, lightning strikes the rod, cracking the bowl and vaporizing the water (which is drunk by the dæmon).

The magician may alter one weather condition (precipitation, temperature, or wind) one step per level, per casting check.

Precipitation



CLEAR
SKIES



CLOUDY
SKIES



LIGHT
PRECIPITATION



HEAVY
PRECIPITATION



EXTREME
PRECIPITATION

Temperature

Each step raises or lowers the air temperature by 10° Celsius.

Wind



CALM



LIGHT BREEZE



WINDY



STRONG WINDS



GALE WINDS

Casting check

THE MAGICIAN MAY MAKE as many **CHARISMA** checks as they desire. For each successful check, the magician may alter one weather condition one step for each of their levels, as described above. If the first check fails, the bowl breaks and the ritual fails, but nothing else happens. If any subsequent check fails, the ritual fails, the bowl breaks, and the referee rolls on the Ritual Mishaps table.

IT IS A CLOUDY DAY, approximately 20° Celsius, with a light breeze. Laina the fourth-level Sorcerer wishes to change the weather to be a blizzard with strong winds. In order to do so, she must alter Precipitation by three steps (from Cloudy skies to Extreme precipitation), alter the temperature two steps (from 20° C to 0° C), and alter the wind two steps (from Light breeze to Strong winds). In order to accomplish this, Laina must have seven total steps of weather altering power.

Laina makes two successful Charisma checks, and because she is fourth-level, this gives her eight total steps of weather altering power, and she is able to summon her blizzard into howling life.

•Rite of soul interrogation•

The magician questions a dead soul before feeding it to a hungry dæmon.

THE MAGICIAN SETS UP five candles made from human fat and graveyard dirt on the edges of a magic circle inscribed in the earth. The magician may optionally put some meaningful artifacts from the soul's mortal life in the center of the circle, which might allow them to ask more questions. The magician then holds a séance, requesting that a dæmon bring them the soul of a specific dead person to be questioned.

There is a 66% chance that the soul is residing in hell, a 33% chance that the soul is residing in heaven, and a 1% chance that the soul has already been annihilated, and is thus unavailable for a conversation.

Once the soul has been summoned, it is held in place by the dæmon, and the magician may ask the soul 1 question per level, or 1d3 questions per level if they used any personal effects from the soul's mortal life in casting the ritual. If the soul was pulled from heaven, the soul will answer one additional question.

The soul will answer truthfully, but will only be able to give answers about things it would have known in life. The soul is not permitted to answer any questions about the afterlife. The candles and personal effects are consumed in casting the ritual.

Once the magician has finished questioning the soul, the dæmon devours it, annihilating it forever.

⚔Casting check

THE MAGICIAN MUST make a **CHARISMA** check. If they fail this check, the dæmon devours the soul before it can answer any questions, and the referee rolls on the Ritual Mishaps table.

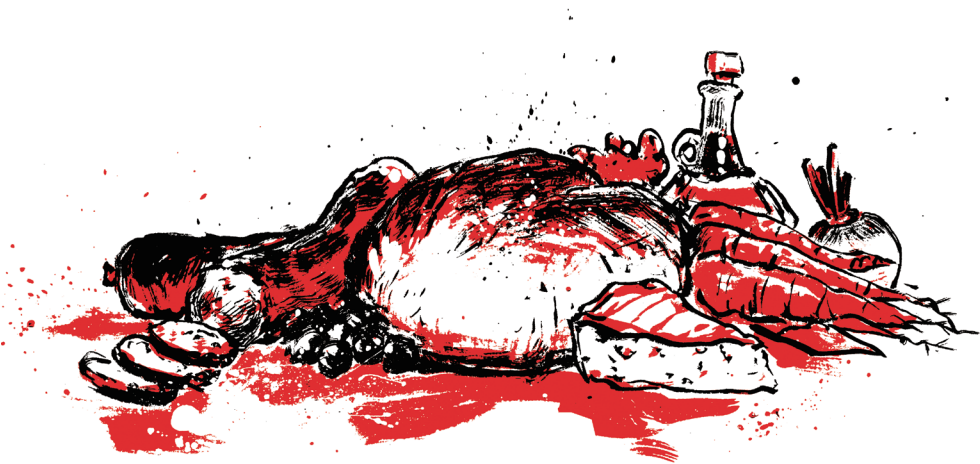


•Rite of sustenance•

The magician cajoles a dæmon into bringing them food and water.

IT ONLY REQUIRES THIRTY-THREE MINUTES for the magician to cast this relatively simple ritual. The magician calls upon a dæmon, offering to trade blood for water and/or silver for food.

For every cup of blood offered (from any source, human or animal), the dæmon summons one day's worth of water for one person. For every 30sp offered, the dæmon summons one day's worth of food for one person.



⚔Casting check

THE MAGICIAN MUST make a **CHARISMA** check. If it fails, the dæmon devours the offerings with a laugh and gives nothing in return.

•Rite of translation•

The magician begs a dæmon for a written translation.

THE MAGICIAN MUST prepare one blank clay tablet per page they wish translated, along with vintage wine worth at least 50sp, a black candle, and a silver bowl worth at least 100sp. The magician burns the document to be translated with the black candle, mixes the ashes with the wine in the silver bowl, and offers it to the dæmon.

If the ritual is successful, the dæmon devours the wine and ashes and carves the translation of the document onto the clay tablets using its talons.

⚔Casting check

THE MAGICIAN MAKES as many **CHARISMA** checks as they wish. For each successful check, the dæmon will translate one page per magician level (provided there are enough clay tablets). If any of the checks fails, the bowl breaks, the wine and ashes are ruined, and the dæmon translates nothing.





•Rite of veil rending•

The magician opens a teleportation gate, using the geographic warping of hell to their advantage.

THE MAGICIAN PREPARES two small silver mirrors worth 100sp each, along with a white lace bridal veil. At the climax of the ritual, the magician puts on the bridal veil and holds the two mirrors on either side of their head. The summoned dæmon then tears the veil while the left hand mirror expands to become a magical gate and the right hand mirror shatters.

The destination of the gate must be a place that the magician has visited in person. The dæmon determines the gate's exact placement within the general vicinity of the destination according to the magician's **INTELLIGENCE** check, as described below.

The gate will stay open for up to one hour, and it will transport one person up to ten miles per magician level. A level four magician could thus transport four people ten miles, two people twenty miles, or one person forty miles. The magician may close the gate at any time with a gesture.

☞Casting check

THE MAGICIAN MAKES a **CHARISMA** check and an **INTELLIGENCE** check. If the **CHARISMA** check fails, the gate opens, but leads to hell. If both checks succeed, the dæmon will position the destination gate in a way that is advantageous to the magician. If the **INTELLIGENCE** check fails, the dæmon will position the destination gate in a way that is disadvantageous (though not usually immediately deadly).

•Rite of years•

The magician gives the youth of another to a dæmon retaining some for themselves. The younger the target, the better.

THE MAGICIAN MUST prepare a cauldron large enough to fit an entire person, the cauldron must cost at least 300sp to create or commission. The magician then boils a human alive in the cauldron and consumes the resulting fluid, sharing some with a dæmon.

The magician and the dæmon both become younger and healthier. The younger the victim, the more vitality is gained. The magician gains a number of years of life equal to $10d10$ minus the age of the victim, divided by 6 and rounded down.

TRYON, the ancient and evil magician, performs the rite of years. His victim is a young man of 15 years named Aidan. Tryon rolls $10d10$ and gets a result of 47. This is how many years Aidan would have lived without the intervention of this horrible ritual. Aidan has already lived 15 of these years, leaving 32 years for Tryon and his dæmonic companion. The dæmon consumes most of these years, leaving only 5 for Tryon (32 divided by 6, rounded down). Tryon gets younger by 5 years.

☞Casting check

THE MAGICIAN MUST make a **CHARISMA** check. If they fail, the ritual fails, the dæmon consumes all of the victim's life force, and the referee rolls on the Ritual Mishaps table.

If the magician has miscalculated and the number of years of life rolled is less than or equal to the current age of the victim, the dæmon becomes enraged and the magician is aged by $1d10$ years instantly.

○



Ritual Mishaps (1d100)

When using the Ritual Mishaps table, the referee rolls 1d100 on the table below and describes the consequences.

1	The temperature drops to below freezing within 100 feet of the magician per magician level, and every surface in that area is covered with a layer of painfully cold blue frost.
2	The temperature drops far below freezing within one mile of the magician per magician level and stays that way for 1d3 days. Water freezes solid. Plants die. Animals perish. Those without proper cold weather gear must succeed on a CONSTITUTION save each watch or lose 1d4 hp due to the extreme cold.
3	Flames engulf the magician, dealing 1d6 damage. Each round, the magician must make a CHARISMA check to will the flames out of existence or take a further 1d6 damage. Anything the magician touches has a 50% chance of combusting on contact.
4	A ball of fire explodes from the magician, engulfing everything up to 30 feet from the magician in the white hot flames of hell. The magician takes no damage from this fire, but all combustible materials ignite, and every living being in the area other than the magician immediately takes 2d8 damage and must succeed on a DEXTERITY check or be set on fire.
5	Frigid waters from the deepest ocean rush in from cracks, seams, or fissures in the magician's location for one minute per magician level. If the magician is indoors, the room they are in will quickly and inexorably fill with seawater. If the magician is outside, the water will bubble up from the earth, creating a marshy bog that then becomes a salty pond.
6	A beast from beyond this reality manifests into reality near the magician. It is likely confused and upset at having been brought to this place and lashes out with its horrible orifices and upsetting compound limbs.
+Beast From Beyond+ <i>Limbs with too many joints, strange and too many eyes, flailing, upsetting motion, wet and putrid.</i> CHA -3 CON +1 DEX +0 INT -2 STR +3 WIS -2 AC 16 HD 4 HP 4d8+4 (24) SAVE +2 MORALE 8 MOVE Squelch 20' [4 squares] UPSETTING COMPOUND LIMBS 2 attacks per round: +7 to hit, 1d8+3 damage each. SUCKING EMBRACE +4 to hit, no damage. If hit, the target is restrained and will be swallowed by a horrible orifice next round, taking 1d8 damage per round until they are freed or digested.	
7	A violent ghost, angry and in pain, is pulled through an unexpected rift from hell. This ghost cannot affect living flesh directly and cannot be seen or heard by any but the magician. The ghost will hurl objects and curses at the magician until it is dealt with. The ghost is chained to the magician with 66-foot-long ethereal chains.

8	The area within a mile of the magician is plunged into inky darkness for 2d6 hours. Light sources only cast light in a five-foot sphere, and normal activities become difficult and dangerous. Animals panic. Children cry. Priests predict the end of days.
9	Everyone, even old friends and lovers, is struck by a feeling of powerful unease in the presence of the magician for 2d6 days. During this time, anyone forced to abide the magician's presence must succeed on a WISDOM saving throw to resist the urge to attack the magician.
10	Every living thing within 60 feet of the magician is struck by strong nausea and must make a CONSTITUTION save when the effect first manifests and each hour thereafter or vomit uncontrollably at the worst possible time. The effect lasts for 1d6 watches.
11	The magician falls instantly unconscious and stays that way for 3d6 watches (an INTELLIGENCE save halves this time). Everyone within 100 feet of the magician must pass an INTELLIGENCE save or fall unconscious immediately for a single watch.
12	The magician, embittered by the Miasma of Hell, loses 1d8 CHARISMA for 1d6 days as their lip curls into a sneer and they mistrust everyone they meet.
13	The magician, sickened by the Miasma of Hell, loses 1d8 CONSTITUTION for 1d6 days as they walk, bent and in pain, their guts churning inside them.
14	The magician, slowed by the Miasma of Hell, loses 1d8 DEXTERITY for 1d6 days as their fingers and limbs feel thick and cold.
15	The magician, befuddled by the Miasma of Hell, loses 1d8 INTELLIGENCE for 1d6 days, unable to clear a fog of slow dullness from their mind.
16	The magician, weakened by the Miasma of Hell, loses 1d8 STRENGTH for 1d6 days, as they are constantly exhausted such that even lifting a sheet of paper seems an impossible task.
17	The magician, made foolish by the Miasma of Hell, loses 1d8 WISDOM for 1d6 days, the voices of dæmons in their head taunting them to risk and misjudgment.
18	The magician, engulfed in bitterness by the cackling whispers of dæmons, permanently loses 1d6 CHARISMA .
19	The magician, poisoned forever by the foul breath of dæmons, permanently loses 1d6 CONSTITUTION .
20	The magician, forever touched by the hands of hell, permanently loses 1d6 DEXTERITY .
21	The magician, unable to get free from the whispers of hell, permanently loses 1d6 INTELLIGENCE .
22	The magician, their body wracked by infernal torments, permanently loses 1d6 STRENGTH .
23	The magician, judging visions to be real and reality to be vision, permanently loses 1d6 WISDOM .
24	Minor dæmons scratch and tear at the magician, invisible to all others. The magician takes 1d8 damage from wounds that spring open on their flesh.
25	The taloned hand of a greater dæmon rips a hole in reality and claws the magician in full view of all. The magician takes 4d8 damage.
26	A rift opens wide beneath the magician, wet and red and grasping. The magician is swallowed, pulled into hell.

27 A dæmon takes advantage of the magician's open state and possesses them. The dæmon will try to cause as much mischief and damage as possible, attacking both friends and foes, damaging property, and harming their host's body. The magician may make an **INTELLIGENCE** save every ten minutes to regain control of their body.

28 A rift to hell opens and a dæmon strides through, made manifest at last in this reality.

+Great Manifested Dæmon+

8 feet tall, horns, claws, gristle, the smell of sulphur, leathery wings, lambent eyes.

CHA +3 **CON** +2 **DEX** +2 **INT** +1 **STR** +3 **WIS** +0

AC 18 **HD** 8 **HP** 8d8+16 (56) **SAVE** +4 **MORALE** 10

MOVE Stride 15' [3 squares], Fly 30' [6 squares]

MIGHTY CLAWS

+11 to hit, 2d8+3 damage, 2 shock.

LASHING TAIL

+10 to hit, 1d8+3 damage. On a hit, target must make a **CONSTITUTION** save or take 2 poison damage each round for 1d4 rounds.

SULPHUROUS SPIT

Can only use if the Great Manifest Dæmon makes a successful **CONSTITUTION** check on its turn as an action. +8 to hit, 1d4+2 damage. On a hit, target takes 2 acid damage each round for 2d4 rounds.

BREATH OF HELL

Once per combat, the dæmon can attack with its sulphurous breath, covering an area approximately 30 feet by 30 feet in front of it. Anyone caught in the cloud must make a **CONSTITUTION** save or fall to the ground coughing for 1d4 rounds.

29 Within one mile of the magician per magician level, every source of light is suddenly extinguished. They cannot be re-lit for 1 hour per magician level.

30 An earthquake spreads out from the magician, affecting everything within one mile per magician level. Every building in that area has a cumulative 30% chance of toppling per story it has.

31 Infested with unseen dæmonic spirits, all crops within one mile of the magician per magician level wither and die.

32 Domesticated animals die within one mile of the magician per magician level, poisoned from within by a horde of tiny dæmonic spirits.

33 Within one mile of the magician per magician level, poisonous rainfall sickens plants, harms animals, burns through roofs that aren't stone, rots cloth, and leaves stinking clouds above the earth. The rain lasts for one hour per magician level.

34 The earth within one mile of the magician per magician level is poisoned, salted, and becomes sulphurous and inhospitable to life, forever.

35 A plague of locusts descends on the local area within one mile of the magician per magician level. The locusts block out the sun, devour vegetation and all foodstuffs, cover water sources, choke animals, tear at exposed skin, then quickly die after all food sources are expended, leaving behind a sea of insect corpses.

36 A plague of frogs descends on the local area within one mile of the magician per magician level. The frogs cover the ground, drink all water, crawl over people, their furniture, their animals. The frogs eventually become trapped in inconvenient places then hunger, then die, then rot.

37 A plague of snakes slithers into the local area within one mile of the magician per magician level. The snakes are venomous, covering the ground, lying coiled in water sources, teeming through holes and gaps and joins in buildings. Once they arrive, they soon hunger, then die, then rot. Their corpses cover the earth for 2 weeks, choking crops, polluting water, and sickening animals.

38 A violent storm is called into being, localized around the magician. Precipitation pours from the sky, rain mixed with sleet and hailstones. Lightning cracks and thunder growls. The storm lasts for 1 hour per magician level.

39 A tornado spins into existence around the magician, who is unaffected by it. The tornado moves in random directions for 1 hour per magician level, destroying any buildings not made of stone, tearing up the earth and trees, and leaving a swath of devastation in its wake.

40 The mortar in stone buildings within one mile of the magician per magician level glows red then white, then crumbles away, causing the buildings to fall to pieces.

41 All metal within 66 feet of the magician becomes glowing hot. Anyone touching a small amount of metal suffers 1d6 damage per magician level. Those wearing metal armor (or in direct contact with a large amount of metal) suffer 2d6 damage per magician level.

42 All food within 666 feet of the magician spoils and rots, becoming completely inedible.

43 All standing water (including any water stored in containers) within 666 feet of the magician becomes poisoned and foul. Small ponds totally or mostly encompassed within this radius are permanently ruined. Larger bodies of water will eventually cleanse themselves of the poison.

