

Simulacrum

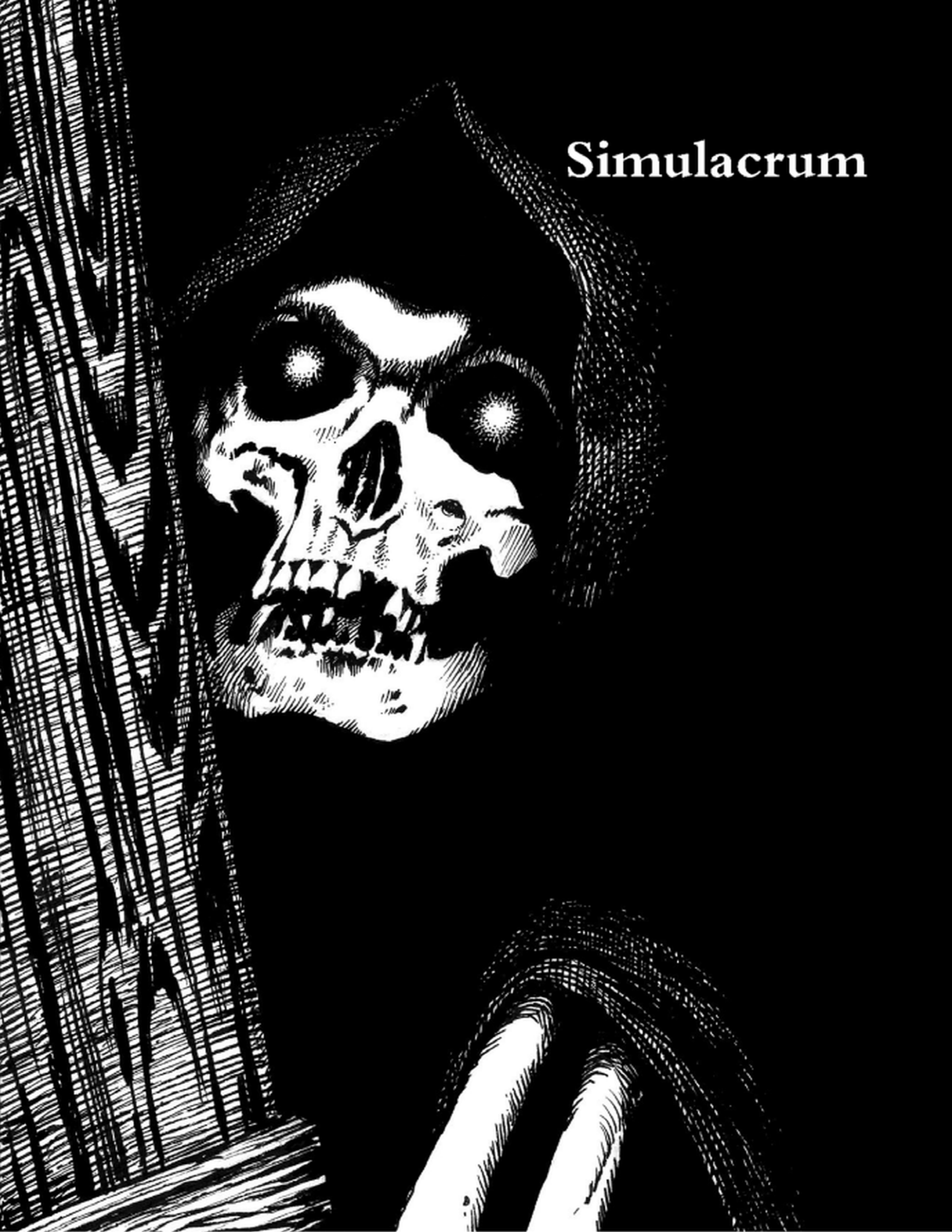


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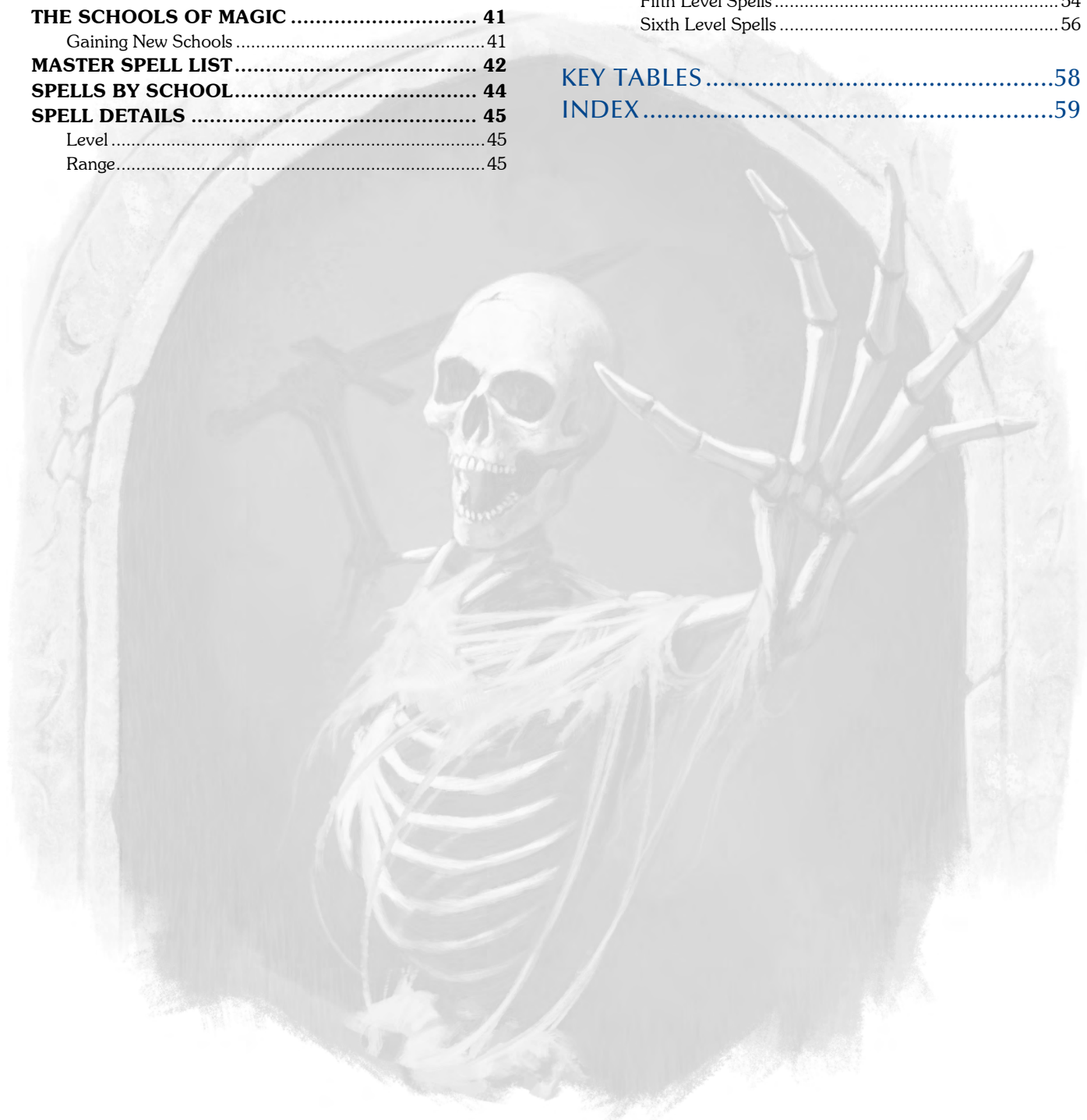
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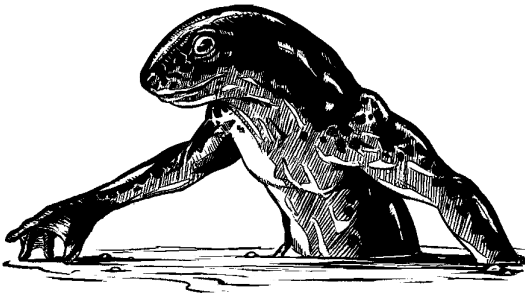
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CHAPTER I: INTRODUCTION

Welcome to *Simulacrum*, the Old-School Renaissance game of fantasy adventure for 4-5 players. Nobody diving into an OSR variant of the world's most popular role-playing game needs much in the way of an introduction. As such, I'm going to move right to introducing the game itself. However, if you're curious what separates *Simulacrum* from other OSR games, or want to understand the thinking behind its various design decisions, I encourage you to read the *Simulacrum Design Notes*. It gives my thoughts on every single design choice, large and small, that I've made.

Any section header marked with an asterisk indicates that GM advice and other information related to that section appears in Chapter I of the *Simulacrum GM's Manual*.



TERMS & DEFINITIONS

Important terms will typically be **bolded** the first one or two times they appear. Here are a few essentials to start.

Armour Class (AC): This number is a measure of how well a creature is protected from attacks, whether due to armour, dexterity, or arcane warding. The higher a creature's Armour Class, the harder they are to hit. All AC modifiers are cumulative unless stated otherwise.

A typical unarmoured character has an AC of 10, while the most well-protected creatures have ACs of 25-30.

Experience Points (XP): These are awarded to players when they overcome challenges: recovering treasure being the main source, with defeating monsters secondary. Gaining experience points is how characters go up in **level**.

Hit Points (HP): Hit Points represent a creature's vitality: the more HP a creature has, the better. They are distributed via **Hit Dice**, with each Hit Die being 1D8 HP (if for a warrior or mage) or 1D6 HP (for anything else).

If reduced to 0 HP, a creature either dies (if a monster or NPC) or risks dying (if a player character).

Hit Points usually do *not* have a direct 1-to-1 analog with physical damage. Rather, they are largely an abstract measure of how long a creature's hardiness, skill, luck, and favour with the gods enable it to escape a debilitating or deadly blow.

Level: There are two general uses for the term "level".

The first is when discussing experience levels. Characters begin at 1st level. As they gain experience points (XP), they reach higher levels (2nd level, 3rd level, and so on). With each class level another Hit Die is gained, as well as other bonuses. A subset of this is **name level**: this is every fifth class level (5, 10, 15, etc). Reaching these levels provides further benefits.

The other major instance is **spell level**. Spells are measured in levels: for example, some are 1st level spells, some are 2nd level, and so on, up to spells of the 6th level. Spell levels do *not* directly correspond to class levels; they are a separate, relative measure of a spell's power.

Radius and Area: For radiuses with an accompanying grid square area of effect (e.g. "30-ft radius / 12 × 12"), each 5 feet of radius translates into a 2×2 area (e.g. a torch's 40-foot radius is also noted as a 16×16 area).

Time: A **round** is 10 seconds, while a **turn** is 10 minutes.

DICE NOTES

Any roll result without modifiers applied is said to be a **natural** result. Some rules have special effects occur on certain natural results. This only matters when the rules specifically state it does (e.g. saves, attack rolls).

Rerolls: Any single result can only be rerolled once, no matter how many rerolls are available. The reroll must be kept.

ABBREVIATIONS

Below are the most common abbreviations in this ruleset.

Abbreviation	Meaning
Str	Strength
Dex	Dexterity
Con	Constitution
Per	Perception
Will	Willpower
Arc	Arcana
AC	Armour Class
GM	Gamemaster
HD	Hit Dice
HP	Hit Points
NPC	Non-Player Character
PC	Player Character
XP	Experience Points
cp	Copper piece(s)
sp	Silver piece(s)
ep	Electrum piece(s)
gp	Gold piece(s)
pp	Platinum piece(s)

CAMPAIGN MATTERS

Recognizing that a GM is, at least to some degree, someone who loves to tinker, and knowing that there are many types of players and play styles, *Simulacrum* offers game options throughout the text. Each is marked with a **Campaign Matter** notation. In addition to providing various alternate ways of doing things, these sections will cover why you may or may not want to make such a change in the first place, such as possible follow-on consequences. There's a complete list of Campaign Matters in the *GM's Manual* for easy review.

When Campaign Matters are available, I've made the ruleset non-reliant on those elements being any given way, so that you can change them as desired with minimal knock-on work. For example, I could lay down my preferred way of rolling ability scores, but if the game ultimately doesn't care which one you choose, why should I bother when it will likely be the first thing altered?

The main thing for a GM to remember is that this game is designed for 4-5 players. As most old-school modules assume playgroups of 6-9 players instead, PCs in this system are a little stronger than in most OSR games. This is not to give them a special edge, but merely to make them able to tackle the common challenges of old-school play despite their lower numbers, without making NPC assistance mandatory. This should be borne in mind when making changes.

HOW DOES SIMULACRUM PLAY?

The following gives a quick overview of the sort of play experience *Simulacrum* is meant to foster.

- ❖ **It is a game first and foremost.** *Simulacrum's* core is procedural exploration of the unknown, rather than storytelling (and mechanics that enable it). Characters are intended to develop through gameplay—the result of challenges tackled at the table—rather than prior to it via character creation or background choices.
- ❖ **Lean core rules.** The rules aim to nail down core procedures but not to codify all gameplay possibilities or to be a physics or economics engine. While the most important aspects of intended play are rigorously defined in terms of mechanics, in general the focus is on player ideas and decisions, rather than a long series of detailed rules for every little thing. Players and GMs both are expected to be comfortable with improvisation and on-the-spot calls.
- ❖ **The world is bigger than the core rules.** The rules herein are designed specifically for players. Monsters and NPCs will use some of them, but also have their own, being more or less capable in different areas than PCs. Similarly, magic and the world as a whole may do things entirely outside what the rules in this book detail.

- ❖ **Battles are less balanced.** Encounters are not based on what you can and cannot mathematically defeat. Challenge Ratings do not exist. There is balance, but much looser than in later editions. You can run into things that can kill you with hardly any trouble, at any time. Be willing to flee when the odds are against you.
- ❖ **Not all encounters are battles.** An essential corollary to the issue of balance is that you can and should talk to creatures, because many have their own agendas and are uninterested in combat. The game assumes (and the rules support) encounters with the chance for negotiation and intrigue, instead of constant and immediate battles to the death.
- ❖ **Money is key.** Characters mostly gain in power by acquiring wealth; defeating foes is secondary. This only reinforces the above. If you can get in and out with a wagon of silver and not a single combat, you've done very well. Fighting can even be counter-productive.
- ❖ **Basic resources matter.** Resource management is key. You can only carry so much, and as time passes, food and ammunition are used up, torches and lamps burn low, and wandering monsters come ever closer. Travel is not handwaved away. You can't see in the dark. Healing is slow.
- ❖ **Magic is rare, precious, and capricious.** You cannot make magic items. They are often found at random, rather than tailor-made to complement your abilities and desires. You cannot identify them without outside assistance. Some may be cursed.



CHAPTER II: CREATING A CHARACTER

This chapter will show you how to create a player character (PC), your alter ego in the dangerous world you are about to begin exploring. Follow the steps in the order presented.

STEP 1: ROLL ABILITY SCORES

A character's basic attributes are represented by six abilities. Each ability has an ability score, a randomly rolled number with a base range of 3–18; the higher, the better.

Strength

Strength (“Str”) measures physical might. It affects your lifting and carrying capacity and ability to grapple. Any Str modifier is applied to your melee and thrown weapon attack damage.

Dexterity

Dexterity (“Dex”) measures agility, reflexes, and hand-eye coordination. Any Dex modifier is applied to your Armour Class, so long as you are able to move freely.

Constitution

Constitution (“Con”) measures endurance and vitality. Any Con modifier is applied to your Hit Point total at the start of the game and, prior to level 10, each time you go up a level.

Perception

Perception (“Per”) measures observational acuity. Any Per modifier affects your ability to see through illusions and to spot traps, secret doors and ambushes (see *Perception Checks*, p. 24).

Willpower

Willpower (“Will”) measures discipline and mental endurance. Any Will modifier affects your ability to resist enchantment, fear, mind control, possession, and other mental attacks.

Arcana

Arcana (“Arc”) measures one's connection to eldritch forces. Any Arc modifier is applied to chances to learn spells and saving throws to resist spell damage.

Rolls are assigned to abilities in the order given above (e.g. the first roll is always for Strength, etc). Once all scores have been rolled, players can swap a single score with another.

Campaign Matter: How ability scores are rolled is up to the GM. Below are three possible rolling methods:

- ❖ **Gritty:** 3D6 (range 3-18; average 10.5)
- ❖ **Standard:** 4D6, discard the lowest die (range 3-18; average 12.25)
- ❖ **Heroic:** 2D6+6 (range 8-18; average 13)



The GM may also optionally permit players to assign their ability score rolls to abilities in any order desired.

STEP 1A: ALTER SCORES

After rolling your ability scores, as an option you can—once only—pick any one of the following bonuses:

- ❖ +1 to any one of Str, Dex, Con, or Arc
- ❖ +2 to either Per or Will

If so, you must also pick any one of the following penalties:

- ❖ –1 to any one of Str, Dex, Con, or Arc
- ❖ –2 to either Per or Will

No score can drop below 2 or rise above 19 at this stage.

ABILITY SCORE MODIFIER TABLE

Each ability score generates a modifier for that ability, found by consulting the table below. Ability score modifiers (e.g. “Str modifier”, “Will modifier”) are applied throughout the game.

Ability Score	Modifier
2-3	–3
4-5	–2
6-8	–1
9-12	0
13-15	+1
16-17	+2
18-19	+3

STEP 2: CHOOSE A CLASS

A character makes their way in the world through one of two ways: might or magic. As such, there are two classes available to all races: the Warrior and the Mage.

All characters start at level 1 in their chosen class. A character can only ever have one class.

Additionally, characters have a **death threshold**. This is 20 – (Con score + Will modifier), referenced whenever damage drops a character to 0 or fewer Hit Points (see *Dying*, p. 22).



THE WARRIOR

There are many paths that lead to a life lived by the sword. You may be a soldier, gladiator, or mercenary; an assassin, reaver, or street tough; a ranger, crusader, or knight. What all warriors have in common is a reliance on martial prowess to forge their way in a perilous world.

Warrior Abilities

Warriors receive a class attack bonus of +1 every level, starting at level 1, stopping at +15 at level 15.

A warrior can use any weapon or armour, so long as they meet its Strength minimum (if any—longbows and heavy armour have a Strength minimum of 9).

Weapon Dice: At each name level, warriors add an extra weapon die of damage (see *Dealing Damage*, p. 35) to their armed combat attacks. For example, a 10th-level warrior would deal 3D4 damage with small weapons, 3D6+1 with medium weapons, and 3D8+3 with large weapons.

Style: At 1st level, warriors select one style, reflecting their preferred manner of fighting:



Arcanist

You can read Arcana and gain access to two schools of magic of your choice. You can cast spells in any armour, as well as when being jostled (e.g. casting from horseback is permitted); all other spellcasting restrictions (see p. 39) apply. This does not grant the ability to create or cast from scrolls, though you can copy spells from them.

The number of spell slots is halved compared to a mage of the same level (round down, to a minimum of 1 slot) (e.g. a base of one spell at 1st and 2nd level, 3/1 at 5th level, etc; see p. 59 for a modified spell progression table).