44 All metal within 66 feet of the magician becomes brittle and rusts. Belts fall from buckles, armor crumbles to gritty red dust, metal weapons are destroyed, and coins lose half their value.

45 A plague of crows descends on the local area within one mile of the magician per magician level. The crows arrive in a huge cloud, blocking out the sun. They eat vegetation, destroy crops, kill smaller birds, and fill the sky with croaking, preventing restful sleep until they depart. The crows stay one day per magician level before flying off to the horizon.

46 A plague of enormous ravens descends on the local area within one mile of the magician per magician level. The ravens come in a huge cloud, blocking out the sun. They eat vegetation, destroy crops, attack humans and livestock in swarms (+6 to attack rolls, 3d6 damage per round), and fill the sky with raucous croaking, preventing restful sleep until they depart. The ravens stay one day per magician level before flying off to the horizon.

47 An enormous meteor descends from the heavens to strike the ground where the magician is standing (or above where the magician is standing, if they are underground). The magician and those close to them must make a **DEXTERITY** save or be killed instantly. If they succeed on the saving throw, they take 1d10 damage per magician level and are set on fire by the blast. A crater is left in the ground, 10 feet across per magician level.

48 The magician is pulled outside of time. The world around them freezes for one minute per magician level, and they are free to interact with it as they see fit.

49 The walls within 66 feet of the magician become damp with salty moisture, as the sweat of dæmons emanates from their surface.

50 All infants within one mile per magician level weaken, sicken, and quickly die as dæmons suck out their life force.

51 All children aged 10 or less within one mile per magician level collapse, choke, and die as dæmons steal their breath.

- 52** All women within one mile per magician level age rapidly, their hair and nails growing hideously long, their skin wrinkling. Within a minute they collapse, dead.
The magician is immune to this effect.
- 53** All men within one mile per magician level age rapidly, their hair and nails growing hideously long, their skin wrinkling. Within a minute they collapse, dead.
The magician is immune to this effect.
- 54** Everyone aged 50 years or older within one mile per magician level rapidly ages in reverse, shedding the ravages of time, becoming young adults, then teenagers, then children, then babes, then infants, then newborns, then fetuses, then embryos, then ova and sperm, and then evaporate into nothingness, reclaimed by the universe.
- 55** The magician is seized with an awful fever. They will be sick for 1 day per magician level. While they are sick with fever, they move at half speed, all actions are at -2, they can heal no damage, and they take 2 damage each day they don't spend resting in bed.
- 56** A plague of boils descends upon the magician and all humans within one mile per magician level. A person is infected if they fail a **CONSTITUTION** save. The unsightly boils ooze pus and last for 1d6 weeks. While a person is infected with the boils, they take 1 additional damage any time they are wounded in combat, and they are at -1 to **CONSTITUTION** checks and saving throws.
- 57** The black death is brought upon the breath of vengeful dæmons to the populace within one mile per magician level. A person is infected if they fail a **CONSTITUTION** saving throw at -1. Once infected, a person will die within 1d6 days unless they succeed on a **CONSTITUTION** saving throw every day that the sickness has them. If anyone comes in contact with an infected person, they must succeed on a **CONSTITUTION** save or also be infected.
- 58** One of the magician's limbs (randomly selected) warps and twists, changing into a thick, green, heavily scaled tentacle. It is covered in sore-like suckers and ends in a moist brown, keratinous spike. The magician may make melee attacks with this tentacle, dealing 1d10 + **STRENGTH** modifier damage, or 1 shock damage. If a leg is changed into a tentacle, the magician's movement is halved.
- 59** The magician's tongue elongates, thickens, forks, and becomes covered in fine black scales.
- 60** A scaled pink tentacle ending with a barbed spike bursts from the magician's left eye socket, destroying their eye forever. The tentacle is too small to be useful for anything but extremely close melee attacks, and does 1d2 damage if used in such a manner. It is horrible to behold.
- 61** The magician's guts become infested with worms. The magician must make a **CONSTITUTION** save each day for 1 week per magician level. Bed rest gives this check a +1 bonus. Each time the magician fails a check, their **CONSTITUTION** is reduced by 1d4. If the magician is reduced to 0 **CONSTITUTION**, they die. If the allotted time passes and the magician survives, they regain 1 point of **CONSTITUTION** for every day they spend resting in bed.
- 62** The magician's left foot thickens and twists, becoming large, knobbly, and ungainly. They can only wear expensive specially-made footwear, and they move at half speed.
- 63** All of the magician's hair immediately and permanently turns stark white.
- 64** All of the magician's hair immediately and permanently falls out.
- 65** The magician, their life force drained by the dæmon they thought to torment, permanently loses half their hit points, rounded down. When gaining a new level, the player rolls as normal.
- 66** A dæmon reaches its claw out of hell and permanently brands a red, glowing dæmonic symbol upon the magician's forehead.

- 67** The magician is immediately and permanently struck blind. They have a -5 penalty to hit when making attacks and will suffer penalties to many checks.
- 68** The magician is immediately and permanently struck deaf. They are easier to sneak up on and can no longer hear speech.
- 69** The magician is immediately and permanently struck mute, and they can only communicate with gestures and motions.
- 70** The magician becomes permanently gripped with a mighty hunger as a tiny dæmon living in their stomach cackles and consumes their food. Every time they roll a scarcity die for a food source, they must roll twice.
- 71** The magician becomes permanently gripped with an enormous thirst as a tiny dæmon living in their gullet siphons off moisture. Every time they roll a scarcity die for a water source, they must roll twice.
- 72** The magician grows hugely fat, their clothes split and burst, while their shoes become unbearably tight. Their speed is reduced by half, but they immediately gain +2 hit points per level, and they gain +2 hit points each time they gain a level in the future (after any other modifiers).
- 73** The magician is permanently transformed into an immortal vampyr, a dæmonic drinker of blood. The magician must drink fresh human blood as sustenance or suffer the effects of starvation. Every 2 hit points of damage drained from a victim gives the magician 1 blood point. A vampyric magician can hold a number of blood points equal to their level x 4. Vampyrs gain the following traits:

VAMPYRIC SUSTENANCE

The vampyr can spend one blood point as sustenance for a day.

VAMPYRIC HEALING

The vampyr can spend 1 blood point to heal 1 point of damage.

VAMPYRIC VIGOR

The vampyr can spend blood points to boost their **CONSTITUTION**, **DEXTERITY**, or **STRENGTH** on a 1 for 1 basis for the duration of one scene.

VAMPYRIC COMMAND

The vampyr can attempt to entrance a victim by spending 1 blood point for every level or hit die of the victim. The victim can make a **WISDOM** save to resist the enchantment. If they fail, the vampyr gives them a single command, which they will try to perform to the best of their abilities.

VAMPYRIC VULNERABILITY

If any part of the vampyr's body is exposed to sunlight or fire in even tiny amounts, they take 2d8 damage per round. If a wooden stake is driven through the vampyr's heart, they are slain instantly. Vampyrs flee from crosses, cannot enter churches under any circumstances, and cannot enter homes unless invited in by a resident.

VAMPYRIC SLEEP

Vampyrs fall into a cold, deathlike trance while the sun is up. They will only wake naturally if they are attacked or damaged. They may force themselves awake by spending 3 blood points per level.

74	The magician is permanently cursed with lycanthropy, transformed into a werewolf. The magician's player must track the phases of the moon. For each of the three nights of the full moon each month, the magician is transformed into a monstrous half human, half wolf. When this happens, the magician gains +4 to their STRENGTH and CONSTITUTION, and +2 to their DEXTERITY. They become covered with coarse wolf hair, and their face becomes like that of an enormous wolf. They grow claws that do 1d6 + STRENGTH modifier damage, and teeth that deal 1d8 + STRENGTH modifier damage. In their transformed state, the werewolf magician hungers for flesh and will stop at nothing to devour it, with no discrimination between the flesh of humans or animals. They will continue to eat until they have consumed approximately 1/2 of their weight in flesh, and will then seek a safe refuge to sleep.	86	A portal opens beneath the magician's feet and they are dragged into it. The magician is teleported instantly to a location one mile away per magician level in a random direction (the referee rolls 1d8. 1 is north, 2 is north-east, etc.).
75	The magician's body dies, and they become a living intelligence in a rotting corpse. Within 3d4 years, the magician's flesh will have all rotted away, and they will be an animated skeleton. They no longer need to eat or drink. They no longer feel pain. They will progressively smell worse and worse, and likely become infested with vermin.	87	A portal opens beneath the magician's feet and they are dragged into it. The magician is teleported instantly to a location 100 miles away per magician level in a random direction (the referee rolls 1d8. 1 is north, 2 is north-east, etc.).
76	The magician's bones become brittle, their flesh like paper. The magician is permanently reduced to a single hit point. When they gain levels in the future, they only gain 1 hit point per level.	88	Drawn to the magician's ministrations like a moth to flame, an enormous, undead, skeletal giant, 24 feet tall, begins ripping its way from the earth beneath the magician's feet, leaving an enormous ragged rent in the earth before it starts attacking everything in the area. +Undead Giant+ <i>24 feet tall, bones showing through skin, rotting tendons, matted furs, weeping crusted eyes.</i> CHA -3 CON +2 DEX -2 INT -3 STR +4 WIS -3 AC 12 HD 6 HP 6d8+12 (42) SAVE +3 MORALE 12 MOVE Stagger 20' [4 squares] <u>MIGHTY FISTS</u> +10 to hit, 2d8+4 damage. <u>SWEEPING GRASP</u> +9 to hit, no damage, but the victim is swept up in an enormous fist. If they are not freed, the next round the giant will use its action to bite them in half, killing them instantly.
77	The magician's skin becomes permanently covered in fine, glossy, silver fish scales.	89	The magician's left hand triples in size and becomes scaled, muscular, and tipped with sharp black claws. When attacking with this hand, they deal 1d8 damage + STRENGTH modifier damage, or 1 shock damage. Any delicate actions requiring the use of this hand are now at a -1 modifier.
78	The magician develops a hunger for human flesh. Until the day they die, it is the only thing that will provide them with nourishment.	90	A third eye opens in the magician's forehead. The eye will stay there forever, and a small trickle of blood leaks from it occasionally. The magician can see ghosts as blurry dark shadows.
79	The magician immediately and permanently becomes withered and ancient. They age 2d6 x 10 years and lose 1d4 from each of 3 random ability scores.	91	The magician shrinks to half their height. This causes the magician to immediately lose half of their hit points, lose two points of STRENGTH, and gain one point of DEXTERITY. This change is permanent. When the magician gains a level from this point on, they only ever gain 1 hit point.
80	The walls within 66 feet of the magician become soaked with blood as the ichor of the tormented damned pushes from hell into reality.	92	A portal to hell opens next to the magician and remains open for 1 turn per magician level. Standing next to the portal is dangerous, and anyone that does so must make a CHARISMA save or take 1d6 damage for each turn. Anyone that wishes may enter the portal while it is open.
81	All standing water (including any water stored in containers) within 666 feet of the magician is transformed into blood. Small ponds totally or mostly encompassed within this radius are permanently transformed, and fish and other creatures that live in these waters sicken and die. Larger bodies of water will eventually cleanse themselves of the blood.	93	A dæmonic hunger devours all written words within 666 feet of the magician. All pages, spellbooks, ritual descriptions, labeling on maps, books, and all other written words go blank as the dæmon's knowledge-ravening seizes them.
82	All standing water (including any water stored in containers) within 666 feet of the magician is transformed into vinegar. Small ponds totally or mostly encompassed within this radius are permanently transformed, and fish and other creatures that live in these waters sicken and die. Larger bodies of water will eventually cleanse themselves of the vinegar. It smells awful.	94	For their failure, a dæmon offers the magician a horrible compromise: they must choose one half of their party to be dragged to hell to be tormented for all eternity (rounded up). The other half will remain on earth, safe, for now.
83	All livestock within one mile per magician level are killed by invisible wrathful dæmon boars who resent their physical existence and slay them messily with tusks and razor-sharp hooves.		
84	The magician's shadow is consumed by a dæmon. They no longer cast a shadow.		
85	No apparent effect. Unknown to the magician, an evil, laughing version of the magician that is actually a dæmon bound into the shape of the magician pulls its way out of a portal somewhere close to the magician, but not visible to them, where the double will be safe (not immediately drown, be attacked, or otherwise be harmed by the environment or its inhabitants). The double then seeks out the magician to kill them and replace them.		

95 The sky fills with sickly yellow clouds in an area one mile wide per magician level, then the sky cracks open and thick drops of acid rain begin to fall upon the land. The rain lasts for one minute per magician level. Crops and trees struck by the acid rain sicken, and the following harvest will be meager. Living creatures caught out in the acid rain take 1d6 damage per round, with a successful **CONSTITUTION** save reducing the damage by half. Exposed clothing becomes holey and wretched. Exposed armor loses half its efficacy. Exposed weapons become brittle and have a 1 in 6 chance of breaking whenever they are used from then on.

96 The sky fills with dark red clouds in an area ten miles wide per magician level, before the sky lacerates and begins to rain blood. The rain of blood causes all sapient creatures within it to suddenly fear reprisals from all the evil they have done in their life, and time slips away from them. The rain of blood lasts ten minutes per magician level. During this time, taking any actions besides staring into the bloody sky, weeping, moshing, or kneeling in the bloody mud whilst clutching one's head requires a successful **WISDOM** check.

97 A randomly selected member of the magician's party (including retainers and other traveling companions) is struck dead instantly.

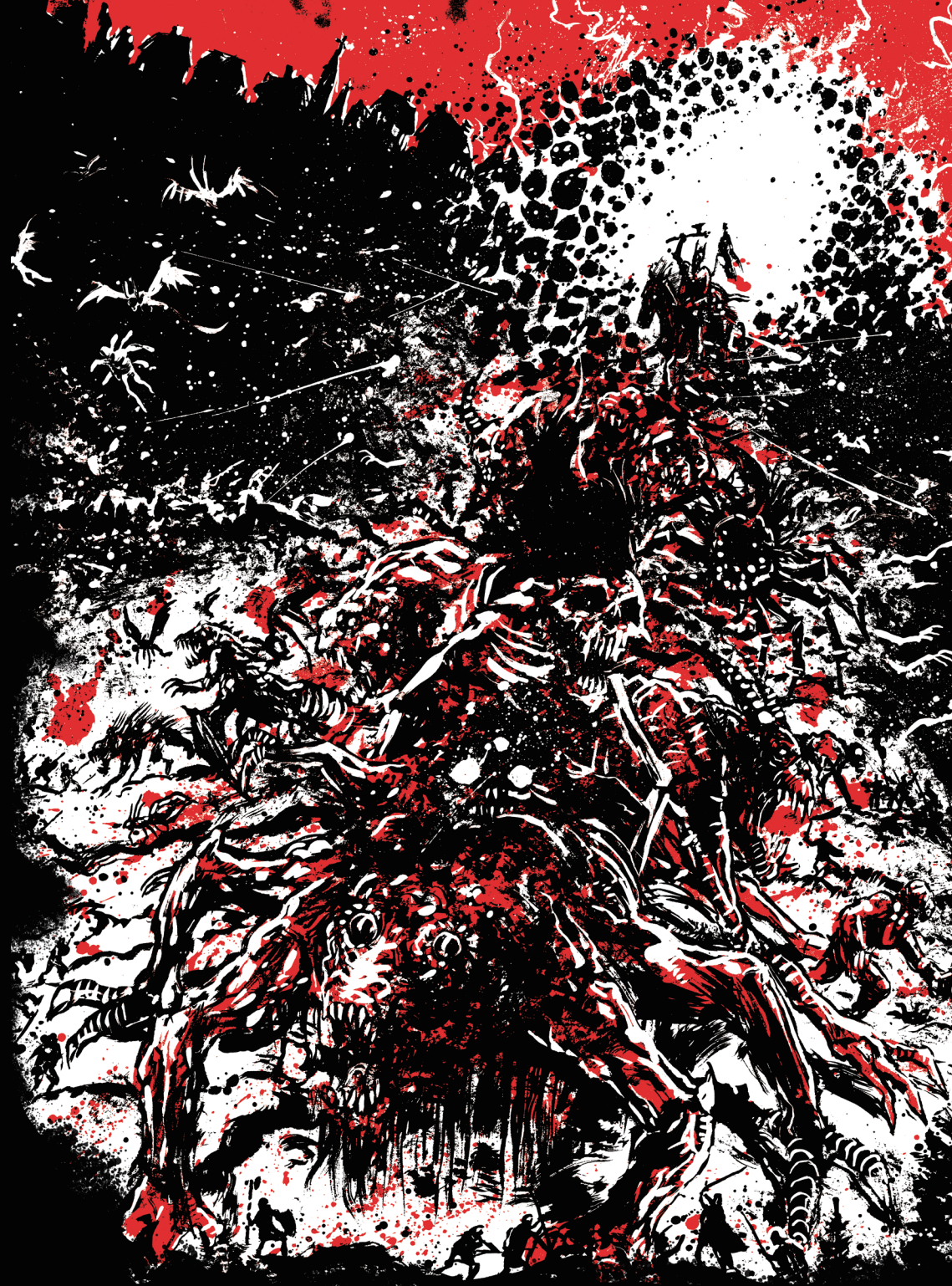
98 The magician's eyes roll back in their head and they crumple, dead.

99 With a creaking rumble, a permanent portal to hell is opened in front of the magician. The land around the portal starts to twist and transform, with the malaise creeping outwards from the portal at a rate of a mile per day. All crops die on the affected land, the soil scatters away, and the earth becomes blasted, dry, hot, and red. Thick black worms writhe in the hard-packed red soil. Dæmons are drawn to this portal, and one dæmon per day per magician level crawls or writhes or flies out of it. The dæmons are uninterested in the magician, and enjoy their freedom to wreak havoc upon this mortal realm. They seek to slay, to tempt, to spoil, to torture, and to generally have an awfully good time.

There is always a way to close a portal opened in this way, but the ritual required is usually dangerous, difficult, and it likely requires an epic quest to complete. If the portal is not closed, the forces of hell may eventually take over the entire world.

100 The magician's fell activity is noticed by a being of light, who sends out a spear of righteousness to strike the magician. The magician is struck blind for 2d4 days and can no longer use blood magic or ritual magic ever again.

The former magician is also permanently blessed with +2 to all of their ability scores, +6 to their hit points, and a glowing, beatific aspect visible to all who behold them.



Artifacts

ARTIFACTS ARE powerful but dangerous magical items created by atavistic wizards, warlocks, mages, sorcerers, shamans, witches, and other types of magic wielders.

Artifacts are created when a dæmonic spirit is invested into an object, usually against their will, often as part of a powerful version of the Rite of Imprisonment (p. 61). These spirits vary greatly in power and hunger, but all require a price be paid by those who wield their housing object. The type of price, how often it must be paid, and the power the dæmons offer in return varies from artifact to artifact.

Artifacts are powerful items that should be relatively rare in campaigns, perhaps appearing as the focus—or the cause—of a quest. Such a quest might be one dedicated to getting rid of an undesirable artifact or wresting one from a despot who is using its power to exert control over a region.

Referees may use the tables in this section to create simple artifacts, either randomly by rolling on the tables, or by simply picking from the different categories as they see fit, or as fits their campaign.

If artifact creation is used along with the Rite of Imprisonment, the type of object will likely not be random, but the effects and tribute should be randomly determined.

To create an artifact randomly, roll for each of the following in order: the artifact's bonus, the artifact's object type, the price that the spirit imprisoned in the artifact demands, and how often it demands for price to be paid.

•Embellishments•

THE TABLES GIVEN HERE offer a fast way to create simple items similar to those found in other fantasy role playing games, but with a built-in cost that reflects the gameplay ethos of *Outcast Silver Raiders*. Adding further details to artifacts beyond those provided by these tables is encouraged. The spirit living in an artifact may have a goal it wishes its wielder to fulfill. The artifact's effects might be more complex or powerful. Artifacts are a great focus for quests, stories, and adventures, and referees should use these tables as a jumping off point for their own creativity, not as a set of limitations.

•Artifact consequences•

IF THE WIELDER of an artifact will not or cannot pay the tribute when it is demanded, the referee immediately rolls on the Ritual Mishaps table, treating the wielder as the magician for all descriptions.

•Artifact bonus•

ROLL 1d10 on this table to determine the bonus conferred by the artifact. For weapons, this is a bonus to both attack rolls **and** damage rolls. For armor, this is a bonus to the AC conferred by the armor. For trinkets, this is a bonus to the skill corresponding to the trinket. For iron transplants, this is an increase in the corresponding ability score **modifier**.

Bonus (1d10)

1-6:	+1
7-9:	+2
10:	+3

•Type of object•

ROLL 1d6 to randomly determine the object category, then roll on the indicated subtables beneath to determine the specific object:

- 1-2: Roll on table A: Armor
- 3-4: Roll on table B: Weapons
- 5: Roll on table C: Trinkets
- 6: Roll on table D: Iron transplants

A. Armor (1d6)

- 1-2: Leather armor
- 3-4: Chainmail
- 5: Shield
- 6: Plate armor

B. Weapons (3d6)

- 3: Sling
- 4: Great axe
- 5: Club
- 6: Shortbow
- 7: Mace
- 8: Battle axe
- 9: Dagger
- 10-11: Sword
- 12: Short sword
- 13: Spear
- 14: Staff
- 15: Longbow
- 16: Polearm
- 17: Great sword
- 18: Ritual dagger

C. Trinkets (1d10)

TRINKETS give their wielder a bonus to using one specific skill. The exact item descriptions are suggestions only.

- | | |
|--------------------|--|
| 1: Arcana | Yew staff topped with iron occult symbol |
| 2: Climbing | Elaborately decorated grappling hook |
| 3: First aid | Silver caduceus wand |
| 4: Literacy | Green felt scholar's hat |
| 5: Seamanship | Brass and mahogany astrolabe |
| 6: Search | Silver-framed eyeglasses |
| 7: Sleight of hand | Lizardskin gloves |
| 8: Stealth | Soft, black catskin boots |
| 9: Survival | Ashwood dowsing rod |
| 10: Tinkering | Set of delicate silver files in a small case |

D. Iron transplants (1d6)

IRON TRANSPLANTS replace one of their wielder's bodily organs with an iron version. Iron transplants don't require surgery, but the magical embedding process they use is painful. An iron transplant cannot be removed without causing great damage to the wielder.

- | | |
|------------------------|--------------|
| 1: CHARISMA | Iron eyeball |
| 2: CONSTITUTION | Iron stomach |
| 3: DEXTERITY | Iron hand |
| 4: INTELLIGENCE | Iron heart |
| 5: STRENGTH | Iron arm |
| 6: WISDOM | Iron spleen |



•Artifact tribute•

ROLL 3d6 on this table to determine what the artifact demands as tribute.

3	Roll 1d10. Each time tribute is paid, the artifact must be fed that many silver pieces.
4	Roll 1d6 on Table D above to select a random ability score. Each time tribute is paid, the wielder's corresponding ability score is permanently reduced by 1.
5	Each time tribute is paid, the artifact must be fed 1 day's worth of water.
6	Randomly determine one of the six ability scores. Each time tribute is paid, the wielder's corresponding ability score is drained by 1d6. The ability score will recover at the normal rate of 1 point per day of quiet bed rest.
7	Roll 2d10. Each time tribute is paid, the artifact must be fed that many silver pieces.
8	Roll 1d10. Each time tribute is paid, the artifact drains that many hit points from its wielder.
9	Each time tribute is paid, the artifact must be fed a cup of blood (4 hp) from any living creature.
10	Roll 1d6. Each time tribute is paid, the artifact drains that many hit points from its wielder.
11	Roll 1d6. Each tribute is paid, the artifact drains that many hit points from a nearby ally of the wielder. If the wielder is alone, it drains that amount of hit points from the wielder instead.
12	Each time tribute is paid, the artifact must be fed a cup of human blood (4 hp).
13	Roll 1d10. Each time tribute is paid, the artifact drains that many hit points from a nearby ally of the wielder. If the wielder is alone, it drains that amount of hit points from the wielder instead.
14	Roll 2d20. Each time tribute is paid, the artifact must be fed that many silver pieces.
15	Randomly determine one of the six ability scores. Each time tribute is paid, one of the wielder's allies' corresponding ability score is drained by 1d6. If the wielder is alone, the artifact drains from the wielder instead. The ability score will recover at the rate of 1 point per day of quiet bed rest.
16	Each time tribute is paid, the artifact must be fed 1 day's worth of human food.
17	Randomly determine one of the six ability scores. Each time tribute is paid, one of the wielder's allies' corresponding ability score is permanently reduced by 1. If the wielder is alone, the wielder's corresponding ability score is permanently reduced by 2 instead.
18	Each time tribute is paid, the artifact kills one of the wielder's allies. If the wielder is alone, the artifact kills the wielder instead.

•Tribute frequency•

ROLL 1d6 on this table and **add the artifact's bonus** to determine how frequently the tribute must be paid.

- 2: Only once, the very first time a new wielder uses the artifact.
- 3: The first time the artifact is used each hour, roll 1d6. On a 1, the artifact demands tribute.
- 4: The first time the artifact is used each hour, roll 1d6. On a 2 or less, the artifact demands tribute.
- 5: The first time the artifact is used each hour, roll 1d6. On a 3 or less, the artifact demands tribute.
- 6: The first time the artifact is used each hour, roll 1d6. On a 4 or less, the artifact demands tribute.
- 7: The first time the artifact is used each hour, roll 1d6. On a 5 or less, the artifact demands tribute.
- 8: The artifact always demands tribute the first time it is used each hour.
- 9: The artifact demands tribute at dawn on each day, whether it is used or not.

•Artifact embellishments•

BELOW ARE TWENTY IDEAS for embellishing artifacts. Roll on this table and modify the result, or use them to inspire your own unique artifacts. The exact mechanics are left up to the referee.

1	The artifact wants to be taken to a far-off land and thrown into a magic body of water. If the wielder does not travel in that direction, they may lose the artifact at the most inopportune time.
2	The artifact wishes for its wielder to overthrow the local monarch and only functions when it is convinced the current course of action will advance that goal.
3	The artifact grows to become a physical part of its wielder, and pulling it away does increasingly more damage as the weeks go by.
4	The artifact is the center of a cult whose adherents constantly hunt for it, attempting to slay any who stop them from retrieving it.
5	The artifact spreads a sickness its wielder is immune to. There is a small chance that those close to the artifact become infected as time passes.
6	The dæmon inside the artifact is aspected to a certain classical element, and using the artifact shows effects of that element (a flaming sword, an icy crown, etc.)
7	The artifact is made of bones. The bones shatter spectacularly when it is used, possibly causing damage to those around it. Once the bones shatter, they need to be replaced.
8	The artifact is useless when used against mortals, but very effective when used against gods, dæmons, fae folk, and other magical creatures.
9	The artifact grows ever more powerful over time, but as it does so, it struggles to take over the mind and body of its wielder, seeking to complete a fell and corrupt purpose.
10	The artifact is an enormously powerful weapon, but it must kill someone every time it is drawn from its sheathe, else it will kill its wielder.
11	The artifact is aspected to some sort of plague dæmon. Whenever it is used, there is a chance that a swarm of rats, locusts, bats, frogs, or the like is released from a magical void, to destructive effect.
12	The artifact demands to be used on a schedule of its own strange devisement. If this schedule is ignored, it spits and curses at its wielder, causing debilitating pain if the wielder fails a saving throw.
13	The artifact becomes romantically obsessed with someone, and pushes their wielder into situations in which the artifact is close to that person.
14	The artifact occasionally breaks the wall between the subconscious and the conscious, causing the outcast to say what the player says directly, confusing and upsetting NPCs.
15	The artifact boosts physical ability scores to the detriment of mental ability scores. If used for long enough, it leaves its wielder an empty-headed body under the full control of the artifact.
16	The artifact begs its wielder to commit evil acts, and it squeezes out gold coins when they do. The acts become more heinous as time goes on.
17	The artifact is aspected to some sort of beast, and the wielder increasingly takes on characteristics of that animal over time until, finally, they fully transform into that sort of beast.
18	An artifact weapon that sucks the souls of all it kills into a pocket dimension from which they clamber to escape. Carrying the weapon becomes more and more difficult. If it breaks, the souls escape.
19	The artifact is tuned to a specific place, and whenever it is used, there is a chance it will teleport its wielder (and perhaps those nearby) to that place.
20	The wielder of the artifact cannot be killed by any means as long as the artifact is held, but must make repeated saving throws to avoid becoming influenced to carry out the artifact's will.

•Example artifacts•

THE TEN ARTIFACTS BELOW are provided as examples of how referees can deviate somewhat from the results of the tables above to create unique and powerful artifacts that can enhance their campaigns.

fetters of the ffool

THIS SET OF LEG IRONS IS LINKED with a platinum chain long enough not to restrict regular movement. The inner surface of the irons are covered in dried blood. If the playful, jester-like dæmon within the fetters is beseeched, it can grant the wearer enormous speed. For the duration of the next combat scene, the wearer gains a +2 bonus to initiative, a +10' bonus to speed, and a +4 bonus to AC against attacks of opportunity. However, as soon as they stop moving, or when the combat scene ends, the chain draws sharply together, and the fetters clamp tightly on the wearer's ankles, inflicting 1d6 damage.

The wearer will also be exhausted, and will require double rations the next time they eat. Until they have double rations in a day, they will have a -2 penalty to initiative, a -5' penalty to speed, and will be unable to heal any hit points.

The Aegis of Beelzebub

THIS STAINED AND VERDIGRISED brass breastplate has a hungry face carved into its belly. It grants +3 to AC on its own, and can be integrated into a larger suit of half plate or plate armor (at the normal cost, and with the normal effects for the rest of the pieces of that armor). When it is donned, it sucks onto the bearer's skin, ignoring intervening cloth.

While worn, the bearer takes 2 less damage from all sources, to a minimum of 0. However, the gluttonous dæmon inside the armor needs to be fed rations and wine (water will not do) every day, and if it is not, it will deal 1d4 damage to its wearer, and they will not be able to sleep that night, meaning they not be able to heal and will suffer the effects of sleep deprivation (*Player's Guide*, p. 56).

Unless the aegis has first been satiated by being fed twenty rations in a single day, removing it deals 2d6 damage to the bearer as it tears off huge swaths of their skin.

The Tree of Souls

THIS MINIATURE TREE has perfectly miniature branches, roots, and leaves, and is planted in a richly decorative pot. The leaves are ivory-colored with red veins. The tree bears small bright red fruit that only exists in the spirit realm. A person who chews on the leaves quickly falls unconscious as their spirit leaves their body. Their spirit can move freely around as spiritual energy up to a distance of 1000 feet from their body. While in this state, they cannot affect the physical realm in any way, and their spirit can only be seen or heard by those with the ability to perceive ghosts or spirits. The only way their spirit can re-enter their body is to eat one of the berries from the tree.

When acquired, the tree has 1d3 berries. It will only grow more berries if it is fed 5 hit points of human blood, and it can never have more than three berries at a time.

Sogthannoth

SOGTHANNOOTH IS A DÆMON invested into a large, rusted mace covered in jagged, misshapen spikes. The mace is enormously heavy and takes up 2 item slots. Sogthannoth burns with eternal fire and desires to be encased in ice to ease its searing pain. If Sogthannoth is ever in the presence of ice or snow, it will demand in its owners mind that it be immersed in the snow or ice and left there forever. If the owner refuses, they must make a **CHARISMA** saving throw as the mace erupts in flame. If they pass, they take 1d6 damage but remain in control of the mace. If they fail, they take 1d10 damage and drop the mace, at which point it buries into the ice and snow. Removing it requires a successful **STRENGTH** check at -4, and the dæmon will immediately force another **CHARISMA** saving throw as above.

Sogthannoth grants its wielder a +1 to hit, and deals 1d8+1 damage in combat. If it deals maximum damage, the mace explodes in a rush of flame, setting both its victim and wielder on fire. They will each take 1d6 damage per round, beginning with the next round, until they use their actions to put out the fire.



Cloak of the Jfenrizian Order

THIS ELABORATELY TRIMMED black and brown fur cloak has a lion head sewn into the center, a wolf head on the left shoulder, and a bear head on the right. The cloak allows its wearer to transform into a wolf, lion, or bear at will. The dæmon inside the cloak will praise them for doing so and encourage them to stay in beast form as long as possible.

Transforming back into a human requires negotiation with the dæmonic master of the cloak. The wearer must roll 1d10 when they wish to transform. For each hour spent in beast form, they have a -1 modifier to the roll. If they roll a 1 (after modifiers), the dæmon requires them to devour one of their allies or loved ones before they can transform back. Otherwise, roll 1d6 and they must eat another living creature with at least that many hit points.

Removing the cloak requires feeding each animal head a living creature that has at least 6 hit points. If the bearer takes it off without doing this, the referee rolls on the Ritual Mishaps table (p. 74).

Mask of the Deceiver

EACH TIME SOMEONE LOOKS AT this silver mask, its expression and features have subtly shifted. It morphs through a sequence of faces, both grotesque and normal, showing the range of human emotion.

When someone puts the mask on, they take on the exact appearance of a person of their choice whom they have seen and have had the opportunity to study for at least one minute. This effect lasts until they remove the mask. Anyone who knows the mimicked person well makes a **WISDOM** saving throw if they interact with the mask-wearer for longer than a few moments. If they succeed, they notice something is wrong.

The owner of the mask must keep track of a **Deceiver's Tally** on their character sheet. Each time they take the mask off, they must make a **CHARISMA** saving throw, with a negative modifier equal to their Deceiver's Tally. If they pass, they are able to resume their identity with no problem. If they fail, they add 1d3 to their Deceiver's Tally. Each time a character adds to their Deceiver's Tally, all their retainers must pass a morale check, with a negative modifier equal to their Deceiver's Tally. A retainer

who fails the check abandons the party, refusing to work with the Deceiver and anyone associated with them any longer.

If the Deceiver's Tally ever equals the character's **CHARISMA** score, they forget who they are, and the referee assumes control of the character, whose identity has now been subsumed by the dæmon inside the mask. The player loses control of the character and must create a new character.

Getting rid of the mask requires a **WISDOM** check with a penalty equal to the character's Deceiver's Tally. If they fail this check, the character cannot bear to throw the mask away and cannot try again for 1 week.