Arcanists start with a spellbook and spells in the same fashion as a mage (see *Starting Spells*, p. 7), but no schools or spells are automatically acquired through gaining levels.

The source of your power must be defined: intense study, the adoption of a god or other patron, etc. You can let the GM decide this, but may not like the answer...

Hordeslayer

If you kill an opponent with a melee attack and are still in melee with one or more enemies, you can immediately make a bonus attack against one of those enemies. If this bonus attack results in another slain enemy, you can attack again, up to a maximum of the number of enemies you are in melee with in that round.

If you kill an opponent with a ranged attack, you can immediately make a bonus ranged attack against another enemy, so long as your weapon does not require one or more actions to reload. Unlike melee, the number of bonus ranged attacks per round is capped at 1 plus your number of name levels (regardless of your weapon's rate of fire).

This style grants bonus attacks, not bonus actions.

Smite

A smite is declared *after* you score a hit (melee or ranged). It adds a number of weapon dice to your damage roll equal to your base number of dice (i.e. +1 die for levels 1-4, +2 dice for levels 5-9, etc).

If a smite was announced on a critical hit, these extra weapon dice do not automatically deal maximum damage.

Once per encounter only.



Feats: At 1st level, warriors select one feat (see *Feats*, beginning on p. 9). Select one more feat at each name level.

THE MAGE

Whether a student of the arcane arts, a channeller of your god's almighty will, a gambler who has made terrible pacts in exchange for terrible power, or even one born with the spark, you wield a power granted to few.

Mage Abilities

Mages can cast one spell per round. They can use any weapon or armour, so long as they meet its Strength minimum, but normally can't cast spells in armour. They receive a class attack bonus of +1 every two levels, starting at level 2 (so +1 at level 2, +2 at level 4, etc, stopping at +10 at level 20).

The *Spells & Magic* chapter, beginning on p. 38, gives a full list of spells and the full details on magic use. In short, all spells are divided into eight schools of magic:



1. **Abjuration:** Spells protective in nature.
2. **Conjuration:** Spells that summon creatures or objects.
3. **Divination:** Spells that reveal information.
4. **Enchantment:** Spells that affect the mind.
5. **Evocation:** Spells that shape raw magic itself.
6. **Illusion:** Spells that deceive.
7. **Necromancy:** Spells manipulating the energies of life and death.
8. **Transmutation:** Spells that alter the properties of a creature, object, or environment.



By default, mages have access to four schools, rolled randomly (not chosen). However, after rolling, a mage can trade away access to up to two of their schools to gain special abilities. Each school of your choice so traded away grants one of the following special abilities of your choice:

- ❖ **Battlemage:** You can cast spells while wearing light armour, and your class attack bonus improves to +1 every level, starting at level 1, stopping at +15.
- ❖ **Focused:** Select one additional mage feat (see below).
- ❖ **Innate:** While you can still use them, you need not own a spellbook, or consult one to prepare your spells.
- ❖ **Specialist:** Choose one school you have access to. You have one additional spell slot at each spell level, to fill with a spell from this school. When you gain a level, you learn one extra random new spell from this school. Spells from this school are easier to bind (see p. 40).

Each special ability can only be chosen once. Special abilities are only available at character creation.

Starting Spells: Mages start with one random 1st-level spell from each school they have access to (for a list of spells by school, see p. 44; roll 1D6 for each school, where 1-2 equals its first 1st-level spell, 3-4 its second, and 5-6 its third). Specialists then select one extra 1st-level spell of their choice from their specialty school. Unless an innate mage (see above), these spells are in a spellbook that the mage receives for free.

Mages can only prepare a limited number of spells for use each day: this is their number of spell slots (see p. 39). Mages begin play with two 1st-level spell slots (and another if a specialist). They gain further spell slots as they gain levels: see the Mage Spell Progression Table on p. 40.

New Spells: Mages learn one random new spell each time they gain a level (see p. 40). If a specialist, they also learn another random spell from their specialty school (see above).

A mage also gains access to a new school of their choice at each name level. When this occurs, the mage learns random spells of that school: one at each spell level they can cast.

Feats: At 1st level, mages select one feat (see p. 10), plus another mage-only feat if they are Focused (see above). Select one more feat at each name level.



STEP 3: CHOOSE A RACE*

Below are ten possible player character races. Not all of the them may exist in your GM's campaign. Additionally, new races may be added, or ability score modifiers or special abilities added to them. Note, however, that none of these races have infravision or some other way of seeing in the dark.

- | | |
|------------|--------------|
| ❖ Human | ❖ Halfling |
| ❖ Dwarf | ❖ Lizardman |
| ❖ Elf | ❖ Ratling |
| ❖ Half-Elf | ❖ Thri-Kreen |
| ❖ Half-Orc | ❖ Tiefling |

STEP 4: CHOOSE ALIGNMENT*

The world and planes beyond it are home to many elemental forces, raw distillations of not just matter but ideology. Here, good and evil are tangible forces.

Your character may align themselves with one of each of the great cosmic ideologies (and the forces that lie behind them): either Law or Chaos, and either Good or Evil.

Law: Lawful beings fervently believe in order and stability. Disorder is anathema.

Chaos: Chaotic beings thrive on mutability and change. Stagnation is anathema.

Good: Good beings fervently believe in altruism, compassion, and justice.

Evil: For Evil beings, the only restraints are imposed restraints. Actions are usually weighed solely against how they benefit oneself.

A character may choose just one alignment (for example, a commitment to Law but neither Good nor Evil), or one of each (thus resulting in Lawful Good, Lawful Evil, Chaotic Good, or Chaotic Evil).

Characters may instead forgo an alignment and choose to be **Unaligned**. This does not mean that the person is neutral or incapable of taking a position on something. Neither does it mean that they cannot serve the cause of the aligned, only that they lack their fervent, formal commitment.

A character's alignment affects their relations with others. Magic will also sometimes have special effects depending on the alignment of its wielder and/or target. A player can choose to conceal their choice of alignment (or lack thereof) from outsiders or even the rest of their party, but must tell the GM what they have picked.

Campaign Matter: The behaviours that each alignment mandates are left to the players and GM. Alignment is a worldbuilding and roleplaying tool, not a straightjacket.

STEP 5: ROLL HIT POINTS (HP)

All characters start with 1D8+8 Hit Points. Any Con modifier the character possesses is applied to the total.

Campaign Matter: As each character is expected to do more in this system (due to the smaller party size), the standard Hit Point generation method is a generous one. However, the GM can alter this however they wish, so long as the method chosen cannot result in more than 16 Hit Points before any Con modifier is applied.

For a more heroic game, a GM can grant the full Hit Die value at first level instead (i.e. an automatic 16 HP).

For a slightly more challenging game, the GM might require a roll of 4D4, or 2D6+4. A flat 2D8 is also possible, but very much not recommended, as it tends to produce characters weaker than the system assumes.

Regardless of method or modifiers, no character starts with less than 2 Hit Points.



STEP 6: CHOOSE LANGUAGES

All characters begin knowing their native language. A character can have one additional language, if you wish. Additionally, you can roll 1D6: on a roll of 5, one more language is gained, while on a roll of 6, two more languages are gained. All spellcasters are able to read Arcana, the language of magic.

Campaign Matter: A GM may decide that even those who cannot cast spells can learn Arcana, just as any other language, though this grants no magical power by itself.

In some campaigns, languages are divided into racial categories (e.g. all goblins, regardless of their location in the world, speak Goblin, or perhaps Goblinoid along with orcs, bugbears, hobgoblins, and the like). Some GMs find this a touch absurd and thus will base languages on geographical boundaries instead. This is ultimately a world-building choice (as is the prevalence of literacy): consult your GM.

STEP 7: CHOOSE FEATS*

Feats are a variety of simple but interesting options for your character. All characters receive one feat at 1st level, and another feat at each name level. A feat can only be taken once, unless noted otherwise.

WARRIOR FEATS

Brawler: If your melee opponent is size Large or less (see p. 35), and you hit them with a natural 18 or 19 on your attack roll, then in addition to your regular damage you roll 1D4 and apply the following effect:

1. Bash them for an additional 1D4 damage (+2 per name level)
2. Disarm them
3. Knock them off-balance: the creature re-rolls its successful melee attacks next round (or this round, if you attacked first via the Dash stance)
4. Trip them (they become prone)

If the result is not appropriate (e.g. tripping a creature with no legs), the off-balance option occurs.

Great-Weapon Fighter: When attacking with a two-handed melee weapon your critical hit range improves by 1, plus 1 per name level (e.g. you score critical hits on a natural to-hit roll of 19-20 at level 1, 18-20 at level 5, etc).

Lineholder: If you decide that none will pass, then *none will pass*. You can ignore all magical commands to move aside, flee, surrender and the like, and are immune to all fear-based effects, magical and not. You gain a 4-point modifier in your favour when resisting any other effect that would result in you being involuntarily moved (such as a *Gust of Wind* spell).

Additionally, in combat you can always choose to receive the effects of the Guard combat stance (see p. 33), even if using another stance. If you actually choose the Guard stance, you can intercept up to four enemies instead of two.

Marksman: If firing into melee, you can pick your target instead of rolling randomly. Your ranged to-hit penalties are reduced by 2 points per name level. Your rate of fire with small thrown weapons increases from 1 to 2.

Read Scrolls: You can read Arcana, as well as cast from scrolls containing spells from four schools of your choice; if an Arcanist, two of these schools must be the two schools you already know. This does not grant the ability to create scrolls.

True Grit: You may reroll any failed death save (see p. 20) or failed roll against your death threshold (see p. 5).

Warlord: Some are born to command. Your party gains a +1 initiative bonus. Add a +1 attack bonus to all other party members and associated NPCs (this does not benefit yourself; raise this to +2 at level 10 or higher). Also apply +2 to friendly Morale checks (see p. 36).

The above bonuses only apply as long as your orders can be understood and the individuals benefitting are willing to be led by you. Multiple Warlords in a group do not stack these benefits.

If using the *Book of War* mass-combat rules, a Warlord receives additional benefits.

Whirlwind: +2 AC (and a further +1 AC per name level). If not casting a spell that round, you receive the benefits of the Dash combat stance (this does not count as your stance pick for the round). You are not locked in combat unless in melee with at least three opponents. If using a gridded battle map, diagonal moves always count as 5-foot moves.

To gain these benefits, you must be able to move freely, cannot be in medium or heavy armour, and cannot have a burden level (see *Encumbrance*, p. 28).



MAGE FEATS

A mage can combine multiple spell feats on a spell. The level adjustments from these stack (so a *Silent Magic Missile* with extended range would in all ways be treated as a 3rd-level spell, for instance). A feat cannot take a spell over 6th level. Note that a spell cannot be both Silent and Stilled.

Concentration: You may cast spells while being jostled (e.g. on a ship at sea, while riding a horse).

Dextrous: You can cast 1st-level spells using only one hand. For each name level you have, the level of spells that can be cast in this way increases by one.

Familiar: You acquire a Tiny or Small mundane creature appropriate to the area that obeys your commands. You can see through its eyes, and gain a small power appropriate to the creature (e.g. +2 visual Perception for a bird, improved smell for a rat). Regardless of its normal statblock, the creature has 2 Hit Dice. Its death applies one level of fatigue for the next month, after which you may take a new familiar.

Metamagic: You can double the duration of your spells; spells with durations of concentration, permanent, or instant cannot be affected. You can instead (or also) double the base range of your spells with a range of Short, Medium, or Long (range increases due to gaining levels are unaffected).

Preparing a Metaspell uses up a spell slot one level higher than the spell's normal level for each alteration that you make (e.g. duration is +1 spell level; duration & range is +2).

Quickcast: Your spells count as one spell level lower, for initiative purposes only. This can take them to 0 or below. This feat may be taken up to twice.

Spell Silence: You can craft your spells to require no vocal component. Preparing a Silent spell uses up a spell slot one level higher than the spell's normal level.

This feat may be taken twice. The second time removes the vocal component from your spells permanently, with no level adjustment to them required.

Stillcasting: You can craft your spells to require no somatic components. Preparing a Stilled spell uses up a spell slot one level higher than the spell's normal level.

This feat may be taken twice. The second time removes the somatic component from your spells permanently, with no level adjustment to them required.

Undeniable: Once an Undeniable spell is declared, loss of concentration does not disrupt it (unless you are killed or otherwise rendered incapable of casting). All other restrictions apply. Preparing an Undeniable spell uses up a spell slot one level higher than the spell's normal level.

UNRESTRICTED FEATS

These feats are available to either class. No ability score can be raised above 19 through feats.

Anointed: Your zealous devotion to your god or other extraplanar benefactor has been noted.

- ❖ Your weapon attacks against creatures of one opposing alignment that are undead or extraplanar add +1 weapon die of damage (add/gain another if level 10 or higher). This always counts as a magical attack.
- ❖ When resisting spells and effects that would place you in direct conflict with your patron's known tenets and goals, the saving throw difficulty level is one lower.
- ❖ Gain a small power appropriate to your patron (e.g. healing touch once per day for a god of life or healing).

However, spells and effects targeting your alignment(s) always affect you, even if they normally only affect creatures that are supernatural (e.g. *Protection from Law*).

At times your patron may require you to fulfill a special task. Willful violation of your patron's known tenets or goals will remove the above effects, and may invoke a greater wrath. *Cannot be Unaligned.*

Conditioning: Gain +2 to a chosen ability score. This feat can be taken only once for a given ability score.

Fieldcraft: Gain +1 Constitution. Pick two broad terrain types (forests, desert, swamps, jungle, tundra, mountains, etc). In these terrain types, your difficulties for Tasks such as stealth, tracking, and concealing tracks are lowered, and you also:

- ❖ Heal +2 HP per day, and still heal even if marching in that terrain normally prevents such (see *Healing*, p. 23).
- ❖ Succeed more often when hunting (see *Hunting*, p. 23).
- ❖ Are less likely to get lost (see *Navigation*, p. 26).
- ❖ Are less likely to have random encounters (see p. 27).
- ❖ Are less likely to be surprised (see *Surprise*, p. 31).

Lockpicking: Gain +1 Dexterity. You have the tools and expertise to pick locks (see *Lockpicking*, on p. 24). Your searches for traps on a lock are one difficulty level lower.

Martial Artist: If unarmed and with at least one hand empty, you can pick two combat stances per round, and deal damage as if using medium melee weapons (warrior weapon dice apply). These attacks become +1 magic weapons at level 5, +2 at level 10, etc. If using the optional skill system, gain the Acrobatics, Blindfighting, Jumping, and Wrestling skills.

STEP 8: ROLL INITIAL FUNDS

Each character begins the game with $3D6 \times 10$ silver pieces (sp). See the *Money & Purchases* chapter, beginning on p. 13, for a list of things to spend this on.



STEP 9: CHOOSE SKILLS*

Optional. Skills represent knowledge of and training in a particular field. However, as many players find skill systems a conceptual roleplaying hindrance, the following system is *a)* deliberately vague, and *b)* completely optional—the GM decides if it is being used. Whether using the system or not, read the *Base Proficiency* section below.

If using the skill system, all characters receive two skills at 1st level, and another at each name level.

BASE PROFICIENCY

Presuming a game centred on dungeoneering, adventurers are assumed to be proficient in all the various activities required for dungeon exploration and overland travel: use of all weapons and allowed armour, basic survival, basic first aid, rope use, swimming, lighting a fire, telling direction by the sun and the stars, making and reading maps, maintenance of any normal gear, horse riding and care, basic appraisal, and so on.

However, if the campaign or a character's background warrants, certain of these can be denied to a character. For example, a character from a land without horses or where horse riding is restricted by law to certain social classes might not know how to ride; a desert dweller probably cannot swim; a drow or deep dwarf who had never seen the stars would have no idea how to navigate by them.

It is also assumed that characters possess all the skills and knowledge the GM rules are appropriate to their background. A cleric will automatically possess a detailed knowledge of the rites, general hierarchy, and local membership of their faith, a thief a knowledge of the local thieves' guild and the fences in their home territory, and so on.

Additionally, there are a host of everyman abilities that nearly all possess, such as climbing, hiding, or moving silently. For example, anyone can shadow someone.

THE PRINCIPLE OF SKILLS

However, some practices are decidedly non-intuitive: for example, lockpicking must be taught (the GM decides what constitutes an everyman skill versus specialist knowledge). Even with everyman skills, continual practice can result in specialized techniques that separate the practiced from the amateur. To continue with shadowing, it is much harder to notice someone following you if they've had a great deal of practice at it, and much easier to lose someone if they don't know the typical tricks that facilitate this. Skills represent such elements of knowledge and practice.

There are a near-infinite number of possible skills. A skill can be intellectual and/or obscure (Lore: Dravnian Textiles), basic and/or hands-on (Baking, Climbing), or somewhere in between (Read Lips). Skills should be related to something in the character's background, or in their experiences of play. They should generally be smaller bits of knowledge, not entire side-careers like armourer, carpenter, etc: a player character already has a career, after all—that of the adventurer. Beyond this, feel free to choose whatever you think will be helpful and/or round out your character concept.

There is no guarantee that any skill chosen will ever come into play but, as a general rule, the more unrelated a skill is to adventuring (the game's focus), the less likely it is to see use.

HOW TO EMPLOY SKILLS

If a skill check is required, this is a Task (see p. 19). A check is not always necessary: skills can also allow one to

- ❖ Avoid what might otherwise be a roll: "Normally I'd tell you to roll for this, but Talien's Lockpicking skill makes forcing such a simple lock a non-issue."
- ❖ Lower the difficulty of some other Task, or negate penalties: "You're still blind, but your long practice in blindfighting reduces the penalties by half."
- ❖ Lessen the consequences of failure: "Well, you fail to pick his pocket, but he doesn't notice you, either."
- ❖ Gain information not obvious to the average observer: "To the others, this appears to be a looted room. But your Tracking skill tells you that two men were sitting by the fire. Two others entered and attacked: you can see the fresh cuts where their blows struck the table."

Broadly, a skill check should never be made if a skilled individual would almost always succeed in that circumstance (e.g. a PC with Performing need not check to see if they can play a song they know; no PC needs to roll just to ride their horse, whether they have the Riding skill or not, and so on).

Sometimes the rules will state what effect a skill provides. Otherwise, the GM is *always* the one to decide if a skill is relevant to a situation, and what sort of assistance it provides.

COMMON SKILLS

The following is a list of the most common skills that are appropriate to adventurers:

Acrobatics	Performing
Blindfighting	Pick Pockets
Climbing	Read Lips
Disguise	Riding
Etiquette	Running
Gambling	Seafaring
Healing	Shadowing
Herbalism	Siegecraft
Jumping	Stealth
Language: (choose one)	Swimming
Lockpicking	Tracking
Lore: (specific subject)	Wrestling

Again, much of the above can already be done by any character (anyone can sit down to a dice game, for instance). For these everyman skills, the choice of a skill reflects intense practice in that field, above and beyond a layman's knowledge or ability, and so would often just markedly lower the difficulty of a Task (one or two levels is common), rather than making it possible at all.

Lockpicking: A character cannot have both the skill and the feat.

PROHIBITED SKILLS

Broad interaction skills may not be taken, social skills that automatically achieve a result otherwise only possible through roleplaying. This includes hypothetical skills along the lines of Bluff, Bribery, Charm, Conversation, Deception, Diplomacy, Insight, Intimidation, Negotiation, Persuasion, Seduction, Sense Motive, etc.

This is not to say that the above aren't real-life skills, or that all people are naturally gregarious socialites. However, exploring social situations is exactly what roleplaying is all about. As such, using social skills often "solves" a problem that does not really exist, while robbing players and GMs alike of the chance for a great deal of fun.

Similarly, skills that boil a non-linear, non-standard task down to a simple roll that bypasses problem solving are also not permitted. Examples include a "Dungeoneering" skill that handles whatever dungeon difficulty you've encountered, an "Investigate", "Search" or "Scrounge" skill to find someone or something, or a "Gather Information" skill that serves up on a platter whatever information is needed at the moment.

Lastly, no skill can allow for the ready identification of magic items: only sages with a lifetime of research behind them possess this knowledge (hence their fees!).



APPENDIX: SMALL CHARACTERS

Optional. The default assumption is that all characters are Medium sized (see *Sizes & Combat*, p. 33), even if from a race smaller than humans. This is not a rules detail that needs to be dealt with during character creation: when size is relevant in the rules, it is dealt with there. Keeping all characters the same general size simplifies a good number of rules elements.

However, if players wish to play a smaller character, in the way that very short creatures such as gnomes and halflings are often depicted, they may choose to be Small sized instead, in which case they use the following special rules (which apply only to characters, not all Small creatures):

- ❖ Medium weapons can only be wielded two-handed (see p. 13; this still applies the damage bonus)
- ❖ Large weapons (and longbows) cannot be wielded
- ❖ Base hex points per day are reduced from 4 to 3 (see p. 26)
- ❖ Combat speed reduced from 40 ft to 30 ft (see p. 34)
- ❖ Hide checks are one difficulty level lower (see p. 23)
- ❖ Large creatures (e.g. ogres) receive a -2 attack penalty against the character
- ❖ Huge and Gargantuan creatures (e.g. giants) receive a -4 attack penalty against the character
- ❖ The character must lose 1 point of Strength and place it in either Dexterity or Constitution

There are also situational effects, ruled by the GM on a case-by-case basis and mostly involving awkward places the character can fit into that the rest of the party can't.

Shrink: These modifications also apply if a character is reduced to Small size through magic or other effects, for as long as they remain at that size.

CHAPTER III: MONEY & PURCHASES

The base currency in most realms is the silver piece (sp). One silver piece is worth 10 copper pieces (cp), the coin used for everyday purchases. In addition to copper and silver, there are also electrum (ep), gold (gp), and platinum (pp) pieces. The table below gives coin conversion rates:

Coin	CP	SP	EP	GP	PP
Copper (cp)	1	1/10	1/50	1/100	1/500
Silver (sp)	10	1	1/5	1/10	1/50
Electrum (ep)	50	5	1	1/2	1/10
Gold (gp)	100	10	2	1	1/5
Platinum (pp)	500	50	10	5	1

Typically, 100 copper / silver coins, 75 electrum coins, 50 gold coins, or 25 platinum coins weigh 1 pound. However, weight is ordinarily measured using **item points** rather than pounds; see *Encumbrance* on p. 28 for details.

Wealth is not just useful for purchases, but is the primary way that characters gain experience points. Every 1 cp worth of treasure brought back to civilization is worth 1 XP. As such, the coin conversion table above is also the rate at which coins convert to XP (e.g. 1 platinum piece is worth 500 XP).

WEAPONS

All characters may use and are proficient in all standard weapons. Weapons are divided into three basic damage categories: small, medium, and large.

- ❖ **Small** weapons deal 1D4 damage. Small melee weapons are one-handed, and include knives, punch daggers, and small hand axes.
Average cost: 2 sp
- ❖ **Medium** weapons deal 1D6+1 damage. Medium melee weapons are one-handed: most swords, spears, maces, flails, and battle axes fall in this category. Medium melee weapons can be wielded two-handed: this adds +1 damage.
Average cost: 10 sp
- ❖ **Large** weapons deal 1D8+3 damage. Large melee weapons are two-handed, and include polearms, pikes, and quarterstaves as well as large swords, spears, axes, and maces. A minimum Strength of 9 is needed to wield large weapons.
Average cost: 20 sp

See the *Melee Phase* section, p. 35, for combat-specific details on various weapon types.

MISSILE WEAPONS

These weapons use the same damage categories as melee weapons, but also have some additional rules. See the Missile Weapon Table on p. 34 for a listing of their damages, ranges, rates of fire, and other combat details.

Longbows: These oversized bows require a Strength of at least 9 to fire. They also cannot be fired from a mount (even if in a howdah or on a chariot).

Average Costs

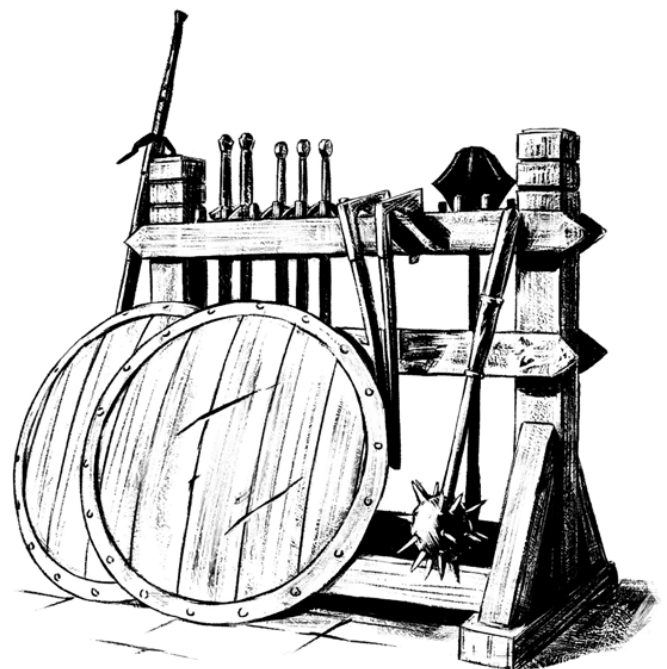
- ❖ Slings, daggers, shuriken, and darts: 3 sp
- ❖ Javelins and short bows: 10 sp
- ❖ Longbows: 15 sp
- ❖ Crossbows (standard): 20 sp
- ❖ Hand and heavy crossbows: 40 sp
- ❖ Arrows / crossbow bolts / lead sling bullets: 5 sp per 20

MASTERWORK WEAPONS

Superbly balanced, rare masterwork weapons have a +1 attack bonus, but are 10 times the cost of a normal weapon of their type.

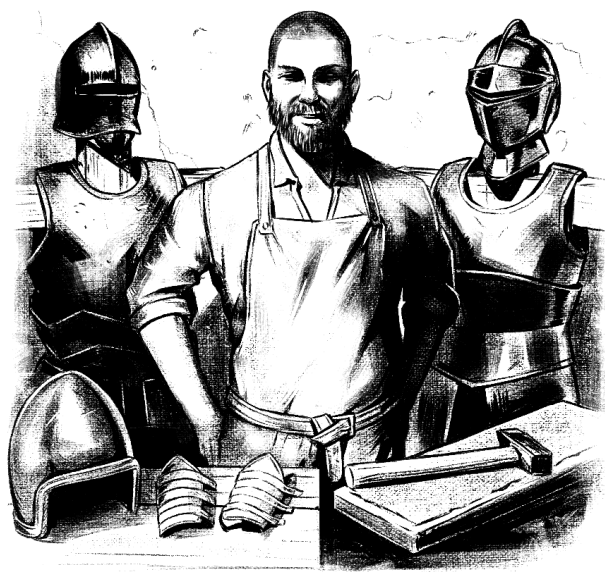
PRIMITIVE WEAPONS

Primitive or simply cheap weapons such as clubs and staves (unless banded in iron), or those made of obsidian or bone, count as one damage category lower when striking those in medium or heavy armour (small weapons do 1D3 damage).



ARMOUR

An unarmoured character has a base Armour Class (AC) of 10. Many adventurers wear a mishmash of armour pieces to raise their AC (such as a strong breastplate alongside light or even non-existent protection elsewhere), which can be built with many different materials and construction methods. Rather than attempting to codify all the possible material, piece, and technological combinations, armour has been abstracted.



Type	Cost	Armour Class	Burden*	Time to Don
Light	10 sp	+3	1 pt	1 min
Medium	100 sp	+5	2 pts	5 min
Heavy**	300 sp	+8	3 pts	10 min
Shield†	10 sp	+2	2 pts	1 action

* See *Encumbrance*, p. 28.

** Not available in all societies and locations. Strength 9 minimum to wear. Is a bulky item (see *Encumbrance*, p. 28).

† Not vs. rear attacks. Requires full hand. +2 save bonus vs. non-gaseous breath weapons. A shield bash deals 1D4 damage.

ADVENTURING GEAR

Even at the start of their careers, adventurers possess such wealth that a list of gear prices broken down to the fraction of pennies needed to buy each tent peg and the like is rather pointless. As such, characters can simply have whatever basic gear they wish (within reason, as determined by the GM). The practical cost of such gear is its **encumbrance** (see p. 28).

An item's size, if any (S/M/L), is listed after its name for encumbrance purposes. More advanced items, with prices, follow on the next page.

BASIC GEAR

- Caltrops, bag (M):** A bag of caltrops can cover up to two 5-foot squares. Moving through such a square gives a 2-in-6 chance of stepping on a caltrop (raise this chance by 2 for each additional application dumped in the square). One or more failed rolls results in a 50% move rate reduction until healed.
- Intelligent creatures, unless immune to the effects, will only move into a square with known caltrops if advancing cautiously. This requires their entire Movement Phase to travel one 5-foot square, but eliminates any risk of impalement.
- A bag can also be dumped during pursuit (see p. 37).
- Candle (S):** A small candle dimly illuminates a 5-foot radius (2×2 area) and burns for 4 hours.
- Chalk (S):** Useful for marking trails in dungeons.
- Crowbar (M):** Makes it easier to force open doors (see p. 22), and doubles as an improvised medium weapon.
- Hammer (S):** Doubles as an improvised small weapon.
- Iron spike (S):** One of these can be hammered in to block one typical door. See *Spiking a Door*, p. 22.
- Lantern (M):** A lantern can be closed to hide its light, burns one flask of lamp oil every 4 hours, and illuminates a 20-foot radius (8×8 area). Needs lamp oil to run (see below).
- Oil, lamp (M):** A flask of this fuels a lantern for 4 hours.
- Pickaxe (L):** This excavating tool (see p. 22) doubles as an improvised medium weapon.
- Pole, ten-foot (L):** The quintessential dungeon survival tool, often used to prod potential dangers (chests, corpses, pools, etc) at a safe distance. When wielded during cautious exploration, has a 2-in-6 chance of setting off most traps.
- Rations, iron (M):** One day of food and water. Also called trail rations, as long as it doesn't get wet this basic food will keep almost indefinitely.
- Rations, standard (L):** One day of food and water. This food is fresh and so will not keep for more than 1D4 days—less if in poor conditions like high heat. The type of rations that hunting (see p. 23) provides. More appealing to monsters than iron rations if dropped during pursuit (see p. 37).
- Rope, hemp (L):** Can hold the weight of roughly three human-sized beings, and is 50 feet long. Comes with grapnel.
- Scroll case (M):** Each holds up to 10 spell levels in spell scrolls (e.g. ten 1st-level spells; two 5th-level spells).
- Shovel (L):** This excavating tool (see p. 22) doubles as an improvised medium weapon.
- Tinderbox (S):** In combat, using this to light a torch takes an action, while starting a very small fire requires a minute. This requires both hands and a surface to rest the box on.
- Torch (M):** This burns for 1 hour, illuminating a 40-foot radius (16×16 area). A torch will remain lit if dropped to the ground or thrown. It can be used as a small weapon without dousing it; some targets take further damage due to the fire. Also useful to burn away rot grubs, green slime, and webs.
- Vial (S):** A typical vial holds 4 ounces/32 drams of liquid.

Animal	Cost
Donkey / Pony	30 sp
Dog, common	5 cp
Dog, guard / war	25 sp
Elephant	500 sp
Horse, draft / Mule / Camel	50 sp
Horse, riding	75 sp
Horse, war	300 sp

Item	Cost
Barding	× 4
Cart	15 sp
Feed (per day)	5 cp
Stabling (per day)	5 cp
Wagon	50 sp

Item	Cost
Acid, vial	25 sp
Arrowhead, silver	1 sp
Chain (1 ft)	1 sp
Dagger, silver	20 sp
Holy symbol	2 sp
Holy water, vial	25 sp
Magnifying glass	100 sp
Manacles	5 sp
Mapping kit	5 sp
Mirror, metal hand	10 sp
Oil, fire	30 sp
Rope, silk (50 ft)	50 sp
Spellbook, blank	100 sp
Spyglass	500 sp
Thieves' tools	30 sp
Wolfsbane	2 sp

COSTED ITEMS

Players can usually sell listed items for 20-50% of their cost.

Acid, vial (S): You can splash the contents on a target within 5 feet or hurl it as a small thrown weapon; it shatters upon impact. A hit deals 1D6+1 acid damage. A vial can also be used to open most mundane locks in one turn.

Arrowhead, silver: The price is the same for silver crossbow quarrel heads and sling bullets.

Barding: This is armour for camels, horses, and the like. The exact cost depends on the type of armour added (light, medium, or heavy): multiply the cost for a normal human-sized set (see p. 14) by four.

Beasts of burden: See *Mounts*, on p. 28, for the full details on their movement rates and carrying capacities.

Cart: A cart must travel on a road, and is pulled by one or two creatures. See *Mounts*, on p. 28, for their full details.

Dagger, silver (S): Silver is a poor combat material, but some creatures can be harmed only by it. On a natural to-hit roll of 1 with a silver dagger, the blade snaps.

Holy symbol: These will be different for each faith, but are often worn as a torc or necklace.

Holy water, vial (S): Holy water is water blessed by a cleric. You can splash the contents of this vial onto an undead creature within 5 feet or hurl it as a small thrown weapon (both are missile attacks); it shatters upon impact. An undead creature struck by holy water takes 1D8+3 damage; this counts as magical.

Magnifying glass (S): Allows for detailed inspections.

Manacles (M): Restrains prisoners. If manacled, breaking free by brute force is a Task (see p. 19): Heroic if Str 17, Very Hard if Str 18, and Hard if Str 19. One attempt is allowed.

Mapping kit (M): A cased roll of parchment plus quills and vials of ink, sufficient to map all but the largest areas.

Mirror, metal hand (S): Made from polished bronze.

Oil, fire (M): While regular lamp oil is insufficient for the task, certain exotic oils can be used as a somewhat finicky missile weapon. A flask of fire oil can be lit and thrown (range as small thrown weapon; a “miss” means that the oil fails to explode; a 1 always misses), or poured on the ground and then lit (the latter requires two actions). The resulting flame fills a 5-foot radius (2×2 area), burns for two rounds, and deals 1D6+1 damage per round to all in or entering the flames.

Rope, silk (M): Fifty feet of rope made of this exotic material is lighter and stronger than hemp, able to bear the weight of five human-sized beings. Comes with grapnel.

Spellbook, blank (L): A spellbook is about 2 feet tall, with 100 blank pages of the finest vellum; it weighs about 20 pounds. A spell requires one page per spell level. All mages and arcanists start with a spellbook at no cost.

Spyglass (M): Anything viewed through these rare technological wonders is magnified to twice its size.

Thieves' tools (S): This contains all of the tools needed to pick locks. Comes free with the Lockpicking feat.

Wagon: This is a four-wheeled, iron-bound roadbound vehicle for heavy loads. Generally, four to six beasts of burden draw it. See *Mounts*, on p. 28, for their full details.

Wolfsbane (S): If a lycanthrope is hit by wolfsbane, it must make a Very Hard save or run away in fear. The sprig of wolfsbane must be swung or thrown as a weapon.



EQUIPMENT FAST PACKS

The default equipment list is deliberately thin, so as to not induce analysis paralysis over something as mundane as shopping when creating a character. However, especially for new players, it can still be a chore to pick out an appropriate suite of starting gear. No one character can carry everything, but the following pre-made selections of mostly basic (i.e. free) equipment for short delves can help in quickly choosing a general approach.

Note that these packs do not include the base gear all player characters are assumed to have (see p. 28).

The Generalist – 6 item points, 5 sp cost

Candle (S)
Chalk (S)
Hammer (S)
Iron spike (S)
Crowbar (M)
Iron rations (M)
Lamp oil (M)
Lantern (M)
Manacles (M) or Mapping kit (M) 5 sp

The Cautious – 6 item points

Candle (S)
Chalk (S)
Hammer (S)
Iron spikes x 4 (S)
Wolfsbane (S)
Caltrops (M)
Iron rations (M)
Pole, ten-foot (L)

The Delver – 6 item points

Candle x 3 (S)
Hammer (S)
Iron rations (M)
Pickaxe (L) or Shovel (L)
Rope, hemp (L)

The Scholar – 6 item points, 5 sp cost

Chalk (S)
Vial x 3 (S)
Iron rations (M)
Lamp oil (M)
Lantern (M)
Mapping kit (M) 5 sp
Scroll case (M)

The Torchbearer – 6 item points

Iron rations (M)
Lamp oil (M)
Torches x 4 (M)

LIFESTYLE & DOWNTIME

Adventurers cannot spend their entire lives in the wilderness, and attempting to camp out in a dungeon is almost always a dangerous gamble.

When back in civilization, healing up from your last foray and preparing for the next, time is typically measured per week: this is known as **downtime**. During this time, expenses must be met: food, drink, maintenance, accommodations, clothing, and all the other essentials. How well you meet these basic requirements is known as your **lifestyle**.



LIFESTYLE CATEGORIES

There are three lifestyle categories: Poor, Comfortable, and Wealthy. One can be Poor almost anywhere (though some cities make outright vagrancy a crime). Large villages (roughly 100-400 people) can support lifestyles up to Comfortable. Towns and cities are typically able to support all lifestyles.

General Lifestyle (per week)	Cost
Poor	2 sp
Comfortable	10 sp
Wealthy	50 sp and up

The larger the city, the more a Wealthy lifestyle tends to cost. Such a lifestyle also climbs in cost based on its holder's social role: a rich merchant and a duke might both be Wealthy, but the duke would be expected to spend far more on it.

In addition to the usual weekly rate, expenses can also be met piecemeal: buying just food or just shelter, and by the day. The weekly rate is substantially cheaper.

Inn Stay or Meals (per day)	Cost
Poor	2 cp
Comfortable	10 cp
Wealthy	5 sp and up

Poor

This gives you threadbare clothing, simple food and lodgings and unpredictable conditions, resulting in a livable, though often unpleasant, experience. Most people living this way are unskilled labourers.