Haborym, the Bulwark

A MASSIVE GREAT SHIELD, chased in gold and silver. The gold has been treated so it is almost red in color. The designs are fiery and fierce in nature. The shield cannot be used by someone with less than 16 **STRENGTH**. The wielder of the shield gains a +2 bonus to their AC. In addition, a wielder who takes no actions in a combat round other than concentrating on defense can hide behind the shield, gaining an additional +4 bonus to their AC until their turn in the next round.

The dæmon inside the shield is one of pride, and constantly encourages its wielder to assert authority over others. It also cannot stand to be made a fool of. If its wielder is ever mocked or disobeyed, the dæmon believes its wielder is making a fool of them and flies into a rage, haranguing its wielder, calling them despicable names, and hurling insults at them for one watch. During this time, the wielder of the shield will find it hard to concentrate on anything besides plodding forward.

Haborym will become furious if their wielder is ever hit by a physical attack of any kind and call their wielder pathetic for allowing it to happen. In the combat round after its wielder is successfully struck by an attack, the shield, hissing and screaming, will tighten around their arm and drag them off balance. Locked in a wrestling match with the shield, its wielder will lose all of the shield's positive AC modifiers for the shield and will be unable to take any other actions for 1d4+1 rounds, during which they will have an AC modifier of -8.

Belphegor's Band

A DÆMON OF STEALTH, darkness and lies is bound to this ring, which is made of purest onyx shot through with deep green veins. When worn, the ring tightens around its wearer's finger.

The wearer can see in total darkness up to 30' ahead of them, but sunlight hurts their eyes. In sunlight, they are at a -1 modifier to all checks and saving throws that rely on sight, and at a -3 modifier to any attack rolls, unless it is raining or foggy.

The wearer also has a +1 modifier to all checks involving stealth as long as they are not in a brightly lit environment. If they are in total darkness, they have a +2 modifier to these checks.

The dæmon within the ring feeds on lies and deceit. Each day they wear the ring, the wearer must tell a lie that hurts them or one of their allies in some way. If they do not, the ring will not function the next day and the dæmon whispers incessantly, preventing them from getting rest that night.

If the wearer attempts to remove the ring, the dæmon inside it will whisper and warn them of dire consequences if they do so. If they persist, the wearer must make a **CHARISMA** check in order to assert the force of their personality and remove the ring. If they pass, they remove the ring. If they fail, they give in to the dæmon and keep it on. Either way, the referee rolls on the Ritual Mishaps table (p. 74).

The Gauntlet of Samael

THIS RED LEATHER GAUNTLET is chased with gold and has golden claws at its fingertips. The dæmon of fire within is barely contained, takes joy in destruction, and grows hungrier the more it is invoked.

The gauntlet's wearer gains power over flames, able to start fires at will, move flames in their choice of direction, and cause nearby fires to grow or shrink in intensity.

The wearer can also hurl balls of fire from the gauntlet as a ranged weapon attack, up to 20' away. The fireballs do 1d8 damage, and if they deal maximum damage, the target is lit on fire, taking 1d6 damage per turn until the fire is put out.

The wearer of the gauntlet must keep a **Samael Tally** on their character sheet. Each time they use the gauntlet, they add 1 to the tally and must roll 1d6. On a 1 or 2, the dæmon in the gauntlet needs re-

lease, and fire pours forth from the gauntlet, seeking burnt blood and flesh. When this happens, the wearer must choose either themselves or a nearby ally to take fire damage equal to their current Samael Tally. They cannot split this damage among more than one person, the dæmon must burn the flesh of one sacrifice at a time to be satiated.

If the gauntlet is removed, the dæmon deals damage equal to double the current tally to its wearer, and the Samael Tally is set to zero.

The Crown of Azazel

THIS BLUE-SILVER CROWN, which has a gnarled, uneven palisade, is cold to the touch and invested with a fae being of ancient ice.

The wearer can freeze water up to the size of a pond, can raise walls of ice out of bodies of water, and can even psionically summon blasts of icy air. These blasts deal 4d8 damage to everyone in a cone 30' across and 30' long directly in front of the wearer. Anyone killed by this damage is turned into an ice statue, their flesh replaced entirely by ice.

Whenever the crown is used, there is a 2 in 6 chance it summons two of Azazel's minions, spirits of cold and ice. These flying spirits will materialize and attempt to carry the bearer or an ally (the referee should pick randomly) off to Azazel's realm, a place of ancient cold to the distant north, to serve them and their master forever.

+Minions of Azazel+

CHA +0 **CON** +0 **DEX** +2 **INT** -2 **STR** +1 **WIS** -2

AC 14 **HD** 3 **HP** 3d8 (15) **SAVE** +1 **MORALE** 7

MOVE Prance 15' [3 squares], Fly 30' [6 squares]

FRIGID CLAWS

+4 to hit, 1d6+1 damage.

GELID GRAB

Two minions simultaneously attack one target with +2 to hit. If they both succeed, the target is grabbed and hoisted into the air. Each following round, the victim is carried +20' higher into the sky (or further away, if in a dungeon). After two rounds, they will be teleported to Azazel's realm. Victims may make one check each round to escape (and risk damage from falling).



Magic items

MAGIC ITEMS ARE less powerful than artifacts, but can still have a large impact on a game of *Outcast Silver Raiders*. In other old school games, magic items may be quite plentiful, but in this system magic items should be very rare and have built-in limits on their use. This offers the players a meaningful choice when they use these items and ensures that even the most powerful items cannot impact the game too many times before being used up.

Magic items can take a variety of forms, including potions, scrolls, ammunition, dust, oils, candles, and torches. Each magic item has a limited number of uses represented by a scarcity die, which should usually be a d4 unless the scenario requires it to be used more than once or twice. A magic item with only a few uses is valuable, but not game breaking. If a magic item is particularly powerful, or has already been used by another character in the setting, it may simply have a single use.

•Potions•

POTIONS ARE BRIGHTLY COLORED LIQUIDS in decorative glass bottles. To test a potion, a character can take a tiny sip and make an **INTELLIGENCE** check. If they succeed, they have a general idea of what the potion will do if they drink it. If they fail, they can make the check again, but this time they must make a scarcity check for the potion being tested.

If two potions are mixed, the referee rolls 1d6. On a 6, both potions' effects happen. On a 5, all effects are canceled. On a 1-4, the drinker is sickened and vomits uncontrollably for the next hour.

1. Potion of climbing
2. Potion of cold resistance
3. Potion of diminution
4. Potion of fire resistance
5. Potion of flying
6. Potion of gaseous form
7. Potion of giant strength
8. Potion of growth
9. Potion of healing
10. Potion of invisibility
11. Potion of speed
12. Potion of water breathing

Potion of climbing

This potion smells of bark and leaves. The drinker becomes preternaturally better at climbing, and has a +2 on Climbing checks for the next watch.

Potion of cold resistance

This potion smells of cinnamon and is warm to the touch. The drinker becomes warmed after drinking. For the next watch, the drinker has a +3 bonus on all saving throws to resist cold and its effects and +3 to their AC against cold-based attacks.

Potion of diminution

This potion smells sharp, like limes. The drinker shrinks in size. For the next watch, they are only 6" tall. Their gear does not shrink with them. At this size, they gain +2 to their AC, but will be killed if they take at least 1 damage

Potion of fire resistance

This potion smells of mint and is cool to the touch. The drinker becomes cooled after drinking. For the next watch, the drinker has a +3 bonus on all saving throws to resist fire and the effects of heat and +3 to their AC against heat or fire-based attacks.

Potion of flying

This potion smells fresh and cool. The drinker gains the ability to fly and levitate for one watch. They can fly at up to double their normal speed. They can only rise a maximum of 100' above whatever is beneath them while flying. They cannot fly while encumbered, and the magic will not allow them to carry any other living things with them while flying.

Potion of gaseous form

This potion smells moist and soapy. The drinker transforms into a gaseous being for one watch. While in this form, they appear as a thick, greenish cloud, are immune to non-magical attacks, and can fit through any small cracks or gaps in walls, doors, and the like. They cannot, however, carry any gear or clothing. Inhaling part of the gaseous form will cause uncontrollable choking and coughing, but does no other harm.

Potion of giant strength

This potion smells like baked beans. The drinker's muscles swell in size for one watch. While thus swollen, they have a **STRENGTH** score of 20 (+4).

Potion of growth

This potion smells like cows and eggs. The drinker doubles in size for one watch. Their gear does not grow with them, and if not removed first, it may be destroyed as they grow. The growth doubles their HP and gives them an effective **STRENGTH** score of 20 (+4).

Potion of healing

This potion smells like freshly baked bread. The drinker instantly heals 1d6 hit points and is cured of both poison and disease.

Potion of invisibility

This potion smells like nothing at all, and is crystal clear with a slippery texture. The drinker becomes invisible for one watch. None of their gear becomes invisible with them.

Potion of speed

This potion smells like lemons and thyme. The drinker's movement speed doubles for **one hour**.

Potion of water breathing

This potion smells of the sea. The drinker can breathe underwater for one watch.

•Scrolls•

SCROLLS ARE STURDY PIECES of rolled parchment or vellum covered in arcane symbols that have been imbued with the power of a dæmon or, occasionally, an angelic being. Scrolls take one minute to read, and once used, they crumble into dust as power flows through them. A character reading a scroll must pass an **INTELLIGENCE** check. If they fail, the scroll still has its effect, but the referee also rolls on the Ritual Mishaps table (p. 74).

Most rituals, as well as most spells from other game systems, can be turned into scrolls. Referees should feel free to create their own scroll effects in addition to the ones described here.

Some ideas for divinely inspired scrolls include:

1. Chant of exorcism
2. Hymn of benediction
3. Orison of penance
4. Plea for resurrection
5. Prayer of judgment
6. Words of healing

Importing spells from other games

If using scrolls to import spells from other game systems, these spells should take effect as if cast at their minimum level. Referees can of course adjust this if it makes sense for their game.

Chant of exorcism

This scroll takes 33 minutes to read, at which point it casts a dæmon out from a person or place, banishing it back to Hell. The dæmon gets no saving throw and howls with fury as they are banished. The reader of this scroll must make a **CHARISMA** check in place of the usual **INTELLIGENCE** check.

Hymn of benediction

This scroll blesses one target, giving them a +1 on all checks and saving throws, a +2 on all attack rolls, and a +2 to their AC for one watch.

Orison of penance

This scroll cleanses the reader of all their sins, preparing their soul to pass into Heaven.

¶Plea for resurrection

This scroll only works on a character who has been dead for no more than three days. Any longer and they are permanently deceased, and no mere plea on a scroll can raise them. The target is raised from the dead with 1 hit point and is extremely weak. They move at half speed and are at a -2 to all checks and a -5 to all attack rolls until they have had twelve days of uninterrupted bed rest. If this period of rest is interrupted, they must restart the process.

¶Prayer of judgment

When intoning the prayer on this scroll, the reader designates one person as a target and states the crime they are suspected to have committed. A target innocent of this crime will glow with a divine blue-white light. A guilty target will exude a sickly red light. In either case, the light glows briefly, but is visible to all.

Words of healing

One target instantly heals 1d6 hit points and is cured of both poison and disease.

·Ammunition·

AMMUNITION CAN BE arrows, crossbow bolts, sling stones, or something more exotic. Magic ammunition is often stored in finely decorated containers. Using any kind of magical ammunition grants a +2 bonus to attack rolls with that ammunition. Scarcity checks for magical ammunition should be made **after each attack**, not after each combat scene like when firing mundane ammunition.

1. Befuddling ammunition
2. Blinding ammunition
3. Cursing ammunition
4. Deadly ammunition
5. Fearful ammunition
6. Flaming ammunition
7. Freezing ammunition
8. Poison ammunition
9. Stealthy ammunition
10. Thunderclap ammunition

¶Befuddling ammunition

A target hit by this ammunition is confused and lashes out in fear and astonishment, attacking random targets for 1d4+1 rounds of combat.

¶Blinding ammunition

A target hit by this ammunition is blinded for 1d4+1 rounds of combat, suffering a -12 to their attack rolls and a -4 to their AC.

¶Cursing ammunition

A target hit by this ammunition is cursed, and has a -2 to their attack rolls, checks, and saving throws for 1d4+1 rounds of combat.

¶Deadly ammunition

This ammunition deals triple the usual damage.

¶Fearful ammunition

This ammunition causes targets it hits to become extremely afraid. They must pass a morale check at -4 or flee immediately upon being struck.

¶Flaming ammunition

This ammunition lights targets it hits on fire. They take 1d6 damage each round until the fire is extinguished, or they perish.

¶Freezing ammunition

This ammunition deals +1d4 cold damage to targets it hits and freezes them in place for 1d4 rounds.

¶Poison ammunition

This ammunition deals 1d4 extra poison damage on each turn after the initial hit for 1d4 turns, or until the target passes a **CONSTITUTION** saving throw.

¶Stealthy ammunition

Targets of this ammunition cannot identify where the attack came from, even if they can plainly see their attacker.

¶Thunderclap ammunition

This ammunition strikes with mighty force. It deals +2 damage and those it hits are knocked prone.

·Dust·

MAGIC DUST SPARKLES and shimmers, and is often stored in richly colored bags of silk or velvet.

A character can test dust by sprinkling a tiny pinch on something and observing the effect. This can be done twice before a scarcity check is required.

To use the dust, pinches or handfuls of it must be sprinkled on a target. If used in combat, a handful of the dust is scattered in an area 5' wide, 10' long, and 5' high in front of the character sprinkling the dust. Everyone in this area is affected.

1. Dust of blinding
2. Dust of dissolving
3. Dust of igniting
4. Dust of itching
5. Dust of nightmares
6. Dust of resurrection
7. Dust of sleeping
8. Dust of veiling

Dust of blinding

This dust is sandy and irregular. Victims of this dust are blinded for 1d4+1 combat rounds. While blind they have -12 to their attack rolls and -4 to their AC.

Dust of dissolving

Victims of this tingling bright green dust take 1d4 damage. If sprinkled on non-living matter, the dust dissolves 5 vertical feet of matter in the area of the dust each round, for 1d4 rounds. This can create deep, jagged pits in the ground, or dissolve through doors and walls.

Dust of igniting

Anything this sparkling red and orange dust touches is set on fire. Living victims take 1d6 damage each round until the fire is extinguished, or they perish.

Dust of itching

Living creatures exposed to the green and yellow jagged grains of this dust become extremely itchy for one hour. Their checks, saving throws, and attack rolls are made at a -2 penalty due to the distraction.

Dust of nightmares

This dust looks like ground up mother of pearl. It causes any sleeping being it is sprinkled on to have horrible nightmares. All their actions the next day are made at -1, and any morale checks they make the next day are at -2.

Dust of resurrection

Made from the ground up bones of saints, this dust must be applied to a corpse or full skeleton. The target is raised from the dead with 1 hit point. When resurrected, the target is shriveled and emaciated, unable to take any actions and only able to heal 1 hit point per week. They remain in this state for 2d4 weeks, during which time they are extremely thirsty and must drink double the usual amount of water. Once this period of convalescence is over, they take actions and heal normally.

If used on a corpse that is missing bones or body parts, they are resurrected, but immediately following the resurrection, they slowly turn to (mundane) dust, beginning from where their missing body parts should be and continuing until they dissolve completely away, perhaps whilst screaming.

Dust of sleeping

This is a soft, pink dust. Anyone exposed to it who is not in combat immediately falls asleep for 1d4 hours. They can only be woken if they are shaken furiously, slapped, have water thrown in their face, or otherwise experience a sharp shock. Anyone who is already asleep who is a victim of this dust falls into this same type of deep sleep for the same amount of time.

Dust of veiling

Anything this shimmering white and silver dust is sprinkled on is hidden from sight for 1d4 watches. It can still be bumped into and touched, but is otherwise made invisible. The dust even works on living things, but each turn they move they must pass a **DEXTERITY** check or else the dust begins to fall from them. Each time this happens, part of them becomes visible, creating a strange-looking patchwork of invisibility.

•Oils and other liquids•

VARIOUS OTHER MAGICAL LIQUIDS besides potions exist. Some are rubbed on the skin or the surfaces of inanimate objects. Others are foul poisons, dripped into someone's food or wine. Most are contained in small, richly decorated jars.

To test an oil, a character can take a tiny amount, rub it on a surface or taste it, and make an **INTELLIGENCE** check. If they succeed, they have a general idea of what the oil will do if they use it. If they fail, they can make the check again, but must also make a scarcity check.

If two oils are mixed, the referee rolls 1d6. On a 6, the effects of both oils happen. On a 5, all effects are canceled. On a 1-4, the magical energies collide, and the referee rolls on the Ritual Mishaps table (p. 74).

1. Oil of clairaudience.
2. Oil of clairvoyance.
3. Oil of command.
4. Oil of confusion.
5. Oil of flame.
6. Oil of slipperiness.
7. Ointment of swimming.
8. Perfume of beasts.
9. Perfume of lust.
10. Trapping goo.
11. Strong poison.
12. Weak poison.

Oil of clairaudience

If this oil is rubbed behind the ears of a target character, the character who holds the oil's container can hear out of the target's ears for one watch.