Comfortable

You reside in a well-kept boarding house, inn or temple, or perhaps a small cottage. The food is good, your conditions respectable, and you're readily able to meet your basic needs. People living comfortable lifestyles include specialist labourers, city guards, common tradesfolk, and most lower-tier priests.

Wealthy

A wealthy lifestyle means living a life of luxury. At the very least you have a spacious home in a good part of town or a modest country villa. Your table fare is sumptuous and exotic, you retain skilled and fashionable tailors, and a staff of slaves or domestic servants is on hand to meet your needs. You live a lifestyle comparable to that of lesser nobles, favoured officials, highly successful merchants, and members of the gentry.

Cost Increases

All lifestyle-related costs increase at each name level by 100% above base. For example, a Comfortable lifestyle costs 20 sp a week at 5th level, 30 sp at 10th level, and so on.

LIFESTYLE EFFECTS

Your lifestyle choice can have consequences. Living rough might help you avoid some criminals, but will attract others, and you are unlikely to make vital connections while doing so. Maintaining a wealthy lifestyle is necessary to provide access to and befriend the rich and powerful, but you run the risk of attracting thieves. Such privileged access also opens you up to the highest levels of deceit, intrigue, and treachery.

Your healing rates (see p. 23) during downtime are also affected by your lifestyle. A Poor lifestyle lowers your healing rate from daily to every two days, while a Wealthy lifestyle increases your healing rate by 2 HP per day.

Note that lifestyle costs do not cover potential taxes on treasure. It is not unheard of for the local lord or magistrate to demand a cut of any notable haul, and if the players want to continue operating in that area, they need to pay up.

DOWNTIME ACTIVITIES

The most common activities that occur during downtime are healing (see p. 23) and spell binding (see p. 40).

While copying and other matters of spell maintenance always occupy a caster's full attention, healing does not require complete bed rest, and so while a player character recovers from their recent adventuring and waits for the party mages who have decided to fool with their spellbooks to finish up, they're likely going to want something to do.

Fortunately, the opportunity for adventure lies just as much at home as it does in the wilderness beyond, providing the players have silver to spend. For the following activities, ask your GM for details.

Carousing

All characters are able to party it up, squandering the gains of their most recent delve on drinking, gambling, whoring, and the like. Carousing is the only way to gain experience points besides combat and the recovery of wealth, but almost anything can happen during a night out on the town.

**Employing a Sage**

Sages are learned specialists. They can be tasked to perform research on a historical point of interest or other aspect of lore, such as the location of a lost city, the name of a long dead king, or the type of exotic poison one is dying from. They also can identify magical items.

**Experimentation**

Instead of working on their spell arsenal, mages can choose to engage in arcane experimentation. This can provide advantages beyond that of the everyday spell. However, to truck with powers from the realms beyond carries notable risks.

Rumours

Adventure is not always served up on a silver platter. There are many interesting places and events out there in the world, but if the players don't keep their ear to the ground they may never hear of them. Players can choose to wander about and spread a bit of coin around, which might let them learn about strange doings at court, a newly discovered crypt, the arrival of a savage warhost on the frontier, and so on.

Worship

Deep prayer, sacrifice, and communion with your patron power is open to any character with an alignment. While normally this is spiritually satisfying but little more, sometimes the gods are listening, and may grant a mortal's prayers.





CHAPTER IV: ADVENTURING

This chapter covers the rules of the adventuring life. To begin with, some of the core mechanics of play will be explained, such as how to perform typical tasks. From there, we'll look at essentials such as the basics of movement, environmental hazards, and what you need to know when exploring dungeons and the wilderness.

TASK RESOLUTION*

There are a near-infinite number of things a character can attempt: moving silently, climbing a rope, wrestling a bear, and so on. Attempting to detail even a fraction of these would bloat the rules to unusability. As such, it is left to the GM to decide how difficult most undertakings are. To determine success or failure, the **Task** system is used.

WHAT MAKES A TASK

The Task system is not meant to replace critical thinking. *The default assumption is that players must overcome a challenge by actually describing what their characters do to meet it.* Each group must find their own sweet spot, but in general, dice rolls should only be used to resolve situations that have interesting stakes at play and would

- ❖ be too tedious / difficult to describe, or
- ❖ involve a strong element of chance

A routine matter—something that a normal practitioner would almost never fail at—*should NOT be rolled so long as the one performing it has the tools and time required.*

For Example

Disarming a simple trap is often easy to describe and so usually requires a description, not a roll.

The process of picking a lock would be hard to describe, and so a roll is appropriate.

Lifting a stuck gate is easy to describe. However, if the GM would prefer to rely on chance rather than defining the exact Strength required, a roll would be appropriate.

Even if it comes down to a die roll, players should be rewarded for thinking the action through, and sometimes penalized for not. For example, if a player thinks to first apply some lamp oil to the chain and gearing responsible for raising a stuck gate, this should reduce the difficulty.

PERFORMING A TASK

The GM first decides how difficult the Task is:

Difficulty Level	Result Needed
Moderate	8+
Daunting	11+
Hard	14+
Very Hard	17+
Heroic	20+

The player then rolls 1D20 (unless success or failure would not be obvious, in which case the GM rolls instead, in secret). If an ability score modifier is relevant, the Task will note this, e.g. "Hard (Con × 2)" means you apply double the character's Con modifier to the roll. Unless they specifically apply roll modifiers, any other factor should be accounted for when determining a Task's difficulty level instead.

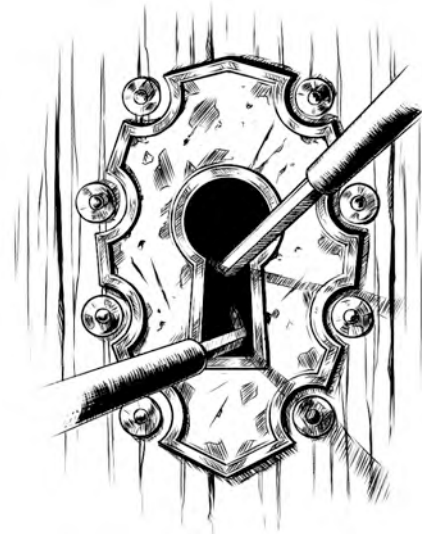
If the modified total equals or exceeds the result needed, the Task succeeds. Rolling under indicates failure, though the GM may choose to grant a **partial success** instead: success, but with some sort of meaningful setback (e.g. nearby monsters alerted, precious time or equipment lost).

Whether the difficulty of a Task is revealed before being attempted is up to the GM: sometimes you know, other times you just have to commit yourself and hope for the best.

Automatic Success: Lowering a Task's difficulty below Moderate (e.g. due to a skill) results in automatic success.

Name Level: Characters gain +1 to Task rolls at each name level (excepting saves; see p. 20).

Natural 20: A natural 20 is *not* an automatic success unless the Task specifically states otherwise (such as a save).



BEYOND HEROIC TASKS

The Task system assumes a mortal being operating within the limits of mortal endurance. If a character has help, and/or magical aid has grown their relevant skills to the superhuman range, deeds beyond the capabilities of any normal individual can be tackled. If so, Task difficulties of 23, 26, and so forth can be assigned.



REPEATED ATTEMPTS

If failure occurs, a Task can usually be attempted again. Some Tasks require a waiting period before another attempt can be made by the same person, as determined by the GM. Others, such as searches, occupy a set amount of time but otherwise can be made over and over again, so long as the party has the time and understand the dangers of resource depletion and wandering monsters.

In some cases, failure to accomplish the Task the first time alters the difficulty of subsequent attempts. For example, a failure to pick a lock might partially jam it up, making follow-on efforts even harder.

Feats of Strength & Repeat Attempts

The strongest party member is the one that must make any *general* Strength-based Task (i.e. not one that only they can make) such as forcing open a door; if two or more members have the same Strength, any one of those will do. If there is a plausible reason for the strongest member(s) not to, the next-strongest member must make the check, and so on.

If an attempt fails, no other party member can try unless some other factor intervenes: it is beyond the party's might for the moment (unless they can team up; see below). Factors that might allow a new attempt include gaining new tools, new knowledge, a stronger party member, a temporary increase in Strength, outside help, or perhaps even just a full night's rest.

TEAMING UP & GROUP CHECKS

In some cases, multiple people can work together. For a Task, the GM decides how useful this is and perhaps lowers the difficulty. If a fixed Strength amount is required instead, the total team Strength is compared against the amount needed (assuming there is enough space for all to contribute). As with a regular feat of Strength, if a team-up fails, another attempt cannot be made unless some other factor intervenes.

Sometimes a **group check** is required: a single check made on behalf of the entire party. In such cases, success or failure on this one check applies to the group as a whole.

OPPOSED CHECKS

Direct contests of raw ability are known as Opposed Checks. Unlike Tasks, these are entirely based on ability scores: a Strength-based wrestling match or tug of war, or a Willpower-based contest of minds.

Each side rolls 1D20 (regardless of the numbers involved on either side). The goal is to roll *under* the ability score in question (so the higher the score, the better the chance of success). If a side has multiple combatants, their relevant ability scores are added together. The side with the largest combined margin of success or (if all sides failed) the smallest combined margin of failure is the winner. A tie results in the status quo.

Opposed Checks cover contests with variables at play. But just as there is no height check to see who is taller, a GM may decide that the variables have been isolated to the point that there's no need for a check to see who is mightier. In an arm wrestle, for example, the stronger opponent simply wins.

Name Level: Characters gain a -1 bonus to Opposed Checks at each name level.

SAVING THROWS

A saving throw—often called a **save**—represents an attempt called for by the GM or the rules to resist a notable threat, such as magic, poison, or disease. The exact result of a successful or failed save is detailed in the effect that allows the save. A failed save can be lethal.

A creature can always choose to fail a saving throw.

HOW TO MAKE A SAVE

A save is a Task (see p. 19), with any relevant ability score listed as normal, e.g. Save: Hard (Con). The default save is Hard (14+). The exception is saves for instant-death effects (known as **death saves**): their default save is Daunting (11+). However, ultimately any save can be at any difficulty.

Unlike a regular Task, a natural 20 always saves (i.e. passes) and a natural 1 always fails.

Monsters: These apply a +1 save bonus for every 2 full Hit Dice they have.

Name Level: All PCs apply a +3 save bonus for every name level they have.

ITEM SAVING THROWS

Generally, only creatures make saving throws, not items. However, some items are especially fragile, and some rare effects target objects specifically.

The most common event that forces an item saving throw is an area-effect attack (magical or not), such as fire oil, breath weapons, fireballs, and lightning bolts. There are also rare creatures that can damage items, such as the black pudding, or the eye tyrant and its disintegration eyestalk.

If a creature must make a saving throw and it passes, no item carried by that creature needs to make a save unless the effect specifies otherwise.

A failed save results in the item's destruction, while a successful save results in no damage or other effect.

Area-effect Attacks: Affects any item that is both fragile and readied, Daunting (11+) save.

Bashing Containers: The typical alternative to picking a chest's lock or casting *Knock* is smashing it open. Potions in the container require a Hard (14+) save, while scrolls, wands, and gemstones require a Moderate save (8+).

Disintegration: Affects all items directly touched by the effect (fragile or not), Very Hard (17+) save.

Falls: Affects carried potions (readied or not), requires a fall of at least 30 feet onto a solid surface, Hard save (14+), -1 penalty for each additional full 10 feet fallen over 30.

Magic Items: Any that provide magic attack, armour class, or save bonuses (e.g. sword +2, armour +1) apply this magic modifier to any save such items are forced to make.

Shields: If used to provide a save bonus against a breath weapon attack and the shield's wielder fails their save, the shield must save as well. The save is Moderate (8+).

Water: Affects paper and papyrus, Heroic (20+) save. Standard spellbooks (with vellum pages and magical inks) and scrolls in scroll cases always pass their save.

Other Cases: If an item is forced to make a save and the item and/or the force being applied is not covered above, the save is Hard (14+).

Fragile Items

Fragile items do not include any weapons, armour, or typical adventuring gear. Otherwise they can be almost anything, but most notably include potions, scrolls, and wands that have been **readied** (kept close at hand, so that they're usable in combat without requiring an action to draw; see p. 33). The price of having such useful items at hand for immediate use is that they are vulnerable to destruction.

For example, a potion in a backpack is not available for drinking in combat, but at the same time if its owner is hit by a fireball, the potion is safe. Fragile items are the exception rather than the rule, and tend to be consumable items, creating a risk to their use. This also means that players who enjoy fireballing their way through everything are more likely to triumph, but risk losing out on certain types of treasure.



GENERAL ADVENTURING

Here we'll explore scenarios regularly faced by adventurers. The section is sorted alphabetically.

CLIMBING

No roll is required for simple climbs, like a basic rope or tree climb. A more difficult climb is a Task (see p. 19). The average unaided climb in rough terrain is a Moderate (Dex) Task. The following raise the difficulty, each by one level: high winds, extreme cold, smooth surfaces, slippery surfaces.

A climber also adds a difficulty level for each burden level they possess. The aid of appropriate equipment, meanwhile—a rope and grapnel, or pitons and a hammer—will lower the difficulty.

A climber must make one check before every 40-foot section to be climbed (the average castle wall height) or portion thereof. A failed check indicates a fall from halfway up that section (see *Falling*, below).

Base climbing speed is 5 feet per round. Add 5 feet if the climber has the Climbing skill or is using rope (these two modifiers are not cumulative).



DOORS*

Dungeons typically have many doors—some secret, many barred (and the occasional mimic, but that's another story).

Spotting Secret Doors

Spotting a secret door is a Perception check (see p. 24), with the difficulty based on how well the door is concealed. During cautious exploration (see p. 27), a separate group check (see p. 20) is made automatically (by the GM, in secret) for each secret door within 10 feet.

A character can also actively search a 10 ft × 10 ft square for secret doors. This takes 10 minutes; more than one person cannot search the same square at any one time.

Spotting the average secret door is Very Hard (17+) during cautious exploration, and Daunting (11+) via an active search. Finding one does not necessarily reveal how it opens.

Listening at Doors

Listening at a door for noises beyond is a Perception check (see p. 24), the difficulty based on how solid the door is and how much noise is on either side. Assuming unblocked ears and no ambient noise this is typically a Hard (14+) Task, but some doors are simply too thick to hear through.

Forcing a Door

Attempting to brute-force a door open is a Strength-based Task (see p. 19) and takes 10 minutes. The door's toughness and the way it is barred determine the difficulty; using a crowbar lowers this by one level. This is a noisy action (see p. 27).

Spiking a Door

An iron spike will force one typical door to stay open. You can also use one to bar a door, if it opens inward, requiring it to be forced. Spiking a door requires a hammer and takes 1 full round (no movement possible that round) or 2 actions (if you move), and is a noisy action (see p. 27).

DYING*

NPCs and monsters die upon being reduced to 0 or fewer Hit Points. For player characters, however, hope yet remains.

A player character has a **death threshold** (see p. 5). A PC that reaches 0 or fewer Hit Points immediately rolls 1D20, subtracting a modifier equal to the amount of HP they are below 0. If this total is below the PC's death threshold, they die. If equal or higher, the PC cannot act and is helpless (see *Helpless Targets*, p. 33); further damage while in this state forces another check, using the new negative HP total. If they survive the battle, the PC is left with 1 HP and gains two levels of fatigue (see *Fatigue*, p. 23); this additional fatigue is removed if the PC is magically healed or gets a full night's rest.

A creature also dies if they fail a death save (see p. 20) or if any ability score is reduced to 0 or less; in the latter case no check is granted to avoid this.



EXCAVATING

A character can excavate 8 + double their Strength modifier in cubic feet of earth per hour with the proper equipment. Halve this rate if using improvised tools, and drop it to one quarter if no tools are available at all.

FALLING

A fall deals 1D6 damage for every full 10 feet fallen. Falling 30 feet or more also forces the creature to roll a special Task (see p. 19). The base difficulty is Moderate (Con), but rises by one level for each additional full 10 feet fallen past 30; this can rise beyond Heroic. Creatures apply a +5 bonus if Small, or a +10 bonus if Tiny. Soft landings—such as in garbage, leaves, hay, snow, or water—also add bonuses. This is not a saving throw.

For each point a creature fails their roll by, they take one level of fatigue (see below). However, a creature that rolls a natural 20 on this check always survives the fall: if the fatigue and/or damage would be lethal, they are instead helpless for 2D6 minutes, after which they have exhaustion (if the damage would have been lethal, they are left with 1 HP).

Fatigue caused by a fall is cured by any magical healing, or bed rest based on the fatigue taken: 1 day for light, 1 week for heavy, and 1 month for exhaustion.

FATIGUE

Fatigue represents a serious depletion of body, mind, or spirit.

Fatigue Level	Effect
Light	–2 to attacks, Tasks, and Morale checks
Heavy	Raise above to –4, halve all movement
Exhaustion	Halve HP, halve movement again

Possessing four or more levels of fatigue results in death. Fatigue levels from different sources stack.

A character exposed to any of the causes of fatigue below gains one fatigue level at the rate listed next to each cause (e.g. every full day without water applies one level).

Cause of Fatigue	Fatigue Level Increment
Unable to breathe	30 seconds
Lack of water	Day (days 1/2/3/4)
Lack of sleep	Day (days 2/4/8/—)*
Lack of food	Day (days 2/10/20/30)

* A lack of sleep applies fatigue levels after days 2, 4, and 8 but can only apply up to three fatigue levels, i.e. it cannot kill you alone

A character with a positive Constitution ability score modifier ignores one increment of exposure time for each point of positive Con modifier they have. For example, a character with a Con ability score modifier of +3 can hold their breath for a minute and a half (3 increments) with no effect, and ignores the first three days without food, water, or sleep.

Falls (see above), forced marches (see p. 26), and some spells also cause fatigue.

If total exposure to a cause of fatigue is avoided (e.g. a bit of water drank, a fitful nap here or there), its fatigue level increment is doubled. In general, fatigue levels and their effects cannot be removed until the cause is addressed.

HEALING

For each full day without serious exertion (e.g. no combat, no marching through hexes with a modified Hex Entry Cost of 3 or more, no force marching; carousing is fine), a character recovers lost Hit Points equal to their level (capping at level 10), plus any Con modifier (minimum 1 HP healed per day).

If you have one or more levels of fatigue due to a lack of sleep, food or water, you do not heal naturally and Hit Points recovered via magic are halved (round down).

Healers: Treatment by a properly equipped and skilled healer adds 1 HP to the above rate when healing.

Lifestyle: During downtime (see p. 17), a Wealthy lifestyle raises one's rate of healing by 2 HP per day, while a Poor lifestyle means that you only heal every second day.

HIDING*

Anyone can attempt to hide. This is a Task (see p. 19), with the difficulty largely based on the ambient light and available cover (presuming searchers that rely primarily on sight). There is no default check difficulty. In some instances a check might not be needed at all: the attempt to hide is enough.