Oil of clairvoyance

If this oil is rubbed above the eyes of a target character, the character who holds the oil's container can see out of the target's eyes for one watch.

Oil of command

If this oil is rubbed on the temples of a target character or beast, the character who holds the oil's container can command the target for one hour. If commanded to do something against their nature,

the target may make a **CHARISMA** save to resist the command. Targets cannot be made to harm themselves by the influence of this oil.

Oil of confusion

If this oil is rubbed on the forehead of a character or ingested by a character, that character will become bewildered, their head in a foggy state, for one watch. They will only be able to remember basic facts about themselves, and will feel distressed about their circumstances and whereabouts. In addition to narrative effects, any checks involving **INTELLIGENCE**, **WISDOM**, or trained skills will be at -2.

Oil of flame

This oil is extremely flammable. Anything it is rubbed on that is then ignited will instantly burst into hot flames. If the target is alive, they will take 1d6 damage until the fire is extinguished. If the target is inanimate, it will burn at twice the usual rate.

Oil of slipperiness

This oil is extremely slick. One usage can cover an area 15' square. Anyone attempting to traverse an area it has been spread on must pass a **DEXTERITY** check or fall prone and be unable to continue. Running or fast movement is impossible over the slick area. The effects last for one watch.

Ointment of swimming

If spread on the hands, this ointment allows its wearer to swim at double their normal speed, as if they were blessed with the skills of a seal or a dolphin. The wearer of this ointment can also resist any negative effects of cold water, and can hold their breath for twice the usual duration. The effects last for one watch.

Perfume of beasts

This musky perfume attracts all animals and beasts in a half mile radius for one watch. Animals close to the perfume will be agitated and will fight against any bonds that keep them from investigating the scent. Those further away will be curious, and will proceed to the perfume unless blocked.

Perfume of lust

An intriguing perfume that incites almost nearly irresistible lust in any who are in intimate range of its wearer. Anyone who smells the perfume will wish to couple with its wearer, and must pass a **WISDOM** save if they wish to resist these effects. Victims of the perfume will not break taboos around public displays of affection, but will attempt to find a place to be alone with the wearer as quickly as possible. The effects of the perfume last for one watch.

Trapping goo

One usage of this sticky, tarry goo can cover an area 15' square. If it is spread on an area, anyone attempting to traverse that area must pass a **STRENGTH** check or be unable to pull their feet from the tacky morass. Running or fast movement is impossible over the area. The effects last for one watch.

Strong poison

Each dose of this tasteless, odorless liquid is powerful enough to poison 10 HD worth of creatures. If ingested, the poison will cause violent vomiting and gastrointestinal distress, and deals 1d6 damage every turn for 1d4 turns. Victims may make a **CONSTITUTION** saving throw each turn they are affected. If they pass, they take only 1 damage from the poison.

Weak poison

Each dose of this tasteless, odorless liquid is powerful enough to poison 10 HD worth of creatures. If ingested, the poison will cause an upset stomach, vomiting, and discomfort, but will not deal any damage. Those effected will be unable to participate in combat, will have a -2 to their AC, and will be at a -2 to all checks and saving throws until the effects pass. These effects last for one hour.

•Light sources•

ENCHANTED CANDLES AND TORCHES are sometimes created by warlocks, priests, shamans, or witches. These items magically affect the areas lit by them. Magic candles cast light in a circle 15' in diameter and require a scarcity check for each ten minute turn they are in use. Magic torches cast light in a

circle 30' in diameter and require a scarcity check for each hour they are in use. These magical lights burn much more quickly than their mundane counterparts.

1. Enticing light.
2. Holy light.
3. Ghostly light.
4. Purifying light.
5. Revealing light.
6. Terrifying light.

Enticing light

People and creatures who can see this light are drawn towards it, like a moth towards a flame. It has a calming and intriguing effect upon them.

Holy light

Dæmons, the possessed, the undead, and the unholy are driven away from this light. They take 1d6 damage each round they are within the light's radius. These beings must make morale checks at -4 when they see the light, and flee if they fail.

Ghostly light

Within the circle of this light, the living can see and talk with spirits.

Purifying light

This soft warm light cures illnesses and poisons, purifies food and water, strengthens wilted plants, and gives courage and calmness to animals.

Revealing light

This bright light reveals things that are hidden. Search checks are not required within the boundary of this light, as characters see hidden details immediately.

Terrifying light

This light is soft and warm for its wielder and crackles with excoriating, blinding-white energy for others. This light scares away animals and people unfriendly to the light's wielder and will not approach while it is burning. Terrifying lights only require a scarcity check once each watch.

The strange demise of Dagmar Taborsdottir

THE SMOKE LEAKING from the chimney hovered in the air, seeming to form the shape of horns against the gray sky. The mouth of the clay flue was stained with years of smoke, the straw of the roof around it matted with white droppings below where a small gathering of crows and gulls quietly battled each other to cluster nearest to the chimney's warmth. The usual avian arguments were muted, the birds lacking ardor as if waiting for some event.

The door of gnarled planks, the only portal to the mud brick cottage, suddenly banged open. The birds leapt from the straw, taking flight in a brief chorus of honks and squawks. The beating of their wings threw the smoky horns above the roof into a confusion of eddies and whorls. A figure strode from within. Her hair long and wild, red and curled. The cloth of her robe of rough, undyed wool, patched and sewn. Her right eye glinted in the diffuse light as she glanced at the retreating birds and grunted.

Her left hand held a twisted staff of black wood, its pinnacle crowned with a cold hammered iron sigil. The tips of her fingers were stained with red. Her right hand held a small jay by the feet, its small portion of entrails hanging down, steaming slightly in the air.

The woman marched around the rear of the dwelling, continued toward the top of the hill the cottage nestled against. She walked a well-trod trail where the coarse local plant life had been trampled until eventually it gave up on growing. At the peak was a stone, waist high, square, each edge as long as her forearm. The center of the stone was carved into the shape of a bowl, its border etched with angular symbols. The woman stopped in front of it.

The jay flopped into the bowl, leaving a small smear of wetness as it slid down the side. The woman took a step back and grasped the black wood staff with both hands before plunging its iron tip into the guts of the rapidly cooling bird.

"Ansuz, give me Odin's sight," she mumbled. "I wish to see the world. I seek for knowledge. Send me your messengers."

Her words became inarticulate, a rasping groan, the syllables strange and ancient. The jay's body shriveled rapidly around the point of the staff. The wind grew bitter and biting, and a gust passed over the bird's corpse. The corpse shrank, then grew bloated, then shrank again. Feathers fell from skin, skin tautened, bones collapsed as moisture left in moments. The bird's dessicated head twisted as it went through the process of decay, the right side of its face turning towards the woman. The wind whistled away as swiftly as it had arrived. The bird lay still. The woman pulled back the staff.

The bird's right eye glinted, gray and glowing, as it met her gaze. The woman threw her head back as her sight was pulled upwards, twisting, her consciousness flying into the sky.

She was a sea eagle, far above. She felt the wind whistling through thick layers of feathers. She looked down, saw her cottage hunched on the side of the hillock. Saw the village nearby, a small collection of cottages like her own clustered around an inlet of the fjord. It was an hour's walk from her cottage, but from the eagle's vantage, it looked close. She saw the people of the village going about their day. Nets mended. Goats herded. Saw the men out in the boats dragging up the day's catch.

I know this, *she thought*. I wish to see what lies beneath this. I wish to see the truth of this world.

The sea eagle wheeled, then banked southwest, flying above the widening fjord as it joined the ocean. It circled twice, thrice above an island. From the eagle's vantage, the woman could see that the island was strange. It was perfectly round like a holly berry, the only break in its surface a dark pock mark barely visible from above. The only vegetation on its smooth gray surface were lichens, mosses, and a few low bushes. At a thought from the woman, the eagle curved down towards the island in a dive, dropping like a stone towards one of the bushes. The eagle screamed, and a vole dashed from beneath the bush in panic.

Back before the altar on the hill, the woman's eyes twitched beneath closed lids, and her consciousness twisted.

The woman's vision was low to the ground, unfocused, turning rapidly from side to side. She could feel the vole's heart pounding, the eagle's screech freezing the tiny beast in fear. The eagle's shadow circled above, growing smaller as the eagle rose. The woman waited for minutes, for the trembling to stop, then finally coaxed the vole forward.

Scurrying back and forth across the island, the vole made its way to the pock mark the eagle had seen from above. The hole was a person's height across, perfectly circular. The woman could feel the vole's resistance to approaching that hole, but its psyche was weak. The woman pushed its will aside, and the vole crept forward.

Down the sides of the hole, smooth, seamless. There were no bricks or mortar or seams of any kind to be found. The vole's tiny claws found no purchase, skidded, then fell.

A minute later, two. Stun receding. The woman looked around. Lying before her was a skeleton, laced with delicate ribbons of dessicated hide. It had two arms, two legs, a head, and a torso, but it was not human. This long-dead being was something else. Its face was elongated, full of misshapen, hook-shaped teeth. The hide was covered in fine scales. There was a strange opening in the center of its face, not nostrils, not an eye socket, not a mouth.

The woman pushed the vole on. It moved past the skeleton, came across another. The passage turned,

a perfectly straight angle. Another skeleton. The vole continued, taking turns at random. The woman-as-vole came across a room full of strange implements made of dully gleaming dark metal. She could make no sense of their use or means of manufacture. The woman began to feel fear and wonder. On the hilltop, she whispered a prayer to Odin.

Eventually, through tiny sensations in the vole's paws, the woman began to realize that some passages were warmer than others. She began to choose passages with purpose, following the source of this warmth. All sense of time vanished as she passed through strange rooms, crawled amidst dried piles of strange bones, looked upon strange artifacts she could not understand. Then finally the vole turned a corner, the floor hot beneath its paws. She had found the source of the warmth.

Deep within the bowels of this island, a fetid steam with a visibly yellowish cast was rising from a wide pit. The pit sat in a junction where six passages met like the hub in a spoked wheel. The woman-as-vole paused, then padded cautiously forward. As the rodent approached, a thick forest of ropy shadows rose up from the pit like the arms of an enormous, elongated sea anemone. The shadowed tentacles waved in the air for a moment, moving amidst the clouds of yellow steam without stirring it, then reached for the vole.

On the hilltop, the woman's eyes rolled back as she stared skyward, her body rigid. Her jaw slowly pulled downward until her mouth was opened to its limit. A slow inward gasp pulled air over her tightened vocal cords creating a low, strangled note that continued, breathy and faltering, as her wild red hair rose about her face in thick, ropy strands.

Old Velok found Dagmar Taborsdottir three days later, come calling for another jar of the potion she brewed to ease the ache in his curved spine. The birds had been at her body, her guts had been thoroughly pecked, pulled out through worried holes in her patchwork robe. Her head, as Old Velok reported later, they had left alone. Her eyes were dried and shriveled, but no bird had touched them. Her jaw was stretched in a scream, but no crow had pulled out her tongue. It must have been, Old Velok posited, because of that yellow stuff.

Her eyes, her mouth, her nostrils, her ears. They all, he said, were coated in a thick yellow slime. It stank, said Old Velok, and when he looked close at it, it seemed like it was still flowing, slowly. It was why he left her body where it was, piling stones on it on top of the hill instead of bringing it down into the village. Didn't want to get his mule sick, said Old Velok, in case that yellow stuff carried some sort of disease. After all, the birds wouldn't touch it, and everyone knows birds are not choosy eaters.



Expanded Character Options

THIS SECTION CONTAINS additional character options, including both traditional fantasy races and an expanded set of character classes

This begs the question: why were these options not just included in the main book? Why keep them in the referee volume? There are two answers to this, the first regarding fantasy races, the second regarding the expanded class list.

Regarding fantasy races

ONE DRIVING DESIGN DECISION in *Outcast Silver Raiders* is to keep the fantastical elements of the game relatively rare.

The rules assume games are set in a world that has few (or no) demihumans, no fantasy races like orcs or goblins, no wizards guilds, few magic items, and a lower level of magic than many other settings. By keeping the setting low magic, when something fantastical *does* happen (or when one of the players is embodying a fantastic archetype like a Sorcerer), it feels different and special in a way it would not if these things were commonplace.

On top of this, the differences between most of the usual fantasy races are behavioral more than anything else, and can be expressed with different humans instead of different species. “Goblin” is often shorthand for “sniveling, weak-willed bandit,” a characterization that is easily accomplished with a human instead of a monster and avoids uncomfortable ideas around a character’s race defining a set of stereotypical behaviors.

This style of play also tends to allow the players to relate more to the people that they meet and portray. Nobody has ever been an elf or a fantasy dwarf, but we’ve all been human.

Lastly, and perhaps most importantly, is the idea of inclusion and social sensitivity. There can be problematic bioessentialism concepts inherent in the idea of fantasy races that are defined by specific physical attributes and limited in the types of class they can play.

While I have never assumed that other roleplaying games (or the people who play them) have ill intent by including these sorts of tropes, I did want to enable players to enjoy this fantasy game without including these tropes as the default. They’re included in this volume for mechanical completeness and maximum compatibility with other OSR products, but consider the implications these tropes may hold for your group before using them in your games.

Regarding character classes

A SECOND DRIVING DESIGN DECISION in *Outcast Silver Raiders* is to keep the focus on the characters and what they do in the fiction of the game rather than on the game mechanics that define the characters.

The more characters are defined mechanically in a roleplaying game, the stronger the tendency of the players (especially new players) to think of what their characters can do only within that mechanical framework. Including ten total classes would support the idea that what makes each character unique is their class.

By leaving the character definition simple and sticking to three default classes, players are encouraged to think of their characters beyond how they are defined on the character sheet.

Having only three classes also helps keep each class extremely focused. Warriors are good at fighting and surviving combat, much better than the other classes. Rogues are much better at using skills and being sneaky than the other classes. Sorcerers are a support, healing, and damage dealing magical class with a built-in dangerous limit on how often their powers can be used. Outside of these core roles, any character can do anything, just like a person in the real world.

Additional classes dilute this focus, adding to the idea that characters are defined by their class abilities and not their personality.

Suggested integrations

WHILE SOME REFEREES may wish to include all of these options from the beginning of their campaign to integrate with a traditional fantasy roleplaying game world, some suggestions for integrating these options in alternate ways are offered here.

Classes or Races - Travelers from afar

IF THE OUTCASTS HAVE JOURNEYED to a land with a different culture from their own and one of them needs to be replaced, the referee might surprise the players by informing them that a new class or race is available, representing an outcast from this new culture. This approach makes the new class or race feel exotic, rare, and it works to bring to life the new culture the players are immersed in.

Races - The Strange

IF THE REFEREE CHOOSES to allow one of the players to pick a fantasy race, their character may have been born to human parents and touched by magic, gods, or mutation. The character will have grown up in human society as a freak, pariah, or perhaps as an object of worship. They will likely need to travel cloaked and hooded, and moments where they reveal their true identity could have profound impact on the reactions of non-player characters who witness the event.

Classes - The Chosen

EACH TIME A NEW CHARACTER IS CREATED, the player rolls 1d100. If the player rolls 93 or above, they are destined for a unique fate and consult the table below to see which class they are fated to be. They may always choose to be a Rogue, Sorcerer, or Warrior as normal.

93:	Barbarian
94:	Druid
95:	Monk
96:	Paladin
97:	Priest
98:	Ranger
99:	Warlock
100:	Player picks any class

Classes - Survival of the fittest

IF, WHEN ROLLING A NEW CHARACTER, a player rolls ability scores that result in two or more dead siblings, the player can choose to make the surviving outcast one of the extra classes. This approach acts as a small reward for players who may otherwise become frustrated by rolling low many times in a row.

Classes - Outcasts of ill repute

WHEN AN OUTCAST NEEDS TO BE REPLACED, the party may spend silver to increase their reputation as a band of ne’er do wells, hoping to attract skilled or inspired miscreants to join their group.

The next time the party is in a settlement large enough to have a few inns and taverns, they may spend any number of nights on the town in raucous carousing, buying the town drinks, celebrating, telling tales, and causing shenanigans.

Each night spent in this manner costs 100 silver pieces per level of the new outcast.

For each night of carousing, the fallen outcast’s player gets one roll on the class table below to see who the party has attracted to join them. Each roll represents a potential outcast that the player may choose from. The party must decide how many nights of carousing they will partake in before any rolls are made, and those are the only nights of carousing allowed for each new outcast.

1 - 4:	Rogue
5 - 8:	Sorcerer
9 - 12:	Warrior
13:	Barbarian
14:	Druid
15:	Monk
16:	Paladin
17:	Priest
18:	Ranger
19:	Warlock
20:	Player picks any class

Fantasy Races

ABILITY SCORES ARE ADJUSTED during the Roll ability scores step of character creation, after it has been determined whether or not a character is suitable, but before deciding whether or not to swap two scores.

·Elves·

+2 DEXTERITY
-2 STRENGTH

Elves may move at normal speed through forests, and have +2 on **SURVIVAL** checks in forests.

Elves have dark vision and can see in the dark, but not in pitch darkness.

·Dwarves·

+2 CONSTITUTION
+1 STRENGTH
-1 CHARISMA
-2 DEXTERITY

Dwarves may move at normal speed through mountains, and have +2 on **SURVIVAL** checks in mountains.

Dwarves gain a +1 on all checks involving buildings, architecture, construction, and the like.