Regardless of the number of observers one wishes to hide from, only one hide check is normally required for any single situation. The number of observers affects the difficulty, rather than mandating check after check. However, if the situation markedly changes—for example, while a character is hiding an enemy employs the right divination magic, a notable number of new enemies arrive, or new enemies with different senses arrive—a new check might be called for.

HUNTING

In the wilderness, the party can stop and hunt for food.

Hunting must be the party's sole activity that day (i.e. no resting or travelling), and generates a random encounter check for that hex. So long as the hex has game, hunting always feeds the party for the day, even if the Task fails; if successful it provides 1D4+2 additional standard rations as well.

Hunting is a Daunting (11+) Task (see p. 19), though the Fieldcraft feat (see p. 10) lowers the difficulty in favoured terrain to Moderate (8+). However, some hexes may be more or less difficult. Others might require a character with Fieldcraft and the matching favoured terrain to hunt in at all, while still others are too barren for any hunter.

JUMPING

A long jump covers 10 feet (20, with the Jumping skill), if you run at least 10 feet first (if not, halve the result).

With a 10-foot run, a vertical high jump gives you a reach with your hands of about 5 feet (a standing high jump gives you a reach of about 3 feet).

If encumbered (see p. 28), apply the combat speed penalty to your jump distance. In combat, a jump ends your move.

LIFTING

The encumbrance rules are the standard way to measure how much a PC can carry around (see p. 28). However, to quickly calculate the maximum a character can lift or push, use their Strength $\times$ 15 in pounds (if they have a positive Str modifier, multiply the modifier by 100 and add that to the total).

LIGHT & DARKNESS*

As no player race can see in the dark, light is essential. Torches (lasts 1 hour) and the *Light* spell (lasts 12 hours) illuminate a 40-foot radius (16 $\times$ 16 area). Lanterns illuminate a 20-foot radius (8 $\times$ 8 area) for 4 hours per flask of lamp oil. A candle only dimly illuminates a 5-foot radius (2 $\times$ 2 area), for 4 hours.

Blindness: An attacker unable to see (and/or fighting an invisible opponent) applies a -4 attack penalty.

Spotting Range in Darkness: With a straight line of sight, viewing range in the dark to a light source larger than a candle has no effective limit. Creatures around a corner can see a light source whose radius projects around that corner; two corners between prevent its detection.

LOCKPICKING

Characters with the proper tools and the Lockpicking feat (see p. 10) or skill (see p. 11) can attempt to pick locks. This is a Dex-based Task (see p. 19), the difficulty scaling with the lock's complexity. If a character's lockpicking ability is from a feat rather than a skill, the difficulty should be a level lower.

A lockpicking attempt requires 10 minutes. If a character fails then they can try again, but after two failed attempts that character cannot try that lock again until they gain a level.

Trapped Locks

Noticing a trap on a lock is a Perception check (see right; having the Lockpicking feat reduces the difficulty to notice such traps by one level). Only an active search for traps can reveal such traps without triggering them (i.e. they are not area traps; see p. 25). In the case of multiple traps on a single lock, roll a separate Per check for each trap.

A successful lockpicking attempt disarms all detected traps in addition to opening the lock (i.e. a separate roll just to disarm any traps is not required). If a trap is not noticed, any attempt to pick the lock sets off the trap automatically before any lockpicking roll is made, unless specified otherwise.

MAPPING

Maps are usually not available and so, whether in a dungeon or the wild, one player should be the **mapper**, recording paths as they are uncovered and explored. Dungeons are usually mapped in squares of ten feet. The wilderness is mapped with hexes instead, at some multiple of six miles per hex.

During exploration (see p. 27), mapping can only be performed if the party is using cautious exploration.

MOVING SILENTLY*

Anyone can attempt to sneak. A check is called for when attempting movement that normally attracts attention, such as slipping past a guard or maneuvering behind a target for a surprise attack.

Moving silently is a Dex-based Task (see p. 19), with the difficulty primarily based on the ambient noise, the surface one is sneaking on, and the number and alertness level of those you're trying to sneak past. There is no default check difficulty. In some instances a check might not be needed at all: the attempt to be quiet is enough (for example, if dealing with hopelessly drunk sleeping guards), while in others the attempt is almost impossible (a dozen alerted guards, with watchdogs).

Regardless of the number of listeners or the distance to be covered, normally a situation only requires one move silently check: distance and the number of listeners alters the difficulty, rather than mandating check after check. However, if the situation markedly changes—for example, while a character is sneaking a notable number of new enemies arrive, new enemies with different senses arrive, or an enemy employs the right divination magic—a new check might be called for.

A move silently attempt reduces a creature's movement rate to 1/4 (normally, to 10 feet per round). One can try to move faster, but every additional 10 feet per round added to the movement rate raises the difficulty by one level.

While a failed move silently check will alert the enemy in some fashion, it does not necessarily give away one's position, let alone imply a bumbling, noisy disaster.

Alert Enemies: The attention of most unintelligent undead (e.g. skeletons, zombies) and constructs (e.g. golems, caryatid columns) never wavers. As such, the difficulty of such checks against them is one difficulty level higher.

Armour: If wearing non-magical medium or heavy armour, increase the difficulty by one level.

Group Checks: If a group attempts to sneak together, this is a group check (see p. 20), with the difficulty based on the group's least stealthy member.

Surprise: Moving silently can be used to set up surprise attacks. See *Surprise* on p. 31 for details.

PERCEPTION CHECKS*

The Perception ability score governs one's skill at noticing subtleties, such as illusions, secret doors, ambushes, and traps.

When a Check is Made

Players can never request to make a Perception check: the GM is always the one to decide when one occurs, and always makes the roll (in secret). Perception checks are a GM-controlled mechanic, not a player one.

The game assumes that player characters, even at level 1, are a cut above, hardened adventurers with some experience under their belt: that's why they possess the unusual skills that they do even at the very start of play.

As such, there's no requirement for players to constantly state that they're doing basic investigative tasks that are extremely repetitive and extremely obvious. For example, there's no requirement to state "I check the ceiling", "I look at the floor", or "I'm listening for noises" every time you move 10 feet. Over and above how tedious this would be in play, any competent adventurer would constantly do these things (reflected in the rules by how slow the cautious exploration movement rate is). This standard level of wariness suffices to notice anything reasonably evident. Only if a scenario specifies that something is unusually subtle or a creature has the abilities or has taken the effort to evade typical scrutiny is this default level of caution insufficient.

That having been said, there are many cases where a situation calls for additional scrutiny. For example, a room might be noted as having a quiet sound that a typical party would not hear unless they made an active effort to stop and listen—a stated action, effort beyond the usual. But such cases are specifically called out by the scenario for the GM's benefit. Even then, simply taking the action might be sufficient, with no Perception check needed.

Overall, checks are not made just to use one's eyes or ears or otherwise notice the obvious. A Perception check only occurs when the rules call for one (e.g. looking for traps or secret doors), or if the GM decides one is needed. For most investigations not covered by the rules, a player just specifies what they are looking for and the exact steps taken to find it, the GM decides how much time elapses, and logic dictates if the players succeed.

How a Check is Made

A Perception check is a Task (see p. 19). For a group check (see p. 20), the GM applies the group's average Per modifier, if any (round as normal at the end, e.g. 0.5 becomes +1, -0.5 becomes -1). For checks by individuals with a positive Per modifier, *twice* the searcher's bonus is applied.

Narration vs. Mechanics

Some GMs allow the players to skip the requirement to make a search roll (either all the time, or in select situations) if they properly describe what they do to uncover a secret door or compartment: checking the bookshelf for a switch hidden amongst the books, poking at the flagstones by the fireplace, lifting a rug, going over the busts on the desk, and so on. Ask your GM how they run this.

POISON

All poison saves are Con-based, with the difficulty based on the poison's strength. A failed poison save is lethal unless stated otherwise, and thus the default save is Daunting (11+).

SWIMMING

All characters can swim, barring an unusual background. Assuming no current, a land dweller swims at half their combat speed, and can do so for hours equal to 1/4 their Con score (3/4 speed and 1/2 Con with the Swimming skill); round down. If lightly encumbered, halve this time. Higher encumbrance (or wearing medium or heavy armour) causes one to sink and begin to drown if in deep enough water (see *Fatigue*, p. 23).

TIME*

Tracking time is essential to measure light and spell durations and to properly use mechanics such as random encounter checks: one might go so far as to say that you cannot have a meaningful campaign if strict time records are not kept.

When moving overland, time is measured in days. When exploring (see p. 27), time is usually measured in 10-minute blocks (each referred to as a **turn**). Regardless, during an **encounter** with other creatures the time scale switches to the **round**, each round being ten seconds.

TRAP DETECTION*

Spotting a trap is a Perception check (see left). A character can actively search a 10 ft × 10 ft square for traps. This takes 10 minutes; only one person can search a given square at any one time. Subtle but ultimately visible traps and triggers (such as tripwires) should be automatically detected by this; a failed search usually does not trigger traps.

How well a trap is concealed determines the difficulty. The average trap is Very Hard (17+) to spot during cautious exploration, or Daunting (11+) if actively being searched for.

10-foot Poles: Prodding ahead with one or more of these and using cautious exploration (see p. 27) gives a 2-in-6 chance of triggering traps (safely, unless specified otherwise).

Area Traps: Traps triggered by moving into a map square (e.g. pit traps, but not trapped doors) are area traps. During cautious exploration (see p. 27), a separate group check is automatically made for each area trap trigger within 10 feet.



MOVEMENT & ENCUMBRANCE

Characters are usually either marching day-by-day overland, or cautiously exploring. Both are covered below. In either case, the party marching order must always be clear, along with the distances between party members.

Indoors or out, when potential opposition is encountered, play switches to **combat speed** (see *Movement Phase*, p. 34).

OVERLAND MOVEMENT*

In some campaigns, journeys are often abstracted as “X time passes”, perhaps with a random encounter or two. However, these rules support a more involved style of wilderness play known as the **hexcrawl**. This is a game where the journey is as important as the destination, or one where there isn’t even necessarily a main destination per se, instead being based on exploring a land filled with points of interest: hidden caves, lost cities, haunted forests, and of course, dungeons.

Travel overland is measured in hexes, with each hex being six miles across. On foot, a typical party can cover **four hex points per day** (for rates using horses and other mounts, see p. 28) The base cost in hex points to enter a hex depends on its terrain type (see below). Unlisted terrain features such as great rivers, canyons, and such can further raise the cost.

Hex Terrain Type	Hex Entry Cost
Plains, steppe, farmland	1
Hills, woods, desert, rough	2
Mountains, jungle, swamps	3

On the campaign hex map, the GM will typically leave most hexes blank until revealed, except for mountain and hill hexes (which are obvious from a distance). Entering any hex next to a blank hex will reveal that blank hex’s terrain type.

Hex Terrain Modifiers	Cost Modifier
Heavy rain / deep snow / thick fog	+1
Temperature extremes	+1
Good roads or excellent trails	–1 (see below)
Encumbrance (see p. 28)	+1 per burden level

The good roads bonus can only apply once a day; at least two hexes of good roads must be covered that day.

A party may also choose one of two optional march types each day, reflecting its priorities: either caution or speed.

Cautious March

The party reduces their pace so as to better spot and avoid alerting potential enemies. While marching overland that day, subtract two from the group’s hex-point allowance, but apply a +1 bonus to all rolls for overland random encounters and the party has a better chance of tactically favourable encounters.

Forced March

On a day when force-marching the party adds one to their hex-point allowance, but gains one fatigue level (see p. 23) at day’s end. Such a grueling pace can be kept up until a marcher is heavily fatigued. Most NPCs so fatigued will begin pressing for at least one full rest day, and refusal may provoke Morale checks (see p. 36).

A day of full rest is required to remove one level of forced march fatigue from most creatures (for mounts, see p. 28).



ENTERING A HEX

If a party wants to enter a hex but lacks some of the points needed, the points they do have are spent towards entering it, but the party ends the day in their current hex. The party only enters the new hex once its full hex point cost is paid.

Navigation

When a party wants to move through a hex, they may get lost. If they’ve never been to the next hex they’re headed to, a PC makes a **navigation check** by rolling 1D12. Subtract the hex’s base Hex Entry Cost (e.g. –2 for hills), and another –6 if there is thick fog, a blizzard, a sandstorm or the like in the hex. Remove up to 2 points of these penalties if the party has any members with the Fieldcraft feat for that hex’s terrain type.

On a result of 1 or less, the check fails: the party is lost. To find their way, the party must spend hex points equal to the cost spent to enter the hex they are in, and then make another navigation check. Failure means that the party is still lost.

The check is skipped if the party has a respectable map or knowledgeable guide, or if there is a road, trail, coastline, or river in the current hex they can follow to their next hex.

Random Encounters: Each navigation check triggers one roll for random encounters in that hex (see p. 27).

Searching

Only entering a hex allows a party to determine its features. There are two types of hex features: **overt** and **hidden**.

Overt features might not be encountered automatically, but require no special effort to run into them. For example, a caravan met by any party entering the hex by day on a 1D6 roll of 4+ is an overt feature, despite the chance to miss it.

Hidden features may or may not exist in a given hex, but can only be found if the party searches the hex—moving off the beaten path to seek out points of interest there.

A search requires spending the same number of hex points that it cost to enter the hex and, like entering a hex, is only complete when the full hex point cost is paid. The party then makes another navigation check for the hex. Failure means that the party is lost; resolve this as normal. When the party succeeds, this reveals one hidden feature in the hex, if any (normally at random, but some hexes may have a specific order to how their hidden features can be revealed).

A hex can have both overt and hidden features. For example, an overt group of orcs at a bridge demanding a toll may be operating out of a hidden orc lair in a network of caves further off in that same hex.

Lost: While becoming lost normally interrupts a search, a GM may allow certain hidden features to be found even if the party is lost. For example, the party, disoriented and fatigued, stumbles upon an ominous, blood-caked altar in the midst of a clearing where no birds sing....

Overland Random Encounters

One random encounter check (i.e. a “wandering monster check”) is made each time a hex is entered or (if the party is lost) when a navigation check is made. If the party isn’t lost but does not leave a hex in a day, one daytime check is still made.

To make a check, the GM rolls 1D12, applying all relevant modifiers to the roll:

Situation	Modifier
Base Hex Entry Cost is 3 (e.g. swamp)	–3
Base Hex Entry Cost is 2 (e.g. hills, woods)	–2
Hex is unusually dangerous	–1 or –2
Hex is safe (e.g. patrolled)	+1
Party has 1+ members with Fieldcraft for that hex’s terrain type	+1
Players are moving at a cautious march	+1

On a result of 1 or less an encounter occurs: the GM rolls on the appropriate encounter table for that hex type.

Camping: If the party spends the night in the wilderness, make an additional random encounter check. Subtract 1 if the party keeps a fire big enough to see by going through the night (although fire scares off some creatures even as it attracts others). If an encounter occurs, randomly roll to see on whose watch (if any!) the encounter takes place.

EXPLORATION*

Exploration occurs whenever a party begins moving in an enclosed area where caution is wise, such as a dungeon.

Cautious Exploration

Cautious exploration is the default exploration movement rate: up to 120 feet every 10-minute turn, regardless of size, burden level (other than Immobile), fatigue, natural speed, etc. This is very slow, but allows for the party listening for noise, carefully examining their surroundings, and trying to be quiet.

At the default cautious rate, a party can map their progress and has a chance to passively spot area traps (see p. 25) and secret doors (see p. 22). A party moving any faster than the default rate loses these abilities. They also always count as noisy and check every turn for random encounters (see below).

Exploration Actions

A stop for major actions can occur once each turn. A major action is anything with a listed time of 10 minutes (a search for secret doors or traps; lockpicking; a typical combat). During a stop, each party member can perform one such action. For example, three characters could search for secret doors, while two others try to pick separate locks, all at the same time.

The turn ends when these actions are completed, even if the party used none or only part of their move, not all party members acted, or the entire 10 minutes hadn’t passed.

Minor actions (e.g. brief conversation, listening at a door, spellcasting) generally require no meaningful exploration time.

Exploration Random Encounters

Random encounter check rates for exploration can vary based on the locale, but every three turns is the default. The GM rolls 1D12 at the turn’s end: on a 2 or less, an encounter occurs.

Noisy: If the party makes an unusual amount of noise while exploring (yelling, spiking a door; combats do not count), their next encounter check is made at –4, and the party cannot surprise creatures so encountered except via unusual means.



ENCUMBRANCE

It's important to track what you're carrying, as if weighed down it's harder to swim, climb, run from the orc army, and so on. At the same time, excessive bookkeeping is tiresome. As such, the following system is rather abstracted.

All players are assumed to have the following base gear, which has no encumbrance value:

- ❖ One weapon (w/ 20 arrows / quarrels if missile weapon)
- ❖ Backpack, pouches, waterskin, tinderbox, bedroll
- ❖ Misc tiny items (within reason); worn items/clothing

All other carried objects take up **item points**, measuring both weight and awkwardness. Assuming one has the proper carrying gear, such as a backpack and pouches, a character can carry 10 + their Strength modifier in points. The point cost for items is as follows:

- ❖ **Armour (worn):** light = 1 point, medium = 2 points; heavy = 3 points + bulky (automatically encumbers: see below)
- ❖ **Shield or extra medium / large weapon:** 2 points (if a missile weapon, room for up to 20 arrows / quarrels is included; 1 point for just the ammunition)
- ❖ **Small items (incl. weapons):** Up to four = 1 point
- ❖ **Medium items:** One = 1 point
- ❖ **Large items:** One = 2 points
- ❖ **Coins / Gems:** 1-125 = 1 small item (500 = 1 point; 1,000 = 2 points)

See *Adventuring Gear*, p. 14, for an item size guide. Very large (i.e. non-personal scale) items can be 3 or more points.

Going over your item point limit encumbers you, as per the table below. Apply only the highest applicable effects.

Points Over	Burden Level	Combat Speed	Hex Cost Modifier
0	—	Full	—
1-3	Light	-25%*	+1
4-6	Medium	-50%*	+2
7-10	Heavy	-75%*	+3
11+	Immobile	0	N/A

*Round final value up to the nearest 5 ft (e.g. a base 30 ft of combat speed translates to encumbered speeds of 25 / 15 / 10 ft)

Each burden level also raises the difficulty of applicable Tasks (such as climbing) by one level.

Bulky: Bulky items, such as heavy armour, impose a burden greater than just item points. Each automatically adds one burden level *after* calculating the bearer's item point load.

MOUNTS

Creature	Size	Combat Speed	Daily Hex Pts	Item Pt Limit
Camel / Mule	L	65	5	30
Donkey	L	50	5	20
Elephant	H	50	5	40
Giant Lizard	L	80	4	20
Horse, Draught	L	50	5	25
Horse, Riding	L	80	6	20
Horse, War	L	65	5	25
Ox	L	50	4	30



Battle: A mount not trained for combat will panic in battle. If not roped or being ridden, it will flee. If being ridden, its rider must make a Hard (14+) check to bring the mount back under control, or the rider will be thrown from their steed.

Encumbrance: A rider counts against a mount's item point limit at a rate of 3 points per the rider's size level, starting at Tiny (so 9 pts for a Medium rider), plus the rider's own carried item points, if any. A mount can usually carry only two typical riders, regardless of its available item points.

Barding encumbers a mount just as armour does for riders (0 / 2 / 3 points + bulky).

An animal 1 point over its item point limit gains one burden level. Every 3 item points past that adds another.

A cart or wagon has a carrying capacity equal to double that of the animal(s) properly harnessed to it. These animals receive one burden level. Being 1 point over the animals' collective item point limit adds a burden level to all animals harnessed, and every 8 item points past that adds another.

Force Marching: A mount can only be force-marched (see p. 26) for one day at a time, and requires two days of rest afterwards. If instead made to travel the next day, it can only move at its normal move rate, and dies at the end of that day.

Terrain Limitations: Mounts can be walked through terrain with a base Hex Entry Cost of 3+, but not ridden in it. Treat a mounted party wishing to enter such terrain as if they had no mounts and had marched on foot that day to that point, using their own personal hex point allowance.

RETAINERS*

Optional. While unable to defend themselves, non-combatant torchbearers are a common addition (at about 5 sp a week). Retainers, however, are NPC warriors and mages hired to fight alongside the players. Though a logical addition, PCs sallying forth with an armed gang at their back (or more commonly, front) might not suit the campaign style, and retainers also increase bookkeeping. As such, they are optional.

Presuming an expedition departing within the week, the default pay method is in shares: a retainer receives a half-share of all treasure recovered. Alternatively, a weekly pay rate can be used, especially useful if the party wants retainers on-hand outside of expeditions. Below are a potential set of standard weekly rates in sp, by retainer level.

Level	Weekly Rate	Level	Weekly Rate
0	10	6	115
1	15	7	150
2	25	8	200
3	40	9	250
4	60	10	300
5	85	11+	+100 per level

These rates may be adjusted by the GM based on their desired rates of character advancement (since wealth is the primary source of XP, the campaign advancement rate may mean more or less money available, which may in turn make the above pay rates too generous, or alternately untenable).

Retainers will have basic equipment, but the party will be expected to pay for any unusual gear required. Retainer mages will not share their spellbooks.

Campaign Matter: GMs normally place a cap on the number of retainers that can be hired (either per player—two per is common—or for the party as a whole). Whether there’s a limit to the level of retainer that can be hired is up to the GM, but common limits are “one level below the recruiting PC” (if PCs recruit individually) or “one level below the highest-level party member” (if the party recruits their retainers as a whole).

RETAINER MORALE

Each NPC, including retainers, has a Morale threshold (see *Morale Checks*, p. 36), typically ranging from 18 (the craven) to 6 (the elite), representing a general attitude often known by reputation. A warrior with the Warlord feat (see p. 9) adds +2 to Morale checks for retainers under their command.

Instead of the standard Morale rules, a retainer makes a Morale check if reduced to 1/4 or less of its full Hit Point total, and when their loyalty is seriously tested (such as when offered a large bribe, or if the players have left them to fight alone or lied about the danger now being faced). Failure means that the retainer abandons the players, though for how long—and if they take any other actions—is determined by the GM.

RETAINERS & EXPERIENCE

Retainers gain experience points with their party, and can gain levels. However, when dividing XP amongst the party, a retainer only receives a half-share. For example, if a party of five plus a retainer earns 2,000 XP, that’s $2,000 / 5.5 = 363$ XP per PC, and a half-share—182 XP—for the retainer.

Level 0 retainers have 1D8 Hit Points and no feats, but otherwise are identical to level 1 characters. They have –750 XP to start. Reaching 0 XP advances them to level 1.

LEVEL PROGRESSION*

Characters gain levels by raising their experience point (XP) total. XP is only awarded when the party returns to civilization (unless the adventure took place there, of course).

Experience points are gained primarily via treasure: every 1 cp or equivalent acquired *through adventuring* is worth 1 XP. Wealth gained via simple labour, or investment, arbitrage, crafting and other dull mercantile activities, *has no XP value*. Characters must also bring found treasure back to civilization to get the XP it is worth. As such, if treasure is found but lost somehow on the trip back, the XP from it is not gained.

Victory in combat (death, surrender, or retreat of the enemy) also awards XP, with each enemy type being worth a different amount of XP. The GM has these values and will award them at the same time that any treasure XP is awarded.

Lastly, carousing awards XP (see p. 17).

The table below, used by both classes, indicates what a character’s XP total needs to reach to advance to each level. For example, a character with 12,000 XP is 5th level.

Total Experience Points (XP)	Level	Total Hit Dice (HD)
0	1	2D8
1,500	2	3D8
3,000	3	4D8
6,000	4	5D8
12,000	5	6D8
25,000	6	7D8
50,000	7	8D8
100,000	8	9D8
200,000	9	10D8
300,000	10	10D8+2

Each level beyond 10 requires another 100,000 XP.

Gaining Hit Points: Until level 9, characters gain one Hit Die a level: an additional 1D8 Hit Points (plus any Con modifier; minimum of 1 HP per level). After level 9, only a flat 2 HP per level are gained, with no Con modifier being applied.

Name Level: Every fifth level (so levels 5, 10, 15, etc) is a name level. At these levels, in addition to their usual bonuses per level a character gains special bonuses (described where appropriate).



CHAPTER V: ENCOUNTERS & COMBAT

Inevitably, players will come face to face with opponents. When a monster or other potential opposition confronts the characters (or vice versa), this is called an **encounter**. If an encounter turns hostile, then **combat** begins.

ENCOUNTERS

If players understand just one thing about the nature of encounters, it should be this:

Not all encounters are combat encounters!

Players will regularly meet potential opposition more powerful than them. There are often clear signs delivered by the GM that players are approaching the lair of something formidable, giving PCs the chance to prepare, sneak past, or wisely turn aside. Even then, encounters are often just that: *potential* opposition, rather than guaranteed. What is encountered may be sick, tired, scared, looking for assistance against another group of creatures, suspicious that the players are stronger than they actually are, guarding something too important to chance to battle, under orders to avoid combat, amenable to bribery or persuasion, wanting information, not hungry, or just grateful for the company. Even if the opposition is hopelessly hostile, it can be entirely feasible (and wise) for players to flee; if pursued, there are ways to discourage pursuit.

All told, the notion that all encounters are best solved through fights to the finish is completely wrong, and will end with a host of dead characters in very short order.

ENCOUNTER TIME

When an encounter occurs, play switches to being measured in **rounds**. Each round is 10 seconds.

Once an encounter is finished, one full 10-minute turn is marked off for every 10 minutes or portion thereof it lasted. The unused time, if any, was spent resting, binding wounds, cleaning weapons, checking gear, and the like.

BASE ENCOUNTER STRUCTURE

Encounters typically match the following pattern:

- ❖ Determine if either side is **surprised**, if applicable
- ❖ Determine **distance** between the two sides
- ❖ Determine the creature's **reaction**, if applicable

Rules for the latter two are in the *GM's Manual*.

SURPRISE

If a creature is not in combat, the opportunity exists to surprise it. Some creatures possess innate abilities that allow them to reliably ambush prey. For others, careful planning or magical effects can accomplish the same end. Once a combat has begun, true surprise is impossible: at best an attacker could achieve a rear attack.

There are two major ways for characters to surprise enemies: laying an ambush that the enemy stumbles into, and silently maneuvering for an attack from behind.



Ambushes

No roll is made to set an ambush (such as a hide check): either the circumstances exist for one to be set, or it's impossible (e.g. there's no available cover). Instead, the targets of an ambush make a check to see if they notice it before it's too late.

Noticing an ambush is a Task (see p. 19). A typical ambush is Hard (14+) to detect if the ambushers are visually concealed (camouflage, heavy cover, or invisibility). This rises to Very Hard (17+) if most noise is drowned out as well (e.g. due to high winds or other strong ambient noise)—Heroic (20+) if the ambushers are magically silenced.

If it is the party that's being ambushed, treat the Task to notice the ambush as a group Perception check (see p. 24).

Some creatures have innate ambush abilities. The difficulty to spot these attempts is located in their write-ups, and overrides the standard scenarios laid out above.

If the detection roll fails, the group is surprised (see below). If it succeeds, the group realise an ambush lies ahead, but what that discovery means depends on the circumstances, most importantly the terrain and the relative placement of the ambushers and targets. It could result in the opportunity to flee the scene without an encounter, or it may mean that a normal combat immediately begins with the only benefit being that the ambushers are denied their surprise attacks. Those being ambushed might even be able to instead spring an ambush of their own.

Fieldcraft: If the party is outdoors and has a member with the Fieldcraft feat for the terrain they are in, the difficulty of their group check to notice an ambush is one level lower than normal. If the party has multiple such members, add a further +2 bonus to the check for each such member beyond the first.

Stealth

A move silently check (see p. 24) is needed to move behind a target and launch a surprise attack. Failure means that the attempt has been noticed somehow and the target can react as appropriate, based on the situation. The GM will randomly determine where the attempted surprise attack went awry for positioning purposes, if existing positioning does not make this clear. Success means that the target is surprised (see below).

Effects of Surprise

Surprise lasts one round. In that round, those that are surprised cannot act or apply Dex-based AC modifiers, and attacks on them gain a +4 bonus. Attacks against surprised targets from behind raise the chance for a **critical hit** (see p. 36) and ignore any shield modifiers.

Morale: Killing surprised foes might force a Morale check (see p. 36).

COMBAT*

Combat occurs when communication is unsuccessful (or, for those not restrained by fear or good sense, undesired).

If using miniatures and a gridded battle map (which is optional), each map square is equal to 5 feet.

Each combat round is 10 seconds and has seven steps, taken in the following order:

- ❖ **Declarations:** All spellcasting and combat stances for the round must be declared *before* anything else in the round happens.
- ❖ **Missile Phase:** Combatants with readied missile weapons can fire. Players who chose the Dash combat stance fire first, and then all remaining missile attacks from all sides are resolved simultaneously.
- ❖ **Initiative:** 1D12 is rolled by each side involved, with the side that rolled the highest winning (re-roll ties).

- ❖ **Movement Phase:** Everyone on the side that won initiative for the round can move, followed by any movement by the losing side.
- ❖ **Melee Phase:** Combatants that did not fire a missile weapon can attack with melee weapons (or take a miscellaneous action). Players who chose the Dash combat stance act first, and then all remaining actions from all sides are resolved simultaneously.
- ❖ **Magic Phase:** Spells are cancelled if desired, and then all spells declared and not disrupted are cast.
- ❖ **Morale Checks:** The GM may need to make morale checks for opponents, retainers, and other NPCs.

The round then ends. If the combat is not finished, the sequence begins again at the top.



DECLARATIONS

The following must be declared at the round's start:

- ❖ **Combat Stances:** Any player who is not surprised or not casting a spell must pick a stance (see below).
- ❖ **Spellcasting:** When declaring spellcasting, neither side knows if opposing casters will be casting this round. The exact spell being cast must be chosen at this time. Casting prevents one from doing anything else that round (i.e. no moves, no attacks/actions).

Once spells are declared, intelligent creatures that can see or hear a caster know that a spell is being cast, barring environmental factors (e.g. darkness, loud noise). This tends to draw attention. However, the precise spell being cast is never known, even by mages.

Combat Stances

Before rolling initiative, each PC that is not surprised or casting a spell that round must pick one of four combat stances:

- ❖ **Offensive:** +2 attack bonus.
- ❖ **Defensive:** +2 Armour Class.
- ❖ **Dash:** You act before the enemy (exceptions: charging a set opponent; attacking a pike wall; grapple attempts).
- ❖ **Guard:** Pick a 5-foot square. If you remain within 10 feet of it and can move freely, the first two enemies you are in the way of that try to move up to or make a ranged attack against anything in that square must engage you instead. Enemies already within 5 feet of the square or whom you are not in the way of are unaffected. Additionally, if an enemy can't be locked in melee by you (see p. 35), you cannot block its move.

The effects of a stance last only for that round. Monsters and NPCs do not use stances.

WHAT YOU CAN DO IN A ROUND

Simply put, unless casting, every round a combatant can take one action (an attack is an action) and also make one move.

Attacks occur in either the Missile Phase (if using a missile weapon) or the Melee Phase (if using a melee weapon).

If you're taking some other action instead of attacking, this occurs in the Melee Phase. This can be almost anything relatively quick: you can draw a weapon; mount a horse; ready a scroll or potion; drink a readied potion, etc. A GM may rule that more than one round is needed for an action, or even rule it impossible—especially if the combatant is locked in melee.

Movement is not an action: it is separate.

Free Actions: Dropping an item does not use an action. Neither do brief commands, though complex speech does.

Magic Items: By default, activating a magic item is a Melee Phase action, with the exception of those that produce ranged effects (activating those is a Missile Phase action).

SIZES & COMBAT

A creature has one of six sizes (player characters are Medium), which defines how much space it takes up on the battlefield and how many creatures can be in melee with it.

Creatures cannot end their round in another's space.

Size	Space	Examples
Tiny	2.5 ft. (0.5 × 0.5)	Imp, sprite
Small	5 ft. (1 × 1)	Giant rat, goblin
Medium	5 ft. (1 × 1)	Dwarf, werewolf
Large	10 ft. (2 × 2)	Hippogriff, ogre
Huge	15 ft. (3 × 3)	Fire giant, treant
Gargantuan	20 ft. (4 × 4)+	Kraken, purple worm

For example, assuming Small or Medium combatants (each occupying their own 5-foot square), one can be surrounded and attacked by up to eight opponents, each in their own square.

READIED ITEMS

Some items can be declared as **readied**. Something can be readied if it is a Small item (see p. 28), and if it is easily accessible. Common examples include sheathed knives and daggers, and wands and potions kept close at hand in belt loops and the like for quick access. A scroll in a scroll case, or something buried in a backpack, could not be readied.

The advantage of keeping an item readied is that it takes no action to draw. For example, you could take out a readied wand and fire it in the same Missile Phase, or draw a readied dagger and stab something with it in the same Melee Phase.

The downside is that readied items are vulnerable to destruction. If a creature fails certain types of saving throws (most notably, against an area-effect attack), most readied items then have to make saves of their own to avoid destruction. See *Item Saving Throws* on p. 21 for details.

Players must clearly mark on their character sheets which Small items they are carrying are readied.

MAKING ATTACKS

To attack, the attacker rolls 1D20, adding their attack bonus and all applicable modifiers. If the result equals or exceeds the target's Armour Class, the attack hits.

The most common attack modifiers are:

- ❖ Attacker is striking from the rear: +2
- ❖ Target is surprised (see p. 31): +4 (replaces above)
- ❖ Attacker declared an offensive stance: +2
- ❖ Attacker is blinded and/or target is invisible: −4
- ❖ Attacker is fatigued: −2 (light) or −4 (heavy)
- ❖ Attacker is on a mount, target is upright: +2
- ❖ Attacker is using improvised weapon: −2
- ❖ Target is prone: +4

For PCs, an unmodified roll of 20 is always a hit. The attack is also likely to score a **critical hit** (see p. 36).

Sleeping, paralyzed, willing and similar targets are **helpless targets**. Melee and short-range missile attacks on such always hit and deal their maximum damage. Such targets include PCs at 0 or fewer HP, but not grappled targets.

Dexterity AC Adjustments: Remember that neither positive nor negative AC modifiers due to Dexterity apply if the character cannot move freely (e.g. if surprised or grappled).

Natural 20: Attacks always hit on a natural 20, though protections may still nullify the hit afterwards.

MISSILE PHASE

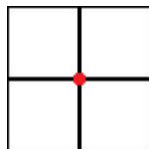
Missile attacks can be made if you have a ranged weapon ready at the start of the round, are not locked in melee, and the target is not blocked. A target is blocked if one or more creatures (friend or foe) is along the direct line of sight to it, unless the target is one or more sizes larger than any blockers.

Missile attacks use all relevant attack modifiers above, except the bonuses for being on a mount or the target being prone. Other applicable modifiers are listed below.

- ❖ Firing from a moving or unsteady position: –4
- ❖ Low visibility (gloom, smoke, fog, etc): –2
- ❖ Target has cover: –2 (half cover) or –4 (heavy cover)
- ❖ Target is at medium range: –4
- ❖ Target is at long range: –8

A miss is generally presumed to hit no other target.

Area-Effect Attacks: On a grid map, the point of origin of an area-effect missile attack (such as fire oil) must be at a grid-line intersection (see image), not an individual or inside a square itself. Typically an attacker rolls against AC 10 to hit such a point.



Crossbows: These can be fired while kneeling or prone.

Firing into Melee: To pick a target that is in melee, the target must be one or more sizes larger than all those it is in melee with (unless the attacker is a warrior with the marksman feat; see p. 9). Otherwise, the attacker randomly rolls to see who in that melee (friend or foe) they roll their attack against. A target's melee opponents do not provide it cover.

Holding Fire: Instead of firing in the Missile Phase, an attacker can choose to wait until the end of any other Phase.

Immobile Target: At short range this is a helpless target (see at left). At medium or long range, treat one as surprised.

Magic Devices: Ranged effects and spells from magic items such as staves and wands are treated as missile attacks, with the exception of line of sight restrictions (see *Casting Constraints*, p. 39).

Poor Conditions: If firing in very windy conditions, or if the target is above the attacker, missile attacks cannot be made at long range. If both situations apply, attacks also cannot be made at medium range.

Missile Weapon Table

Missile weapons have a RoF (rate of fire) of 1 shot per attack unless noted. Loading does not require an action if ammunition is readily at hand (except for heavy crossbows, which even then require an action to reload).

All missile weapons have three range brackets (S, M, L). Attacks made against targets in a given bracket apply the attack penalty listed.

Weapon	Dmg	Hands	RoF	Range & Penalty		
				S: 0	M: –4	L: –8
Bow, Short*	M	2	1	45'	90'	180'
Bow, Long*	M	2	1	90'	180'	360'
Crossbow, Hand	S	1	1	10'	20'	30'
Crossbow	M	2	1	45'	90'	180'
Crossbow, Heavy**	L	2	1	90'	180'	360'
Fire Oil / Holy Water	***	1	1	10'	20'	30'
Javelin / Spear	M†	1	1	20'	40'	60'
Sling	M	1	1	45'	90'	180'
Small thrown weapon	S‡	1	1‡	10'	20'	30'

*If fired indoors, halve all ranges

+2 attack bonus, reload requires action *See p. 15 for details

†Plus user's Str modifier ‡RoF 2 with the marksman feat (see p. 9)

INITIATIVE

After the Missile Phase, one player rolls 1D12 to determine the initiative for their entire party that round. At the same time, the GM rolls for the enemy (as a single group, or in recognizable subgroups if desired). Re-roll ties.

Initiative is only used to determine movement order, not combat order. Each side moves in order from the highest result to the lowest, unless a side holds their move (see below).