Dwarves have dark vision, and can see in the dark, but not in pitch darkness.

·Gnomes·

+2 INTELLIGENCE
+1 DEXTERITY
-1 STRENGTH
-2 WISDOM

BECAUSE OF THEIR SMALL SIZE, Gnomes have a permanent +1 modifier to their armor class.

Gnomes may check **INTELLIGENCE** to create minor auditory and visual illusions once per day. Viewers believe these illusions are real unless they succeed on a **WISDOM** check. Gnomes gain the ability to create illusions one additional time per day at levels 3, 5, 7, and 9.

Gnomes have dark vision and can see in the dark, but not in pitch darkness.

Regardless of their class, Gnomes start with a maximum of 4 hit points, and may gain at most 4 hit points per level.

·Halflings·

+2 DEXTERITY
-2 STRENGTH

Because of their small size, Halflings have a permanent +1 modifier to their armor class.

Halflings start with +1 in Stealth. If a Halfling character chooses Rogue as their class, they may not spend skill points to raise Stealth to +5 before reaching level 3.

Regardless of their class, Halflings start with a maximum of 4 hit points, and may gain at most 4 hit points per level.

·Half-elves·

+1 DEXTERITY
+1 INTELLIGENCE
-1 CHARISMA
-1 STRENGTH

Half-elves start with an additional 100 silver. Whether or not half-elves are discriminated against in a way different from elves or humans is left up to the referee.

·Half-orcs·

+2 STRENGTH
+1 CONSTITUTION
-1 DEXTERITY
-2 CHARISMA

Half-orcs receive an additional 1 hit point per level, including first level.

Half orcs start with -1 in a random skill, and can never increase that skill.



The Barbarian

•Base attack bonus•

BARBARIANS START with a +2 base attack bonus.

•Hit points•

AT FIRST LEVEL, Barbarians have hit points equal to 1d10 + their **CONSTITUTION** modifier.

If this total is less than 9, then the Barbarian starts with 9 hit points.

•Saving throws•

BARBARIANS START with a +1 bonus on **CONSTITUTION** and **STRENGTH** saving throws.

•Skills•

BARBARIANS USE A SUBSET of the skill list and cannot normally gain skills that are not on their specific class list.

Barbarians start with +1 in **SURVIVAL**. At first level, Barbarians may assign +1 to one skill of their choice from their skill list, including Survival.

Barbarian skill list

1. Climbing
2. First aid
3. Seamanship
4. Search
5. Sleight of hand
6. Stealth
7. Survival

•Battle rage•

ONCE PER DAY, during a combat scene, a Barbarian may fly into a rage.

While raging, a Barbarian takes half damage from all normal weapons, deals +2 damage while attacking with a greataxe or greatsword, and is immune to attacks of opportunity.

Immediately after the combat scene in which a Barbarian rages, the Barbarian must sleep for at least one watch. If they cannot or choose not to sleep, they must succeed on a **CONSTITUTION** check or be reduced to 1 hit point.

•Brutal speed•

AT THE BEGINNING of combat, a Barbarian rolls 1d6. If they roll a 6, they may act in one bonus round that occurs before all other rounds of combat.

•Primitive warrior•

BARBARIANS HAVE a permanent +2 bonus to their armor class, but may not wear armor or carry shields.

•Starting equipment•

BARBARIANS START with common clothes, a coin pouch, a pilgrim's case, a bedroll, rations, a waterskin, and a two-handed weapon of their choice.

Barbarians start with 1d3 gold pieces (each worth 50 silver pieces), which they may spend on any items the referee deems appropriate from the equipment list.

Barbarians are primitive warriors who fly into blind rages in battle.



Barbarian advancement

Ability scores

At levels 2, 4, 6, 8, and 10, Barbarians may add +1 to their **CONSTITUTION**, **DEXTERITY**, or **STRENGTH**.

Base attack bonus

Barbarians gain +1 to their base attack bonus **EACH** time they gain a level.

Hit points

When a barbarian gains a level, they roll a number of ten-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total plus 2, they take this new total. Otherwise, they simply gain 2 additional hit points.

Saving throws

Barbarians add a +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

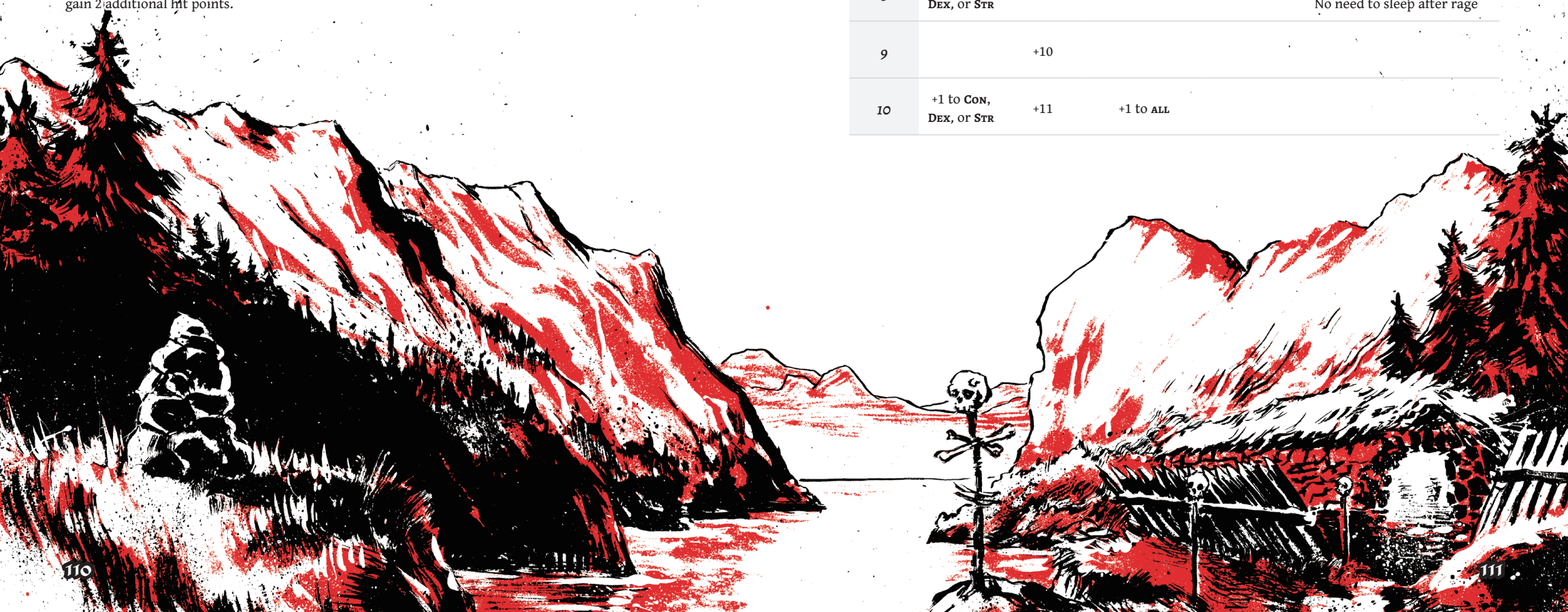
Skills

At level 5, Barbarians may add +1 to a skill of their choice from the Barbarian skill list, whether or not they previously had a bonus in that skill.

Battle rage

At level 4, Barbarians can rage twice per day, and must only sleep after the second rage. At level 8 they can rage three times each day, and no longer need to rest after raging.

LEVEL	ABILITY SCORES	BASE ATTACK	SAVING THROWS	SKILLS	BATTLE RAGE
1		+2	+1 to CONSTITUTION +1 to STRENGTH	+1 SURVIVAL +1 to any	1x per day
2	+1 to CON , DEX , or STR	+3	+1 to ALL		
3		+4			
4	+1 to CON , DEX , or STR	+5	+1 to ALL		2x per day Must only sleep after 2nd rage
5		+6		+1 to any skill	
6	+1 to CON , DEX , or STR	+7	+1 to ALL		
7		+8			
8	+1 to CON , DEX , or STR	+9	+1 to ALL		3x per day No need to sleep after rage
9		+10			
10	+1 to CON , DEX , or STR	+11	+1 to ALL		



The Druid

Base attack bonus.

DRUIDS START with a +1 base attack bonus.

Hit points.

AT FIRST LEVEL, Druids have hit points equal to 1d6 + their **CONSTITUTION** modifier.

If this total is less than 4, then the Druid starts with 4 hit points.

Saving throws.

DRUIDS START with a +1 bonus on **DEXTERITY** and **WISDOM** saving throws.

Skills.

DRUIDS START WITH +2 in **SURVIVAL** and +1 in **ARCANA**.

Starting equipment.

DRUIDS START with two sets of common clothes, a backpack, a coin pouch, a pilgrim's case, a bedroll, rations, a waterskin, and a staff.

Druids start with 1d3 gold pieces (each worth 50 silver pieces), which they may spend on any items the referee deems appropriate from the equipment list.

Bestial transformation.

AT FIRST LEVEL, a Druid may transform into a single type of wild, non-domesticated beast once per day. This transformation takes about one minute. They maintain their own intellect, but inherit the beast's physical characteristics.

To determine the type of beast a Druid can initially transform into, the player rolls 1d8 on the following table:

Starting Druid beast transformations (1d8)

1. Badger
2. Boar
3. Deer
4. Mountain goat
5. Pine marten
6. Rabbit
7. Wild cat
8. Wolf

The Druid may remain *safely* in beast form for one hour per day, per level. If they remain in beast form after this time is up, they must make an **INTELLIGENCE** saving throw each hour.

If they fail this saving throw, the transformation becomes permanent, they lose their intellect, and remain in their beast form forever.

A DRUID MAY TRANSFORM into a number of different types of beasts equal to their level. These can be any sort of beast that the Druid encounters, not restricted to the starting transformations list above.

To add a new type of beast to their list of possible transformations, the Druid must capture an example of that type of animal alive, sacrifice it in a forest clearing or stone circle in a ritual that takes six hours to complete, and finally consume the raw heart of the beast. Each time they do this, their **INTELLIGENCE** is permanently reduced by 1.

Druids are mysterious nature worshipers who can transform into beasts.



Druid advancement

Ability scores

AT LEVELS 2, 4, 6, 8, and 10, Druids may add +1 to their **CONSTITUTION**, **DEXTERITY**, or **WISDOM**.

Base attack bonus

DRUIDS ADD +1 to their base attack bonus at level 4 and level 8.

Hit points

WHEN A DRUID GAINS A LEVEL, they roll a number of six-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total, they take this new total. Otherwise, they simply gain 1 additional hit point.

Saving throws

DRUIDS ADD A +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

Skills

AT LEVELS 3, 6, and 9, Druids may add +1 to a skill of their choice, whether or not they previously had a bonus in that skill.

Skill list

1. Arcana
2. Climbing
3. First aid
4. Literacy
5. Seamanship
6. Search
7. Sleight of hand
8. Stealth
9. Survival
10. Tinkering

Bestial transformation

DRUIDS CAN TRANSFORM into one additional type of beast per level (though they still have to capture it alive, sacrifice it, and consume its heart), can transform an additional time per day per level, and can stay safely in beast form for an additional hour per day per level.

LEVEL	ABILITY SCORES	BASE ATTACK	SAVING THROWS	SKILLS	BESTIAL TRANSFORMATION
1		+1	+1 to DEXTERITY +1 to WISDOM	+2 SURVIVAL +1 ARCANA	1 type of beast, 1x per day 1 hour per transformation
2	+1 to CON , DEX , or WIS		+1 to ALL		2 types of beasts, 2x per day 2 hours per transformation
3				+1 to any skill	3 types of beasts, 3x per day 3 hours per transformation
4	+1 to CON , DEX , or WIS	+2	+1 to ALL		4 types of beasts, 4x per day 4 hours per transformation
5					5 types of beasts, 5x per day 5 hours per transformation
6	+1 to CON , DEX , or WIS		+1 to ALL	+1 to any skill	6 types of beasts, 6x per day 6 hours per transformation
7					7 types of beasts, 7x per day 7 hours per transformation
8	+1 to CON , DEX , or WIS	+3	+1 to ALL		8 types of beasts, 8x per day 8 hours per transformation
9				+1 to any skill	9 types of beasts, 9x per day 9 hours per transformation
10	+1 to CON , DEX , or WIS		+1 to ALL		10 types of beasts, 10x per day 10 hours per transformation



The Monk

•Base attack bonus•

MONKS START with a +1 base attack bonus.

•Hit points•

AT FIRST LEVEL, Monks have hit points equal to 1d8 + their **CONSTITUTION** modifier.

If this total is less than 6, then the Monk starts with 6 hit points.

•Saving throws•

MONKS START with a +1 bonus on **DEXTERITY** and **WISDOM** saving throws.

•Skills•

MONKS MAY CHOOSE to roll for skills, or they may choose to pick their skills.

If a Monk picks their skills, they may assign 1 point to two different skills of their choice.

If a Monk rolls for their skills, they roll 1d10 twice on the list of skills. The first skill has +1, the second skill has +2. If they roll the same number twice, the corresponding skill gets +3.

Skill list

1. Arcana
2. Climbing
3. First aid
4. Literacy
5. Seamanship
6. Search
7. Sleight of hand
8. Stealth
9. Survival
10. Tinkering

•Starting equipment•

MONKS START with common clothes, a backpack, a coin pouch, a pilgrim's case, rations, and a waterskin.

Monks start with 50 silver pieces, which they may spend on any items the referee deems appropriate from the equipment list.

•Martial arts•

MONKS EXCEL AT UNARMED COMBAT.

At first level, Monks do 1d4 base unarmed damage. When making unarmed attacks, instead of their **STRENGTH** bonus, a Monk adds *both* their **WISDOM** and **DEXTERITY** modifiers to their attack rolls *and* their damage rolls.

Monks can choose to attack twice in a turn using martial arts. If they do so, they take no penalty to their attack bonus on either attack, but they must split their damage dice (so 1d4 damage becomes 1d2, 1d6 becomes 1d3, etc.) between the two attacks, and they only add the *lower* of their **WISDOM** or **DEXTERITY** modifiers to the damage rolls for both attacks. They can attack one or two targets.

•Preternatural defense•

MONKS ONLY RECEIVE HALF the normal benefit from any armor worn, but if they are unarmored, Monks add *both* their **WISDOM** and their **DEXTERITY** modifiers to their armor class.

•Trained body•

MONKS HEAL 2 hit points when they get a good night's rest. Monks heal this regardless of whether or not they have a bedroll or similar sleeping equipment.

If a Monk rests for 24 hours uninterrupted, they heal 6 hit points.

Monks are ascetics dedicated to improving their physical prowess beyond normal human levels.



Monk advancement

Ability scores

AT LEVELS 2, 4, 6, 8, and 10, Monks may add +1 to their **DEXTERITY** or **WISDOM**.

Base attack bonus

MONKS ADD +1 to their base attack bonus at levels 3, 6, and 9.

Hit points

WHEN A MONK GAINS A LEVEL, they roll a number of eight-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total, they take this new total. Otherwise, they simply gain 1 additional hit point.

Saving throws

MONKS ADD A +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

Skills

AT LEVELS 3, 6, and 9, Monks may add +1 to a skill of their choice, whether or not they previously had a bonus in that skill.

Martial arts

AT 3RD LEVEL, a Monk's base unarmed attack deals 1d6 damage. At 5th level, it deals 1d8 damage. At 7th level, it deals 1d10 damage. Finally, at 9th level it deals 2d6 damage.

After 4th level, if they choose to split their attacks, they add the *higher* of their **DEXTERITY** or **WISDOM** modifiers to their damage rolls.

LEVEL	ABILITY SCORES	BASE ATTACK	SAVING THROWS	SKILLS	MARTIAL ARTS
1		+1	+1 to DEXTERITY +1 to WISDOM	Roll or pick 2	1d4 base unarmed damage + Wis & Dex mods to hit/dmg
2	+1 to Dex or Wis		+1 to ALL		
3		+2		+1 to any skill	1d6 base unarmed damage
4	+1 to Dex or Wis		+1 to ALL		Use higher damage modifier when splitting attacks
5					1d8 base unarmed damage
6	+1 to Dex or Wis	+3	+1 to ALL	+1 to any skill	
7					1d10 base unarmed damage
8	+1 to Dex or Wis		+1 to ALL		
9		+4		+1 to any skill	2d6 base unarmed damage
10	+1 to Dex or Wis		+1 to ALL		

The Paladin

Base attack bonus

PALADINS START with a +1 base attack bonus.

Hit points

AT FIRST LEVEL, Paladins have hit points equal to 1d8 + their **CONSTITUTION** modifier.

If this total is less than 8, then the Paladin starts with 8 hit points.

Saving throws

PALADINS START with a +1 bonus on **CHARISMA, CONSTITUTION, STRENGTH**, and **WISDOM** saving throws.

Skills

PALADINS HAVE DEVOTED THEIR LIVES to their god and their martial prowess, and may not gain skills.

Starting equipment

PALADINS START with common clothes, a backpack, a coin pouch, a pilgrim's case, a bedroll, rations, a waterskin, leather armor, their choice of melee weapon, and a shield.

Paladins start with 1d4 gold pieces (each worth 50 silver pieces), which they may spend on any items the referee deems appropriate from the equipment list.