MOVEMENT PHASE

In an encounter, a creature can move once per round up to their **combat speed** (for PCs, this is **40 feet**). One can move through non-hostile creatures, unless those wish to interfere with the move or are in a tight formation or location. Movement cannot be made through hostile creatures (see *Size*, under *Locked in Melee*, for the exception).

Backward Movement: This applies a ×2 movement cost penalty (e.g. 5 feet of clear terrain costs 10 feet of move).

Charging: An attacker with a lance or similar large pole weapon and a mount no more than lightly encumbered can charge. So too can creatures with large horns / tusks. A charge must be in a straight line from at least 60 feet away, in non-difficult terrain and not uphill. The attacker's first strike on the round it makes the charge adds 2D8 damage if it hits.

Diagonal Movement: If using a gridded battle map, a creature's first diagonal move in a round counts as 5 feet, their second as 10 feet, their third as 5, their fourth as 10, etc.

Difficult Terrain: This applies a ×2 movement cost penalty (use ×3 if moving backward over difficult terrain).

Encumbrance: Being encumbered reduces your combat speed. See *Encumbrance* on p. 28.

Holding Movement: A combatant on the side that won initiative can choose to move after the enemy in the round.

Jumping: A jump (see p. 23) ends your move that round.

Mounts: For their combat speeds, see p. 28.

Prone: To stand up, a prone creature must use all their movement for the round.

Set vs. Charge: If armed with a pike, spiked polearm, or large spear, a combatant not prone or locked in melee can choose not to move that round and instead hold their weapon firm, braced against the ground. A set combatant always attacks first against the first charge made against them (even if the attacker has the Dash stance), and deals +2D8 damage.

Locked in Melee

A creature within 5 feet of one or more enemies is **locked** in melee with those enemies. Locked combatants cannot leave their location unless they make a fighting withdrawal or flee.

Blind: Creatures suffering from the blindness penalty can only lock opponents in melee if surrounding them.

Invisibility: Invisible creatures are not locked in melee unless their melee opponents can see them or have some other way to reliably target them, or are surrounding them.

Prone: A prone creature cannot lock opponents in melee. If a prone creature stands while locked in melee, it cannot take any action for the rest of that round.

Size: A creature two or more sizes larger than any of their melee opponents is not locked in melee. Even if surrounded, it can just move away: this may result in it trampling its foes.

Special Movement: Teleportation allows one to leave a melee without penalty, even if surrounded. Flight allows the same, unless one is locked in melee with a flying opponent.

Whirlwind: A warrior with this feat (see p. 9) is only locked in combat if in melee with at least three opponents.

Fighting Withdrawal

A creature locked in melee can move out of that melee if they didn't make a missile attack that round, but all their movement for the round must be backwards (applying the standard $\times 2$ movement cost penalty). They can take no actions that round.

Fleeing

A fleeing creature can move as normal, but must leave the melee they are in. However, any enemy they were in melee with prior to fleeing may first choose to take their attack(s) for the round against the fleeing creature, instead of in the Melee Phase. Such attacks gain the +2 rear attack bonus, while the fleeing creature loses all shield and stance AC bonuses.

Running

If a combatant did not act in the Missile Phase and commits to taking no actions this round, they may **run**. This raises their movement this round by 50% (round the final total down to the nearest 5-foot increment)—by 100% with the Running skill.

MELEE PHASE

In the Melee Phase, a combatant can take one action: a single attack against an opponent they are in melee with, or a single non-attack action (see *What You Can Do in a Round*, p. 33).

All actions in this phase are simultaneous, not affecting any other action that phase, unless specifically stated otherwise.

Dash: Choosing this combat stance (see p. 33) allows a PC to act first that round, instead of simultaneously.

Pikes: Wielders of these large weapons can attack as a second and third row of combatants behind the first row. If in a tight formation, all such wielders strike first in their first round of melee (even if an attacker has the Dash stance). Outside of a tight formation, a pike is treated as an improvised weapon.

Polearms: Treat as a pike, but the improvised penalty is not applied and only the second row of combatants can attack.

Two-Weapon Fighting: A combatant can use two melee weapons at once, if one weapon is a size level smaller than the other. This adds +2 AC vs. melee attacks. Before rolling to hit, the combatant must note which of the two is the primary: only its damage, modifiers, and effects apply to that attack.

Grappling

An attacker can try to restrain a target, so long as the attacker is not in melee with any others, has their hands free, and is not two or more size levels smaller than the target.

Grapple attempts always occur *after* all non-grapple melee attacks (including the free attack detailed below), regardless of effects that modify attack order (such as Dash).

Those who are not trying to grapple a target or cast a spell receive one free attack vs. any grappler targeting them (total, not one free attack per attempt; not vs. rear attacks). This free attack applies a +4 bonus if made unarmed, with a small weapon, or with claws/fangs; it always deals maximum damage if it hits.

Instead of an attack roll, a grapple attempt is a Strength-based Opposed Check (see p. 20). A combatant gets a –6 roll bonus for each size level they are larger, and the Wrestling skill gives a –3 roll bonus. If the attacker(s) lose, nothing happens.

If the attacker(s) win, all involved lose any Dexterity AC modifier and cannot attack or cast spells. The target cannot voluntarily move (but is not a helpless target). The attacker(s) can drag their target at up to half the grappler's current speed as their move if strong enough, or as their action throw the target prone. A target can make a new grapple check to free itself as its action, with a +2 roll penalty. If they fail again (or don't try), they are subdued: they cannot try again to free themselves until circumstances meaningfully change (e.g. one or more attackers lets go or is killed; the target's Str is boosted).

If trying to attack one who has grappled another, but their grappled victim is in the way, first roll randomly to see if the grappler or instead their victim is who is actually attacked.

DEALING DAMAGE

After a hit, the attacker rolls to deal damage. Damage dealt is removed from the target's Hit Points. This has no effect until a target's Hit Points reach 0 or fewer, which instantly kills a monster or NPC; for PCs, instead see *Dying*, p. 22.

Minimum Damage: Modifiers to damage cannot drop a successful attack below 1 point of damage.

Strength: An attacker's Strength modifier is applied to their melee and thrown weapon attack damage.

Weapons

All standard weapons (see p. 13) are divided into three damage types: small, medium, and large.

- ❖ **Small** weapons deal 1D4 damage
- ❖ **Medium** weapons deal 1D6+1 damage (add a further +1 if a melee weapon being wielded two-handed)
- ❖ **Large** weapons deal 1D8+3 damage

Some modifiers add additional **weapon dice**, meaning that one or more dice of damage is added to a weapon's base damage. These additional dice are of the same type the weapon uses for its base damage (1D4, 1D6, or 1D8).

Charging: A successful charge or set vs. charge (see *Movement Phase*, p. 34) adds 2D8 to an attack's damage.

Helpless Targets: Attacks against helpless targets (see p. 33) automatically deal maximum damage.

Smite: A warrior using this style (see p. 6) doubles their base number of weapon dice on that attack.

Unarmed Combat Damage

An unarmed strike deals 1D2 damage (a critical hit does 4 damage instead), plus the attacker's Strength modifier. Weapon dice do not apply.

Critical Hits

If a PC rolls a natural 20 on an attack, a critical hit is scored: the attack deals its maximum possible damage. However, you cannot score a critical if you can only hit by rolling a 20.

Some effects increase the critical hit range, making it easier to score a critical. For example, a +2 on your critical hit range means that you score a critical on a natural 18-20.

While NPCs and monsters automatically hit on a natural 20, they never score critical hits.

There are no critical misses or fumbles.

Backstab: Increase the critical hit range by 4 for all attacks from behind against a surprised target (see p. 31).

Great-Weapon Fighter: A warrior with this feat (see p. 9) increases their critical hit range when attacking with a two-handed melee weapon by 1, plus 1 per name level.

MAGIC PHASE

First, if a caster wants to cancel a spell they are casting (that hasn't been disrupted), they do so at the start of this phase. The spell remains prepared and uncast.

After spells are cancelled, spells still being cast are revealed and are cast in spell level order, from the lowest level to the

highest. For example, all spells of spell level 1 are cast first simultaneously, then all spells of spell level 2, etc. Spells cast simultaneously do not disrupt or otherwise affect each other.

Feats: For each instance of the Quickcast feat that they have, a mage treats their spells as being one level lower for casting speed purposes (a level can drop to 0 or negatives). Other feats raise a spell's level, making the spell slower to cast.

Scrolls: Spells cast from scrolls are treated as two levels higher for casting speed purposes (a level can rise past 6).

MORALE CHECKS

Monsters and NPCs (but not player characters) have a **Morale threshold** between 1 and 20, representing how likely they are to fight or flee. The lower the threshold, the braver.

Creatures with a Morale of 20 only fight if cornered and always flee if able, while those with a Morale of 1 never retreat unwillingly, but can be convinced to (if intelligent) and are still susceptible to magical fear. A score of — means that the creatures ignore the Morale rules altogether, just like PCs.

When to Make Checks

For all others (except retainers, who use their own rules; see p. 29), the GM makes a separate Morale check at the end of a round for each of the following that occurred that round:

- ❖ Half or more of the side present at the battle's start was incapacitated or killed
- ❖ The last of the side (or its only member) was reduced to 1/4 or less of its full Hit Point total

Mounts only count towards force totals if they are active combatants (e.g. worgs): horses and the like never count.

Additional Checks: The GM may also apply checks if a situation is unusually trying for a group, such as if the group's beloved (or iron-fisted) leader is killed, they are surrounded, fire is brandished against those that fear it (e.g. most animals), or their enemy displays unexpected/great power (especially if those facing it cannot counter this power). Whether these are one-time checks or made each round is up to the GM.

Surprise: A group with a Morale threshold of 12 or higher that has any of its members killed during the surprise round must make a Morale check (cumulative with any other checks).

Making the Check

The GM rolls 1D20, applying any situational modifiers to the roll. If the result is lower than their Morale threshold, the check is failed: the creature or side surrenders or attempts to flee, as determined by the GM. If the result is equal to or higher than their Morale threshold, the check is passed and the battle continues. A roll of 20 is always a pass.

Fatigue: Light fatigue gives a group a -2 on Morale checks; heavy fatigue or worse raises this penalty to -4.

Campaign Matter: Margin of Failure

As an option, a GM can use the following system, where the margin by which a creature or side fails their Morale check determines their behaviour:

Margin of Failure	Action by Creature / Side
1-3	Conducts fighting withdrawal
4-9	Flees
10+	Surrenders

ESCAPING AN ENCOUNTER

If a side has none of its members locked in melee (see p. 35) after the movement of that side for the round has been resolved (whether or not the other side has moved yet), that side can choose to try and escape the encounter.

If it is the players that try to escape, the GM decides if their enemies pursue, taking into account their attitudes, goals, and—if combat occurred—how badly hurt they were versus any possible bloodlust or desire for vengeance (a Morale check by the enemy can measure this; passing it means they pursue).

Pursuit

If the enemy follows, **pursuit checks** are made. The GM rolls 1D12 for each group of enemies with a different combat speed, while a player rolls 1D12 for their entire party, applying any relevant modifiers. If only some of the PCs have modifiers, only those PCs apply them, giving them a result different than their base party result.

During pursuit, neither mapping nor spellcasting are possible. After each pursuit check, missile attacks can be made (assume a range of 20 feet) by those with available actions.

Fleeing Side	Modifier
Is faster	+1 per 5 ft of combat speed faster
Is invisible	Auto escape
Drops caltrops or fire oil	+4
Drops food or treasure	Varies
Is lightly fatigued	-2
Pursuing Side	Modifier
Is faster	+1 per 5 ft of combat speed faster
Has senses hindered	-2
Is lightly fatigued	-2

Discouraging Pursuit: A retreating individual can as an action drop items to discourage pursuit (or just to lower their encumbrance). The bonus for caltrops or fire oil presumes that the pursuers are hindered by these materials (and is used instead of the normal rules for such items); the bonus increases

if multiple uses are expended and/or the pursuit path is narrow (since this channels the pursuers through more of it).

Dropping food or treasure may possibly be effective, based on how the pursuers view what (and how much) is dropped and how many pursuers there are. If food is being dropped, iron rations are always less effective than fresh rations.

Hindered Senses: The pursuing side applies a -2 penalty if their primary tracking sense is hindered (but not completely blocked: that falls under invisibility). This usually involves difficulties seeing: pursuit at night, in jungle or heavy woods, in heavy snowfall or rain, or in natural or magical fog. Having tracking dogs along compensates for some of these instances.

Invisibility: The retreating side automatically escapes if they are invisible to their pursuers' primary tracking sense.

Speed: The modifier for being faster assumes that a side can use their full speed. This isn't a given: for example, riders on horseback will be unable to in terrain such as swamps.

Ending Pursuit: A side automatically wins if they either are six points of modifiers or more ahead of their opponent(s) (all positive for one side, all negative for the other, or a mix of the two), or score a higher result than the other twice in a row. Pursuers that fail a morale check are removed from pursuit.

If the pursuers catch the fleeing side, a new combat round begins with the two sides locked in melee, positioning and so on to be determined by the GM.





CHAPTER VI: SPELLS & MAGIC

Spells are a shaping of the magical energies that suffuse the multiverse. A caster carefully plucks at the invisible strands of power, weaves them into a pattern, and then unleashes them to create the desired effect. Countless thousands of spells have been crafted across the ages, and most are long forgotten. Some of these still lie within ancient ruins, scribed in crumbling scrolls and moldering spellbooks. Alternatively, they may someday be reinvented by one who has amassed enough knowledge and craft to do so.

Unless one is an innate mage (see p. 7), a caster's spell library must be stored in a bulky spellbook (see *Spellbook*, blank on p. 15). The spells within are always written in Arcana, the universal language of magic. All casters can read Arcana (per *Choose Languages* on p. 8, a GM may decide that even those who cannot cast spells can learn this language).

PREPARING SPELLS

To cast spells, they must be **prepared**. Regardless of how many spells the caster owns, there are limits to the number of spells they can prepare at any one time. This limit is per spell level, and is shown on the Mage Spell Progression Table on p. 40. For example, the typical 5th-level mage can have prepared up to six 1st-level spells and three 2nd-level spells at any one time. The number of spells of a given level a caster can prepare is also referred to as their number of **spell slots** at that level. During preparation, the caster picks and chooses which of their spells occupy which of their slots. A caster cannot have more than two uses of the same spell prepared at any one time (altering a spell with a feat does not make it a "different" spell).

Spell preparation can occur no more than once every 24 hours. Preparation requires least four uninterrupted hours of rest immediately prior, and no fatigue levels from exhaustion or lack of sleep. One uninterrupted hour of study of spellbook(s) containing the spells to be prepared (or of prayer or meditation if an innate mage) is then needed to prepare all spells chosen (no matter how many). If the caster has spell slots occupied with previously prepared spells, and wants to replace them with other spells, the caster can do so at that time. Otherwise, a prepared spell remains prepared and the slot it occupies remains occupied until the spell in that slot is cast.

Spells of a given level can only be placed in spell slots of that precise level (e.g. 5th-level spells can only occupy 5th-level spell slots). If a spell's level is modified via feats, an instant of that spell can only fit in a slot of its modified level.

Campaign Matter: As an option, casters can ignore the two uses limit and be allowed to prepare the same spell as many times as they have slots at that spell's level. The downside to this is that player spell variety tends to markedly drop, and so permitting this should be considered carefully.

CASTING A SPELL

During an encounter a spellcaster can cast one spell a round, even if the caster is in melee. The exact spell being cast must be stated during declarations (see p. 32). A spell being cast can never be recognized solely through the process of casting, but it can be assumed that casters have worked out means of communicating to allies which spells are being cast.

A declared spell can be cancelled, but only at the start of the Magic Phase (see p. 35). The spell remains prepared, but the caster still can't take any other actions that round.

If not cancelled by the caster or disrupted (see below), the declared spell is cast during the Magic Phase (see p. 36). Once a spell is cast (or disrupted), that spell slot becomes empty.

Spell Disruption: If, between declaring a spell and casting it, the caster is hit by an attack or the like (even if no damage is dealt), or fails a saving throw, the spell is disrupted and fails: its spell slot is emptied with no other effect.

Note that only spells being cast can be disrupted. Spell effects—such as from a rod, staff, wand, etc—and spell-like innate creature abilities are immune to disruption.



CASTING CONSTRAINTS

In a round in which they declare they are casting a spell, a caster cannot move and can take no action.

To cast a spell, a caster must make obvious arm motions, intricate finger movements and loud, clear speech. As a result, it cannot be disguised or done in secret; casting is blatant and obvious. This also means that casting is prevented if the caster is grappled, gagged, in the area of a *Silence* spell, or has one or both hands bound or occupied.

By default, spells cannot be cast while wearing armour. This includes gauntlets, but not helmets or bracers.

A spellcaster must be able to see a spell's intended target, whether the target is something specific or just the centre of its area of effect. This means that a spell cannot be cast into darkness, or if the caster has been blinded (unless the spell has a range of Self).

Spell targeting is blocked by heavy cover (more than 50% cover, but otherwise undefined). However, spells have more generous line of sight rules than missile attacks in terms of intervening creatures: only three or more of at least the same size as the caster blocks casting line of sight.

Spells cannot be cast while being jostled, so casting from a roughly moving beast or vehicle (e.g. a horse moving any faster than a walk; a ship in stormy seas) is impossible.

Certain mage feats allow one to bypass some of the above restrictions. See p. 10 for details.



Arcanists: Warriors with the Arcanist style (see p. 6) can cast spells in any sort of armour, as well as if being jostled.

Battlemages: These can cast while wearing light armour.

Devices: Ranged spells and effects from magic items such as staves and wands ignore most of these constraints, instead being fired in the Missile Phase like any other ranged weapon. However, they still must follow the spell targeting rules above.

GAINING NEW SPELLS

Casters learn one random spell each time they gain a level, from a random school they have access to (plus another spell if a specialist; see p. 7). If the caster has just gained access to a new spell level, the spell or spells are from that level. The following methods also can provide new spells.

BINDING

While you can always read a spellbook to see what spells lie within it, you cannot prepare and thus cast a spell until you have bound it to you. Only spells from schools the caster has access to can be bound.

To bind a spell takes a week, plus 100 sp per level of the spell. This is a Moderate (Arc $\times$ 2) Task, rolled at the end of the binding period; apply +2 if a specialist is binding a spell from their specialist school. Binding failure also means that the spell is permanently erased from the source scroll or spellbook.

Scrolls (see p. 40) work as above, except that even a successful bind check erases the scroll afterwards.

Unless one is an innate mage (see p. 7), success also means that the spell has been copied to your own spellbook.

Written Copies: Binding a spell creates a permanent link between the caster and that spell. This means that a caster can always write the spell into a spellbook, even if they don't have another written copy on hand to reference or don't have the spell prepared for casting.

To create written copies of bound spells requires a base of 1 week and 100 sp, multiplied by the highest level of spells being copied (e.g. three weeks and 300 sp for all bound spells of 1st through 3rd level, or four weeks and 400 sp for all bound spells of 1st through 4th level, etc), plus the cost of the spellbook(s), if needed. No roll is required: success is automatic. The task can be broken into week-long blocks, but nothing is ready until all the time required has elapsed.