Blessed shield

A PALADIN MAY PAINT OR CARVE A SHIELD with the symbol of their deity and spend a day of prayer and fasting to bless the shield.

When wielding a blessed shield, a Paladin receives an additional +1 to their armor class at first level, on top of the +1 naturally provided by wielding a shield.

Blessed weapon

AT CHARACTER CREATION, a Paladin must choose a specific type of melee weapon to represent the holy fury of their god. A Paladin may spend a day of prayer and fasting to bless a weapon of this type.

When wielding a blessed weapon, Paladins have an additional +1 to hit at first level.

Divine magic

AT FIRST LEVEL, Paladins may not cast spells. At second level, they gain the ability to cast divine spells. Many divine spells have scaling effects according to caster level. A Paladin's caster level is equal to the number of spells they may prepare per day. Divine spells are described starting on page 139.

In order to cast a spell, Paladins must hold their blessed weapon aloft and call out loudly in the name of their god. This means it is not possible for Paladins to cast spells from a position of stealth. If a Paladin is deprived of their blessed weapon, they may not cast spells.

If a Paladin participates in or benefits from a Sorcerer's blood magic or any unholy rituals or if they curse the name of their deity (even if in their heart they do not mean it), they are cast out by their deity, permanently losing the ability to cast divine spells and no longer able to benefit from blessed shields or weapons.

Paladins are holy warriors representing the martial arm of their god on Earth.



Paladin advancement

Ability scores

At levels 2, 4, 6, 8, and 10, Paladins may add +1 to their **CONSTITUTION**, **STRENGTH**, or **WISDOM**.

Base attack bonus

A PALADIN'S BASE ATTACK BONUS does not ever increase beyond +1.

Hit points

When a PALADIN GAINS A LEVEL, they roll a number of eight-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total plus 2, they take this new total. Otherwise, they simply gain 2 additional hit points.

Saving throws

PALADINS ADD A +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

Blessed shield

A PALADIN'S BLESSED SHIELD gives them an additional +1 to their AC at level 4 and again at level 8.

Blessed weapon

A PALADIN'S BLESSED WEAPON gives them an additional +1 to hit each level.

In addition, at levels 3, 6, and 9, a Paladin's blessed weapon deals an additional +1 damage.

Divine magic

At SECOND LEVEL, Paladins become more attuned to their god, and they learn **ALL** spells on the divine spell list (p. 139).

To prepare spells, a Paladin must first pray for one hour at the beginning of the day, then make a **CHARISMA** check. If the **CHARISMA** check is successful, they may prepare one spell per day for every two levels, rounded down.

Their player must write down which spells they are preparing, and may not prepare a specific spell more than once in a day. Once a spell has been cast, the Paladin can no longer cast that spell on that day.

LEVEL	ABILITY SCORES	SAVING THROWS	BLESSED SHIELD	BLESSED WEAPON	DIVINE SPELLS
1		+1 to CHA, CON, STR, WIS	+1 to AC	+1 to hit	0 per day
2	+1 to CON, STR, or WIS	+1 to ALL		+2 to hit	1 spells per day Caster level 1
3				+3 to hit +1 damage	
4	+1 to CON, STR, or WIS	+1 to ALL	+2 to AC	+4 to hit	2 spells per day Caster level 2
5				+5 to hit +2 damage	
6	+1 to CON, STR, or WIS	+1 to ALL		+6 to hit	3 spells per day Caster level 3
7				+7 to hit	
8	+1 to CON, STR, or WIS	+1 to ALL	+3 to AC	+8 to hit	4 spells per day Caster level 4
9				+9 to hit +3 damage	
10	+1 to CON, STR, or WIS	+1 to ALL		+10 to hit	5 spells per day Caster level 5

The Priest

Base attack bonus.

PRIESTS START with a +0 base attack bonus.

Hit points.

AT FIRST LEVEL, Priests have hit points equal to 1d6 + their **CONSTITUTION** modifier.

If this total is less than 4, then the Priest starts with 4 hit points.

Saving throws.

PRIESTS START with a +1 bonus on **CONSTITUTION** and **WISDOM** saving throws.

Skills.

PRIESTS START WITH +1 in **FIRST AID**. Priests may choose to roll for additional skills, or they may pick skills.

If a Priest picks their skills, they may assign 1 point to two different skills of their choice.

If a Priest rolls for their skills, they roll 1d10 twice on the list of skills. The first skill has +1, the second skill has +2. If they roll the same number twice, the corresponding skill gets +3.

Skill list

1. Arcana
2. Climbing
3. First aid
4. Literacy
5. Seamanship
6. Search
7. Sleight of hand
8. Stealth
9. Survival
10. Tinkering

Starting equipment.

PRIESTS START with common clothes, a backpack, a coin pouch, a pilgrim's case, a bedroll, rations, a waterskin, and their choice of a staff, a dagger, a mace, or a sword.

Priests start with 2d4 gold pieces (each worth 50 silver pieces), which they may spend on any items the referee deems appropriate from the equipment list

Divine magic.

PRIESTS KNOW ALL SPELLS on the divine spell list. Divine spells are described starting on page 139.

Priests may pray at the beginning of the day for one hour to prepare one spell per day, per level.

Their player must write down which spells they are preparing, and may not prepare a specific spell more than once in a day. Once a spell has been cast, the Priest can no longer cast it that day.

In order to cast spells, Priests must hold their holy symbol aloft, speak words of prayer and supplication, and use their other hand to draw holy symbology in the air. This means that it is not possible for Priests to cast their spells from a position of stealth or if they are deprived of their holy symbol.

Each time a Priest participates in or benefits from a Sorcerer's blood magic, engages in unholy rituals, or acts against the tenets of their deity, they lose the ability to cast divine spells for 1d6 days and must spend at least two watches of each of those days praying on their knees, atoning for their sins.

These days of penance are cumulative, so they lose their spells for 2d6 days the second time they transgress, 3d6 days the third time, etc.

Priests work divine magic in the name of their god.



Briest advancement

·Ability scores·

AT LEVELS 2, 4, 6, 8, and 10, Priests may add +1 to their **CONSTITUTION**, **INTELLIGENCE**, or **WISDOM**.

·Base attack bonus·

PRIESTS ADD +1 to their base attack bonus at levels 2, 6, and 9.

·Hit points·

WHEN A PRIEST GAINS A LEVEL, they roll a number of six-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total, they take this new total. Otherwise, they simply gain 1 additional hit point.

·Saving throws·

PRIESTS ADD A +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

·Skills·

AT LEVELS 3, 6, and 9, Priests may add +1 to a skill of their choice, whether or not they previously had a bonus in that skill.

·Divine magic·

PRIESTS MAY PREPARE AN ADDITIONAL spell each day per level. At third, sixth, and ninth level, priests may prepare any of their spells an additional time per day.

LEVEL	ABILITY SCORES	BASE ATTACK	SAVING THROWS	SKILLS	DIVINE MAGIC SPELLS PER DAY
1		+0	+1 to CON. +1 to WISDOM	+1 FIRST AID Roll or pick 2	1
2	+1 to CON , INT , or WIS	+1	+1 to ALL		2
3				+1 to any skill	3 Same spell 2x
4	+1 to CON , INT , or WIS		+1 to ALL		4
5					5
6	+1 to CON , INT , or WIS	+2	+1 to ALL	+1 to any skill	6 Same spell 3x
7					7
8	+1 to CON , INT , or WIS		+1 to ALL		8
9		+3		+1 to any skill	9 Same spell 4x
10	+1 to CON , INT , or WIS		+1 to ALL		10

The Ranger

•Base attack bonus•

RANGERS START with a +1 base attack bonus.

•Hit points•

AT FIRST LEVEL, Rangers have hit points equal to 1d6 + their **CONSTITUTION** modifier.

If this total is less than 5, then the Ranger starts with 5 hit points.

•Saving throws•

RANGERS START with a +1 bonus on **DEXTERITY** and **INTELLIGENCE** saving throws.

•Skills•

RANGERS START WITH +3 in **SURVIVAL**.

•Starting equipment•

RANGERS START with common clothes, a backpack, a coin pouch, a pilgrim's case, a bedroll, rations, a waterskin, leather armor, a short sword, a longbow, and two quivers of arrows that begin at a scarcity of 1d10 each.

Rangers start with 1d3 gold pieces (each worth 50 silver pieces), which they may spend on any items the referee deems appropriate from the equipment list.

•Trained eyes•

RANGERS START WITH A +1 bonus to hit with bows (in addition to their base attack bonus), and deal an additional +1 damage when using a bow. Rangers double the range of bows. This does not apply to crossbows, only traditional bows.

•Trained instincts•

AT FIRST LEVEL, Rangers may re-roll 1 failed check (not a saving throw or attack roll) per session.

Rangers are trained hunters and trackers, at home in the wilderness.



Ranger advancement

Ability scores

AT LEVELS 2, 4, 6, 8, and 10, Rangers may add +1 to **ANY** one of their ability scores.

Base attack bonus

RANGERS ADD +1 to their base attack bonus at levels 4 and 8.

Hit points

WHEN A RANGER GAINS A LEVEL, they roll a number of six-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total, they take this new total. Otherwise, they simply gain 1 additional hit point.

Saving throws

RANGERS ADD A +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

Skills

AT LEVELS 3, 6, and 9, Rangers may add +1 to their choice of **CLIMBING, FIRST AID, SEARCH, STEALTH, or SURVIVAL**.

Trained eyes

RANGERS GAIN +1 to hit with bows each level.

At levels 3, 6, and 9, Rangers deal an additional +1 damage when attacking with a bow.

At levels 3, 7, and 10, Rangers may shoot a bow an additional time in the same attack action. They may choose different targets for each shot. After any combat scene in which they do so, they must roll a scarcity check twice for their ammunition.

Trained instincts

RANGERS MAY RE-ROLL one additional failed check per session at levels 4, 7, and 10.

LEVEL	ABILITY SCORES	BASE ATTACK	SAVING THROWS	SKILLS	TRAINED EYES	TRAINED INSTINCTS
1		+1	+1 to DEXTERITY +1 to INTELLIGENCE	+3 SURVIVAL	+1 to hit with bows +1 dmg with bows	Re-roll 1 check
2	+1 to ANY		+1 to ALL		+2 to hit with bows	
3				+1 to one Ranger skill	+3 to hit with bows +2 dmg with bows 2 shots per attack	
4	+1 to ANY	+2	+1 to ALL		+4 to hit with bows	Re-roll 2 checks
5					+5 to hit with bows	
6	+1 to ANY		+1 to ALL	+1 to one Ranger skill	+6 to hit with bows +3 dmg with bows	
7					+7 to hit with bows 3 shots per attack	Re-roll 3 checks
8	+1 to ANY	+3	+1 to ALL		+8 to hit with bows	
9				+1 to one Ranger skill	+9 to hit with bows +4 dmg with bows	
10	+1 to ANY		+1 to ALL		+10 to hit with bows 4 shots per attack	Re-roll 4 checks

The Warlock

Base attack bonus

WARLOCKS START with a +1 base attack bonus.

Hit points

AT FIRST LEVEL, Warlocks have hit points equal to 1d4 + their **CONSTITUTION** modifier.

If this total is less than 3, then the Warlock starts with 3 hit points.

Saving throws

WARLOCKS START with a +1 bonus to **ALL** saving throws.

Skills

WARLOCKS START WITH +1 in **ARCANA**. Warlocks may choose to roll for additional skills, or may pick skills.

If a Warlock picks their skills, they may assign 1 point to two different skills of their choice.

If a Warlock rolls for their skills, they roll 1d10 twice on the list of skills. The first skill has +1, the second skill has +2. If they roll the same number twice, the corresponding skill gets +3.

Skill list

1. Arcana
2. Climbing
3. First aid
4. Literacy
5. Seamanship
6. Search
7. Sleight of hand
8. Stealth
9. Survival
10. Tinkering

Starting equipment

WARLOCKS START with common clothes, a backpack, a coin pouch, a pilgrim's case, a bedroll, rations, a waterskin, a dæmonic symbol, and a staff.

Warlocks start with 1d6 gold pieces (each worth 50 silver pieces), which they may spend on any items the referee deems appropriate from the equipment list.

Infernal pact

WARLOCKS HAVE SOLD THEIR SOUL to a dæmon and live on borrowed time. In exchange for their soul, the dæmon grants them infernal power on earth.

When the Warlock calls on their dæmon to grant them power, they gain points of **CORRUPTION**. Each time a Warlock gains any amount of **CORRUPTION**, they add it to their **CORRUPTION TOTAL** and then roll 1d100.

If their roll is equal to or lower than their new **CORRUPTION TOTAL**, they must roll on the Warlock Mutations table (p. 134). If rolling a mutation that the Warlock is already afflicted by, simply roll again.

If a Warlock ever reaches 100 **CORRUPTION**, their dæmon claims their soul and they are sucked screaming into hell.

FIRST LEVEL WARLOCKS START with 1d4 **CORRUPTION**, representing the dark work they have already accomplished to become a Warlock.

If creating a Warlock starting at higher than first level, the Warlock starts with 2d6 **CORRUPTION** for each level, representing the dæmonic activity that would have gotten them to these higher levels (so a newly created second level Warlock would start with 4d6 **CORRUPTION**).

Warlocks are magicians who have made an unholy pact with a dæmon in exchange for power.

Infernal blessings

TO SUMMON AN INFERNAL BLESSING, the Warlock must grasp their dæmonic symbol in their left hand and silently beseech their dæmon to intercede on their behalf. Infernal blessings can typically be summoned quite quickly and surreptitiously.

Infernal flame

THE WARLOCK GAINS ANY NUMBER of **CORRUPTION** and calls upon their dæmon to blast any single target they can see with infernal red flames, dealing 1d6 damage for each **CORRUPTION** gained. This attack hits automatically.

Infernal power

THE WARLOCK GAINS ANY NUMBER of **CORRUPTION** and calls upon their dæmon to grant them power. They gain a bonus to their next skill check or attack roll equal to the number of **CORRUPTION** gained.

Infernal wealth

ONCE PER DAY, the Warlock may entreat their dæmon to magick them up any number of gold coins. For each gold coin summoned in this way, the Warlock gains 1 **CORRUPTION** (rolled after all the gold is summoned). The Warlock may feel free to summon a single coin at a time, but doing so will result in many more corruption rolls than summoning multiple coins at once.



Warlock mutations (1d20).

EACH NEW MUTATION gives the warlock a permanent -2 to **CHARISMA**, unless otherwise noted. As with any other ability score loss (*Player's Guide*, p. 54), if the warlock's **CHARISMA** is ever permanently reduced below 3, they are considered a fallen character and must be replaced.

1	The warlock is struck by a dæmonic malaise. Their CONSTITUTION , DEXTERITY , and STRENGTH are permanently reduced by 1 each immediately and again at the beginning of each subsequent week until they recover from the malaise or die from ability score reduction. At the end of each week, including the first, they can make a saving throw to recover from the malaise.
2	The warlock permanently and endlessly emits a horrible stench of sulphur and corpses.
3	One of the warlock's arms is transformed into a thick, disgusting, prehensile tentacle.
4	A random one of the warlock's limbs atrophies and becomes shriveled and worthless. If the limb is a leg, their speed is halved. If the limb is an arm, their STRENGTH is permanently at -4.
5	The warlock grows a pair of magnificent horns sprouting from either side of their head.
6	The warlock grows thick black fur all over their body.
7	The warlock's skin develops a coating of fine, deep red scales, giving them +1 to AC.
8	One of the warlock's arms is transformed into the arm of a giant crab, with which they may attack for 1d6 damage.
9	One of the warlock's hands is replaced by rigid, insectile hooks. They can no longer hold items with that hand, but can attack with it for 1d4 damage.
10	One of the warlock's limbs is transformed so that it ends in a sharpened point of bone, with which they may attack for 1d4 damage.
11	The warlock grows a large, chitinous shell on their back, which gives them +2 to AC.
12	A toothy maw opens in the warlock's stomach. The warlock must feed the maw as well as themselves once each day or suffer the normal effects of hunger.
13	The warlock's teeth are transformed into rows of shark's teeth, with which they may attack for 1d6 damage.
14	The warlock's nose and mouth are replaced by a large, black bird's beak, with which they may attack for 1d6 damage.
15	The warlock grows a thick, dæmonic tail. They may attack with it for 1d4 damage, and on a successful hit the victim must make a CONSTITUTION save or be poisoned. If poisoned, the target takes 1d4 damage each round until they make a successful CONSTITUTION save.
16	The warlock's legs are transformed into hairy, hooved goat limbs. They now move 10' faster.
17	The warlock sprouts leathery wings from their shoulders and can use them to fly at 2x speed.
18	The warlock's eyes are replaced with yellow goat's eyes.
19	A third, blood red eye opens in the warlock's forehead.
20	The warlock's eyes turn a piercing deep black and glow faintly in darkness. Instead of losing CHARISMA , they gain +4 to CHARISMA , and can now see in darkness.

Warlock advancement

Ability scores.

WARLOCKS NEVER INCREASE their ability scores.

Saving throws.

WARLOCKS ADD A +1 bonus to **ALL** saving throws at levels 2, 4, 6, 8, and 10.

Base attack bonus.

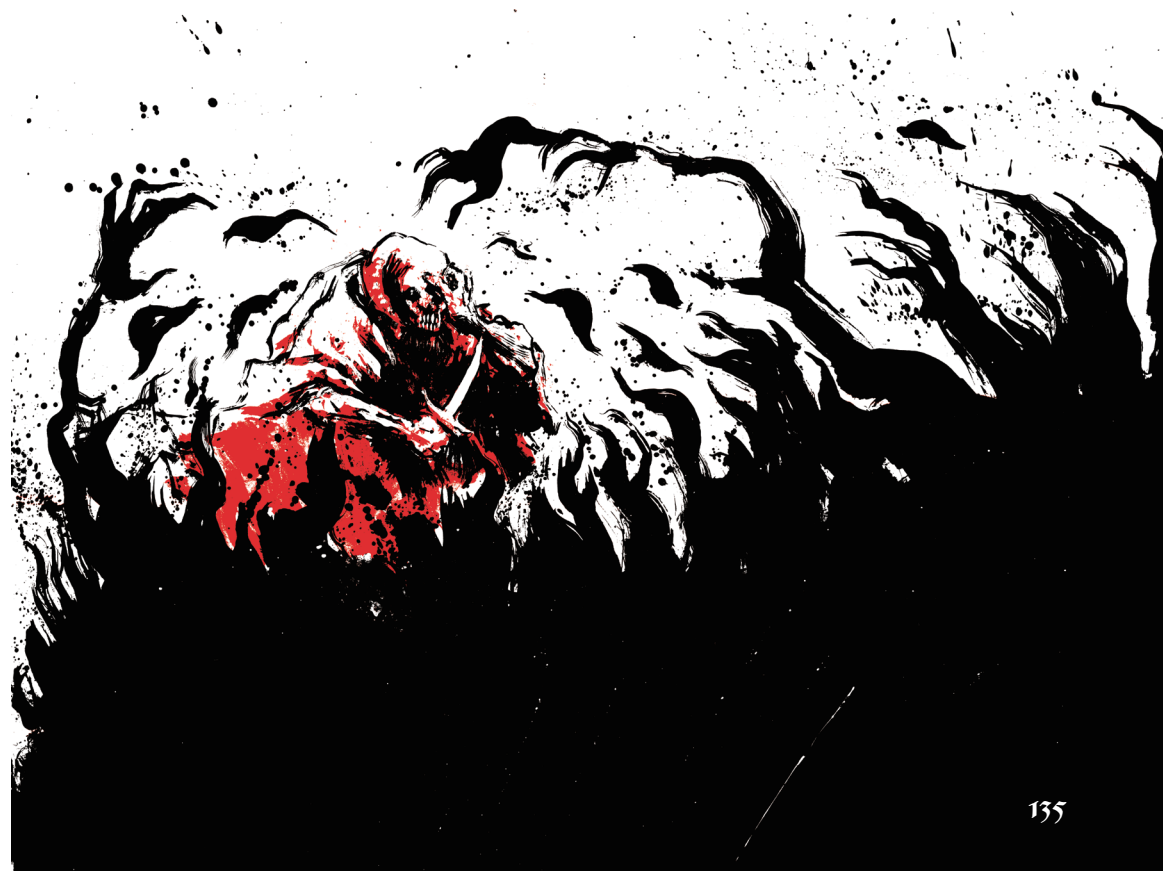
WARLOCKS NEVER INCREASE their base attack bonus.

Skills.

WARLOCKS DO NOT GAIN any additional skills.

Hit points.

WHEN A WARLOCK GAINS A LEVEL, they roll a number of four-sided dice equal to their new level, adding their **CONSTITUTION** modifier to each one. If the total is greater than their current hit point total, they take this new total. Otherwise, they simply gain 1 additional hit point.







A note on divine magic

THE INCLUSION OF DIVINE MAGIC (especially paired with the frequency at which Priests can cast spells) in *Outcast Silver Raiders* will drastically change the resource economy of the game, making it easier to recover hit points and less important to carry rations and water.

This in turn will mean that characters will generally be able to carry a few more items, which will give them more options in addressing various adventuring situations.

The end result is that the tone and style of the game will be changed. Creative problem solving becomes less important in general. Resources become more abundant. Warriors will be more powerful, Sorcerers will be less important, and there will be a player tendency towards initiating more combat because the risks of combat are lowered by easy access to healing magic.

Divine magic, Paladins, and Priests are provided in order to ensure maximum compatibility with other classic fantasy games, but think carefully before including these elements in your games.

Divine Spells

Augur

THE CASTER MAKES AN APPROPRIATE small sacrifice unto their deity and attempts to read details of the future or past. They can read approximately ten minutes into the future per level, or 1 hour into the past per level. If reading into the future, events may be impossible for the referee to predict. If this is so, instead of insight, the caster gains a +1 modifier to all actions for the duration of the future augury.

Bless

THE CASTER LAYS HANDS UPON their target. This can be themselves. The target receives a +1 modifier per caster level to all actions that they initiate for a number of rounds equal to the caster's level.

Circle of elemental protection

THE CASTER CALLS INTO BEING a divine circle, 5' (one square) in diameter per caster level. The circle is centered on the caster and the caster must stay inside the circle to maintain it. All those inside the circle are protected from one element the caster names. Damage caused by that element is reduced by 6 points per caster level, and saving throws against that element are increased by +1 per caster level. The circle lasts for 1d4 rounds per caster level.

Circle of magical protection

THE CASTER CALLS INTO BEING a divine circle, 5' (one square) in diameter per caster level. The circle is centered on the caster and the caster must stay inside the circle to maintain it. All those inside the circle are protected from magical effects. Damage caused by magical effects are reduced by 6 points per caster level, and saving throws against magic are increased by +1 per caster level. The circle lasts for 1d4 rounds per caster level.

Command mind

THE CASTER ATTEMPTS TO COMMAND the mind of a sapient target who can see and hear them. The caster makes a **CHARISMA** check and the target makes a **WISDOM** saving throw. If the caster fails their **CHARISMA** check, the spell fails.

If the caster succeeds on their check and the target fails their save, the target must obey the caster, and forgets that the caster is the source of the command.

If the caster succeeds on their check and the target succeeds on their save, the target obeys the caster, but will not directly harm themselves or their allies, and will remember that the caster was the source of the command.

The command can be one word long per caster level. The target attempts to complete the command for a number of days equal to the caster's level, then stops. The command cannot be a feat of mental fortitude that a normal human would not be able to complete (for instance, "Diel" would not work as a command, as people cannot generally will themselves to die instantly).

Command weather

THE CASTER CHANNELS THEIR DEITY and gains power over the wind and rain. The caster can affect a circle one mile in diameter per level for a number of hours equal to the caster's level, centered on the caster. The caster gains power to summon or banish the following weather effects at each level:

- Level 1: Cloudy skies
- Level 2: Strong winds
- Level 3: Harsh rains
- Level 4: Thunder and lightning
- Level 5: Tremors
- Level 6: Hurricanes and tornadoes
- Level 7: Apocalyptic lightning storms
- Level 8: Earth-splitting quakes

Cure

THE CASTER LAYS HANDS upon a target, which can be themselves, and cures them of poison and disease. For each of the caster's levels, the target gets one immediate saving throw against one ailment affecting them, with a +1 bonus per caster level.

Curse

THE CASTER LAYS HANDS upon their target. The target receives a -1 modifier per caster level to all actions that the target initiates for a number of rounds equal to the caster's level.

Exorcise the Unclean

THE CASTER CASTS OUT A NUMBER of hit dice worth of beings who offend the eye of their deity equal to their level. The targets may make a **WISDOM** save. If the targets fail the save, they must flee the caster on the fastest, most direct route possible for a number of rounds equal to the caster's level.

Whether or not the targets succeed on their saving throw, they receive a -2 modifier to their armor class for a number of rounds equal to the caster's level.

Heal

THE CASTER LAYS HANDS upon their target, healing them for 1d6 hit points of damage per caster level. Casters cannot heal Sorcerers as their god rejects them as unclean, but may heal themselves.

Plague

THE CASTER LAYS HANDS upon their target and infects them with disease. Every watch after they are infected, the target must make a **CONSTITUTION** saving throw. If they fail, their **CONSTITUTION** is reduced by 1.

The disease persists until the target's **CONSTITUTION** is reduced to 0 and they die, or until they make a total number of successful saving throws equal to the caster's level. These saving throws do not have to be made consecutively to throw off the disease, the target simply needs to amass the required number of successes.

Pollute

THE CASTER DELVES into non-living material such as soil, water, or food, with their hands and makes it spoiled and unclean. The caster may affect one field, spring, pond, well, group meal, or equivalent. This pollution lasts a number of weeks equal to the caster's level. At level 10, the effect is permanent.

Purify

THE CASTER DELVES into non-living material such as soil, water, or food, with their hands and purifies it. The caster may affect one field, spring, pond, well, group meal, or equivalent, per level.

Shield mind

THE CASTER SHIELDS A TARGET who can see and hear them from the affects of mind-altering magic and substances, increasing the target's **CHARISMA**, **INTELLIGENCE**, and **WISDOM** saving throws by +1 per caster level for a number of rounds equal to the caster's level.

Shield body

THE CASTER SHIELDS A TARGET who can see and hear them from bodily harm (this may be the caster themselves), increasing the armor class of their target by +1 per caster level for a number of rounds equal to the caster's level.

Wrack

THE CASTER MUST BE ABLE TO TOUCH their target. If they do, they curse them in the name of their god, and deal 1d6 hit points of damage to them per caster level. This does an additional +1 damage per caster level to Sorcerers, dæmons, and others who are despised by their god.



Outcast Silver Raiders

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INSPIRATIONAL ACKNOWLEDGMENTS

Outcast Silver Raiders takes some mechanical inspiration from many roleplaying games. I've read and played so many great games over the years, it would be hard to pinpoint where all the different ideas came. That being said, there are some specific mechanics that I can map to a few specific works. They are, in alphabetical order:

- ♦ **The Black Hack** by David Black.
- ♦ **The Dark of Hot Springs Island** by Jacob Hurst, Gabriel Hernandez, Evan Peterson, and Donnie Garcia.
- ♦ **Lamentations of the Flame Princess** by James Edward Raggi IV.
- ♦ **Old School Essentials** by Gavin Norman.
- ♦ **Silent Titans** by Patrick Stuart.

These great games are worth your time and money. They inspired me, they've entertained me and my friends, and they will inspire you.

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thank you
Paul

for being a lifelong member of my adventuring party
for being my best friend
for giving the final push that finished this project

1. Badger	34. Fly	68. Otter
2. Bat	35. Fox	69. Owl
3. Bear	36. Frog	70. Ox
4. Beaver	37. Gazelle	71. Panda
5. Boa Constrictor	38. Giraffe	72. Panther
6. Buffalo	39. Goat	73. Penguin
7. Bulldog	40. Golden Retriever	74. Pig
8. Butterfly	41. Goldfish	75. Pigeon
9. Camel	42. Goose	76. Poodle
10. Catfish	43. Gopher	77. Porcupine
11. Cheetah	44. Gorilla	78. Rabbit
12. Chickadee	45. Greyhound	79. Raccoon
13. Chicken	46. Gull	80. Rat
14. Chihuahua	47. Hedgehog	81. Rhinoceros
15. Chimpanzee	48. Heron	82. Seal
16. Cobra	49. Hippopotamus	83. Shark
17. Cockroach	50. Horse	84. Sheep
18. Cow	51. Hound	85. Skunk
19. Coyote	52. Hummingbird	86. Sloth
20. Cricket	53. Hyena	87. Snake
21. Crocodile	54. Jaguar	88. Sparrow
22. Crow	55. Kangaroo	89. Spider
23. Deer	56. Koala	90. Squirrel
24. Dolphin	57. Lion	91. Swan
25. Donkey	58. Lizard	92. Tiger
26. Dove	59. Llama	93. Toad
27. Duck	60. Loon	94. Tortoise
28. Eagle	61. Meerkat	95. Turkey
29. Eel	62. Mole	96. Vulture
30. Elephant	63. Monkey	97. Walrus
31. Falcon	64. Moose	98. Weasel
32. Ferret	65. Mouse	99. Whale
33. Flamingo	66. Octopus	100. Wolf
	67. Ostrich	

NPC SPECIAL ABILITIES • PAGE 34

1. Area of effect (causing damage, dizziness, sleep, fatigue)
2. Changing ability scores (their own, their allies, their opponents)
3. Changing size (themselves, their allies, their opponents)
4. Charm or possession (immediate, delayed, peaceful, violent)
5. Damage over time (from poison, acid, fugue, brain worms)
6. Dragging (after grabbing or ensnaring)
7. Ensnaring (with huge fists, vines, tentacles, nets, gazes, sputum)
8. Extra attacks (with quick fists, lashing limbs, claw/claw/bite)
9. Extra damage (after ensnaring, after powering up)
10. Flinging (rocks, goo, ensnared opponents, allies)
11. Flying/burrowing/swimming (to escape, move quickly, power up)
12. Freezing (water, living beings, blocks of ice)
13. Healing (self, allies, opponents but with a cost)
14. Hiding (to escape, to reappear later, to make special attacks)
15. Knocking down (one person, a group, everyone in an area)
16. Lighting fires (on opponents, on nearby items, in an area)
17. Poison and disease (delayed, contagious, mind-controlling)
18. Powering up (for a special attack, for an escape, interruptible)
19. Summoning (minions, animals, spirits, townsfolk)
20. Swallowing (arms, gear, ensnared opponents, treasure)

Size	Hit Dice
Tiny (jewelry, lock, crucifix)	1
Small (chest, cauldron)	2
Medium (chair, door)	3
Large (cart, catapult)	4
Huge (ship, siege tower)	5

Material	AC	HD	Threshold
Cloth, paper	10	1d4	0
Crystal, glass	12	1d6	2
Rope, leather	14	1d8	4
Wood, bone	16	1d10	8*
Stone	18	2d6	12*
Metal	20	2d10	16*

THE NUMBER OF TOTAL HIT POINTS AN OBJECT HAS IS DETERMINED BY DECIDING ITS SIZE AND THEN ROLLING THE APPROPRIATE NUMBER OF HIT DICE.

THRESHOLD IS THE AMOUNT OF DAMAGE IGNORED ON EACH ATTACK.

*FOR EACH ATTACK MADE ON AN OBJECT WITH A THRESHOLD OF 8 OR HIGHER, THE WEAPON MAKING THE ATTACK HAS A 1 IN 10 CHANCE OF BREAKING.

Example items	Size	AC	HP	Threshold
Prayer book	Tiny	10	1d4	0
Rope	Tiny	14	1d8	4
Metal lock	Tiny	20	2d10	16*
Crystal orb	Small	12	2d6	2
Wooden chest	Small	16	2d10	8*
Wooden door	Medium	16	3d10	8*
Human-sized stone statue	Medium	18	6d6	12*
Bone portcullis	Large	16	4d10	8*
Metal gate	Large	20	8d10	16*
Wooden ship	Huge	16	5d10	8*
Enormous boulder	Huge	18	10d6	12*

SIMPLE NPC STATS

+Normal person+

CHA +0 CON +0 DEX +0 INT +0 STR +0 WIS +0

AC 12 HD 1 HP 1d8 (5) SAVE +0 MORALE 5

MOVE Walk 15' [3 squares]

IMPROVISED WEAPON

+0 to hit, 1d6 damage.

+Wolf-sized beast+

CHA -1 CON +0 DEX +2 INT -2 STR +0 WIS +1

AC 14 HD 1 HP 1d8 (5) SAVE +1 MORALE 5

MOVE Lope 20' [4 squares]

RIP AND TEAR

+2 to hit, 1d6 damage.

+Trained combatant in chainmail+

CHA +0 CON +0 DEX +0 INT +0 STR +1 WIS +0

AC 15 HD 1 HP 1d8 (5) SAVE +0 MORALE 7

MOVE Walk 15' [3 squares]

SWORD ATTACK

+2 to hit, 1d8+1 damage.

SHORT BOW ATTACK

60' [12 squares], +1 to hit, 1d6 damage.

+Bear-sized beast+

CHA -2 CON +3 DEX +1 INT -2 STR +4 WIS +1

AC 13 HD 4 HP 4d8+12 (32) SAVE +3 MORALE 6

MOVE Lumber 20' [4 squares]

MASSIVE CLAWS

+7 to hit, 1d10+4 damage, and victim must pass a **DEXTERITY** save or be grappled.

TERRIBLE BITE

If the beast has grappled a target, it may bite them: +10 to hit, 2d6+6 damage.

Many NPCs and monster stats can be extrapolated on the fly by using these statlines as a base, modifying where appropriate, and adding in special abilities from the list on the opposite page.

Outcast Silver Raiders is a blood-drenched occult medieval roleplaying game in the old school tradition.

The referee has the most exciting job at the table: they describe the world and everyone in it, and interpret the rules for the other players.

This book contains advice for beginning and seasoned referees, extra and optional rules referees can bring into their campaigns, a fully illustrated list of occult rituals usable by any character class, dangerous artifacts, magical items, rules for six classic fantasy races, rules for seven additional character classes, and a list of divine magic spells.

This Referee's Compendium is the essential resource for running an Outcast Silver Raiders campaign.

This book is intended for an adult audience.



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