PURCHASE

In some campaign settings, the GM may allow the purchase of spells. Mages often jealously guard their arcane arsenals, but there may be mage guilds whose collective knowledge is open to any who pass their often onerous membership requirements.

There is no fixed cost to purchasing spells, but rarity or local conditions should ensure that not all spells of a given level cost the same (or are even available for sale at all). The typical rate for a spell is three to five times the cost that would be required to research it.

RESEARCH

Casters can research new spells. These can be variants of spells the caster already knows—a Hard (Arc) Task—spells the caster has witnessed being cast—a Very Hard (Arc) Task—or spells the caster has only heard of—a Heroic (Arc) Task. Only spells from schools the caster has access to can be researched, and any given spell can only be attempted once per level.

Researching a new spell requires, on average and per level of the spell, 1D4 $\times$ 50 sp in materials and a week of work (as per copying, weeks can be broken up). The requirements can vary wildly, however, for magic is an art rather than a science. In particular, the components needed to research higher-level spells may not be available for any amount of mere silver.



SCROLLS

Spells can be bound to scrolls; each holds one spell. Holding it with both hands and reading from it aloud casts its spell.

A spell on a scroll is not a prepared spell and can be cast even if the caster does not own the spell or isn't able to cast spells at that spell's level. The caster must still have access to the school the spell belongs to, however.

For the purposes of range and so on, a scroll spell is treated as if the reader is casting it normally, unless they are not a high enough level to do so, in which case the spell is cast as if by a caster of the minimum level the spell requires.

Scrolls are impermanent: successful or not, the process of casting or copying a spell from one erases that spell.

Crafting a scroll takes one week, plus 100 sp per level of its spell. This is a Moderate (Arc × 2) Task, secretly rolled by the GM at the end of the week. On a roll of a 1, the GM rerolls: a result of 1-10 means that a cursed scroll has been created.

Spells on scrolls can't be modified through feats.

MAGE SPELL PROGRESSION TABLE

This shows the number of spells of a given spell level that a mage can prepare per day (also known as their spell slots). If the mage is a specialist, they add one to each level's spell slot total, but the extra spell must be from the school specialized in.

If a spell is modified through feats (see p. 10), that spell is treated in all ways as a spell of the modified level.

Mage Level	Base Spells per Day at Spell Level					
	1	2	3	4	5	6
1	2					
2	3					
3	4	1				
4	5	2				
5	6	3				
6	6	4	1			
7	6	5	1			
8	6	6	2			
9	6	6	2	1		
10	6	6	3	1		
11	6	6	3	2		
12	6	6	4	2	1	
13	6	6	4	3	1	
14	6	6	5	3	1	
15	6	6	5	4	2	1
16	6	6	6	4	2	1
17	6	6	6	5	2	1
18	6	6	6	5	3	2
19	6	6	6	6	3	2
20	6	6	6	6	3	2

THE SCHOOLS OF MAGIC

All spells belong to one of eight schools of magic. Each school focuses on one specific method of implementing magic, and a caster can only learn spells from schools they have access to. The schools are:

- ❖ **Abjuration:** Spells protective in nature. These are frequently wards against damage or hostile effects, such as gas, poison, possession, and the like.
- ❖ **Conjuration:** Spells that summon creatures or objects. Exactly what can be summoned varies wildly, ranging from a simple fog to extraplanar entities that serve your every whim.
- ❖ **Divination:** Spells that provide information. With divination, the location of hidden traps, chambers, items, and creatures can be known, and fell secrets unearthed.
- ❖ **Enchantment:** Spells that affect the minds of others. Enchantments bend life to your will—men, monsters, and even plants—making them angry or ambivalent, docile or dependent.
- ❖ **Evocation:** Spells that manipulate magical energy itself. Most purely offensive spells belong to this school—*Magic Missile*, *Fireball*, *Lightning Bolt*—making it nearly mandatory for any aspiring battle wizard.
- ❖ **Illusion:** Spells that deceive others. Imaginary sounds, smells, objects, creatures, and even entire environments are possible.
- ❖ **Necromancy:** Spells that manipulate the energies of life and death. As such, these cover both healing and interactions with the dead (and undead).
- ❖ **Transmutation:** Spells that alter the properties of a creature, object, or environment. One can fly, breathe underwater, or gain great strength, alter the size of an object or creature, or transmute one type of material into another. This school is also sometimes referred to as Alteration.

At each spell level 1-5 there are three spells per school; at level 6 there are two.

GAINING NEW SCHOOLS

A caster gains access to a new school of magic of their choice at every name level. When this occurs, the mage also learns random spells belonging to that school: one at each spell level they can cast. For example, a 10th-level mage chooses a new school, plus one random spell belonging to that school at each of the spell levels 1 through 4.

FIRST LEVEL SPELLS

1-3	
D12 Roll	Spell
1	Alarm
2	Blur
3	Charm
4	Chill Touch
5	Command
6	Cure Light Wounds
7	Detect Magic
8	Detect Portals & Passages
9	Disguise
10	Endure Heat & Cold
11	Feather Fall
12	Floating Disc

SECOND LEVEL SPELLS

1-3	
D12 Roll	Spell
1	Arcane Lock
2	Bolster
3	Burning Hands
4	Detect Invisibility
5	Detect Traps
6	Enrage
7	Filter
8	Grave Shroud
9	Guide
10	Gust of Wind
11	Hideous Laughter
12	Invisibility

THIRD LEVEL SPELLS

1-3	
D12 Roll	Spell
1	Black Tentacles
2	Cloak of the Void
3	Conjure Animals
4	Cure Disease
5	Cure Serious Wounds
6	Dimensional Pocket
7	Dispel Magic
8	Fear
9	Fireball
10	Gaseous Form
11	Greater Disguise
12	Greater Phantasm



4-6	
D12 Roll	Spell
1	Fog
2	Grease
3	Knock
4	Know Languages
5	Light (R)
6	Magic Missile
7	Minor Illusion
8	Nullify Poison
9	Shield
10	Sleep
11	Turn Undead
12	Unseen Servant

4-6	
D12 Roll	Spell
1	Mind Shield
2	Mirror Image
3	Pacify
4	Phantasm
5	Phantom Steed
6	Protection from Poison
7	Ray of Fatigue
8	Silence
9	Spider Climb
10	Unflagging Endurance
11	Water Breathing
12	Web

4-6	
D12 Roll	Spell
1	Haste (R)
2	Hold Person
3	Hypnotic Pattern
4	Invisibility Sphere
5	Lightning Bolt
6	Locate Object
7	Overlook
8	Plant Growth
9	Protection from Aligned
10	Protection from Missiles
11	Tongues
12	Wizard Eye

FOURTH LEVEL SPELLS**1-3**

D12 Roll	Spell
1	Animate Dead
2	Banishment
3	Blight
4	Clairvoyance
5	Confusion
6	Dimension Door
7	Divination
8	Domination
9	Free Action
10	Hallucinatory Terrain
11	Ice Storm
12	Know Weakness

FIFTH LEVEL SPELLS**1-3**

D12 Roll	Spell
1	Awe
2	Banish Aligned
3	Blade Barrier
4	Circle of Death
5	Cloudkill
6	Contact Other Plane
7	Control Undead
8	Cure Critical Wounds
9	Elemental Wall
10	Enduring Illusion
11	Fabricate
12	Feeblemind

SIXTH LEVEL SPELLS**1-3**

D8 Roll	Spell
1	Antimagic Sphere
2	Control Water
3	Control Weather
4	Disintegrate
5	Doppelganger
6	Earthquake
7	Geas
8	Glamour

**4-6**

D12 Roll	Spell
1	Phantasmal Killer
2	Polymorph
3	Programmed Illusion
4	Remove Curse
5	Sanctum
6	Speak with Dead
7	Stone to Flesh
8	Suggestion
9	Telekinesis
10	Thunderclap
11	Transmute Rock to Mud (R)
12	Wingbind

4-6

D12 Roll	Spell
1	Find the Path
2	Fly
3	Hold Monster
4	Invulnerability
5	Mass Suggestion
6	Recollection
7	Seeming
8	Sensory Deprivation
9	Shape Earth
10	Teleport
11	True Seeing
12	Warding Sphere

4-6

D8 Roll	Spell
1	Hand of Doom
2	Illusory Kingdom
3	Invisible Stalker
4	Legend Lore
5	Meteor Swarm
6	Restoration
7	Scrye
8	Unbinding



SPELLS BY SCHOOL

Abjuration		Conjuration		Divination		Enchantment	
Level	Spell	Level	Spell	Level	Spell	Level	Spell
1	Alarm	1	Fog	1	Detect Magic	1	Charm
1	Endure Heat & Cold	1	Grease	1	Detect Portals & Passages	1	Command
1	Shield	1	Unseen Servant	1	Know Languages	1	Sleep
2	Filter	2	Gust of Wind	2	Detect Invisibility	2	Enrage
2	Mind Shield	2	Phantom Steed	2	Detect Traps	2	Hideous Laughter
2	Protection from Poison	2	Web	2	Guide	2	Pacify
3	Dispel Magic	3	Black Tentacles	3	Locate Object	3	Fear
3	Protection from Aligned	3	Conjure Animals	3	Tongues	3	Hypnotic Pattern
3	Protection from Missiles	3	Dimensional Pocket	3	Wizard Eye	3	Overlook
4	Free Action	4	Banishment	4	Clairvoyance	4	Confusion
4	Remove Curse	4	Dimension Door	4	Divination	4	Domination
4	Sanctum	4	Ice Storm	4	Know Weakness	4	Suggestion
5	Banish Aligned	5	Cloudkill	5	Contact Other Plane	5	Awe
5	Invulnerability	5	Elemental Wall	5	Find the Path	5	Feeblemind
5	Warding Sphere	5	Teleport	5	True Seeing	5	Mass Suggestion
6	Antimagic Sphere	6	Invisible Stalker	6	Legend Lore	6	Geas
6	Unbinding	6	Meteor Swarm	6	Scrye	6	Glamour

Evocation		Illusion		Necromancy		Transmutation	
Level	Spell	Level	Spell	Level	Spell	Level	Spell
1	Floating Disc	1	Blur	1	Chill Touch	1	Feather Fall
1	Light (R)	1	Disguise	1	Cure Light Wounds	1	Knock
1	Magic Missile	1	Minor Illusion	1	Turn Undead	1	Nullify Poison
2	Arcane Lock	2	Invisibility	2	Grave Shroud	2	Bolster
2	Burning Hands	2	Mirror Image	2	Unflagging Endurance	2	Spider Climb
2	Silence	2	Phantasm	2	Ray of Fatigue	2	Water Breathing
3	Fireball	3	Greater Disguise	3	Cloak of the Void	3	Gaseous Form
3	Hold Person	3	Greater Phantasm	3	Cure Disease	3	Haste (R)
3	Lightning Bolt	3	Invisibility Sphere	3	Cure Serious Wounds	3	Plant Growth
4	Telekinesis	4	Hallucinatory Terrain	4	Animate Dead	4	Polymorph
4	Thunderclap	4	Phantasmal Killer	4	Blight	4	Stone to Flesh
4	Wingbind	4	Programmed Illusion	4	Speak with Dead	4	Transmute Rock to Mud (R)
5	Blade Barrier	5	Enduring Illusion	5	Circle of Death	5	Fabricate
5	Hold Monster	5	Seeming	5	Control Undead	5	Fly
5	Recollection	5	Sensory Deprivation	5	Cure Critical Wounds	5	Shape Earth
6	Disintegrate	6	Doppelganger	6	Hand of Doom	6	Control Water
6	Earthquake	6	Illusory Kingdom	6	Restoration	6	Control Weather

(R) Reversible spell. See that spell's entry for details.

SPELL DETAILS

Each spell has a spell level, range, and duration.

LEVEL

This is the *spell* level, not the level required to cast it.

RANGE

Range is the maximum distance of the spell's target, not its area of effect (though sometimes these are the same). Ranged spells must obey the normal rules on line of sight and blocked targets (see p. 34), but do not suffer range modifiers.

Spells typically have one of five ranges:

- ❖ **Self:** The spell can only target the caster. However, if the range is "Self" followed by an area, the effect emits from the caster and covers the area specified.
- ❖ **Touch:** The spell requires the caster to touch the target creature or object to affect it, which means that the caster must be within 5 feet of the target at the start of the Magic Phase (when the spell resolves). The target can be the caster: if so, the "touch" is automatic. A normal attack roll is required if the target is hostile.
- ❖ **Short:** The spell reaches up to 40 feet. This range increases by 5 feet for every two caster levels.
- ❖ **Medium:** Up to 100 feet, plus 10 feet per two caster levels.
- ❖ **Long:** Up to 400 feet, plus 20 feet per two caster levels.

DURATION

This is the amount of time the spell is in effect. A caster can dispel their own non-Instant spell effect at will, as a free action.

- ❖ **Instant:** The spell effect comes and goes the moment the spell is cast, though the consequences (such as damage) might last beyond this.
- ❖ **Timed:** Unless dispelled by the caster, the spell lasts until its listed time has passed. If a spell's duration is variable, the duration is rolled secretly by the GM (i.e. the caster doesn't know how long their spell will last).
- ❖ **Concentration:** The spell requires that the caster concentrate on it to keep its effect active. This prevents the casting of another spell, but movement and other actions are still allowed. Anything that would disrupt a spell's casting also breaks a caster's concentration while maintaining one, thus ending the spell.
- ❖ **Permanent:** Unless dispelled by the caster, the effect is permanent. The effect may still be vulnerable to *Dispel Magic* or other means of destruction; if so, this will be specified in the spell description.

AREA OF EFFECT

For spells with an area of effect, the caster selects a point within range to centre the effect area, but cannot control what a spell affects within that area unless the spell states otherwise. If using a grid map, a spell's centre point must be at a grid-line intersection, not a square (see example image on p. 34).

The area of effect listed for spells (AoE) may have two values. If so, the first is radius, while the second is the full area of effect in 5-foot squares, if using a grid map. The latter can lead to counterintuitive results (e.g. square fireballs), but is an ease-of-use abstraction to avoid annoyances with diagonals.

CUMULATIVE SPELL EFFECTS

Spells can be combined with the effects of magic items or other sources. However, regardless of the source, the same ability cannot be stacked on a single target unless specified otherwise. For instance, a character cannot cast two *Shield* spells on one target for a cumulative effect (or combine a *Shield* spell with a *Shield* effect from a magical item, etc).

REVERSIBLE SPELLS

Some spells are reversible: this will be noted in the spell's title and description. When one gains a reversible spell they always learn both forms; each form is only considered a different spell for the purposes of preparing spells. For example, *Haste* and *Slow* would occupy separate spell slots (and each could be prepared up to twice).

SAVING THROWS

Spells that allow saving throws have this noted at the start of the spell description. In this case, if the spell does damage then a successful save reduces the damage to that subject by half (round normally); for all other spells a save nullifies the effect on that subject unless stated otherwise.

Saving Throws & Illusions

Illusions only affect intelligent creatures. A creature is not granted a save to recognize an illusion unless they carefully study it, directly interact with it (a touch or attack usually counts), or make a deliberate effort to disbelieve it (this requires a reason for suspicion, or an action if in combat). A save is granted once a round under such circumstances. As with Perception checks, these are made in secret by the GM.

A failed saving throw does not dictate one's actions; it only means that the creature believes in the reality communicated by the illusion. This does not make it in any way real. For example, a creature might choose to cross an illusory bridge if they fail their save, and if so would of course fall through it.

Passing a save against an illusion does not banish it, but reveals it to be false (for that person only). Any who know an illusion to be false can use an action to try and convince others of this fact; those told can reroll their next failed save against that illusion.

FIRST LEVEL SPELLS

Alarm

Abjuration (R: Short, D: 1 day)

AoE: 60-ft radius. Whenever a creature of size level Small and up touches or enters the warded area, a mental alarm goes off. The caster must be within one mile of the warded area to receive this alarm; if sleeping, they are automatically woken. The caster can designate specific individuals, creatures, or creature types that won't set off the alarm.

Blur

Illusion (R: Self, D: 1 hour)

The caster's form appears to constantly shift and waver. Attacks that rely on sight must reroll hits scored on the caster.

Charm

Enchantment (R: Short, D: 1 day)

Save: Hard (Will). This makes one living humanoid of Medium size or smaller see the caster as a trusted friend. The caster can give the subject orders, language permitting. The subject will not knowingly endanger its life beyond reason, and orders not befitting a friend will be ignored and will grant an extra save.

At 10th level, the caster can affect any one living creature, language permitting, of up to Large size.

Chill Touch

Necromancy (R: Short, D: 1 minute)

Save: Hard (Arc). This spell deals 1D6+2 damage. If the target is living, it cannot be healed for the spell's duration; undead creatures instead must reroll any hits scored against the caster.

Command

Enchantment (R: Medium, D: 1 round)

Save: Very Hard (Will). The caster issues a one-word command to the target, which it must obey on its next set of actions. The command must be unequivocal, and something the target can accomplish (e.g. back, halt, flee, fall, approach, kneel, dance; "die" or "suicide" do not qualify).

Cure Light Wounds

Necromancy (R: Touch, D: Instant)

This spell heals the subject of 1D6+2 damage. Add 1D6 for each name level the subject has.

Detect Magic

Divination (R: Self, D: 10 minutes)

AoE: 60-ft radius. All magical emanations glow softly. Any caster knows the magic's strength (faint, moderate, strong, overwhelming) and the school(s) associated with that magic.

Detect Portals & Passages

Divination (R: Short, D: 10 minutes)

AoE: 60-ft radius. All hidden doors, compartments, and passages within range glow softly. Obstructions over these may obscure the glow.

Disguise

Illusion (R: Short, D: 1 hour)

Save: Very Hard (Per). The subject's appearance—including all personal items—is altered. Height can be altered up to 1 ft shorter or taller, and weight can be altered to a similar degree along with it. The same basic limb arrangement must be kept.

Endure Heat & Cold

Abjuration (R: Touch, D: 12 hours)

Up to one subject per two caster levels is immune to environmental temperature effects within most natural bounds (fire- and cold-based attacks, or more extreme manifestations like being caught in a magma flow, are not affected).

Feather Fall

Transmutation (R: Medium, D: 10 minutes)

Up to five falling creatures within range have their rate of descent slow to 60 ft per round (in the Movement Phase). A subject that lands before the spell ends takes no falling damage and can land on its feet, and the spell ends for that creature.

Floating Disc

Evocation (R: Self, D: 4 hours)

This spell creates a circular, horizontal disc in an empty space within 5 ft of its caster. The disc is 3 ft in diameter and 1 inch thick, and floats 3 ft above the surface beneath it. It can support up to 500 pounds (approximately 20 item points). The disc follows 5 ft behind its caster. It cannot be ridden by the caster, and cannot cross abrupt elevation changes of over 10 ft.

Fog

Conjuration (R: Long, D: 1 hour)

AoE: Up to 50-ft radius / 20 × 20. The caster summons a wall of thick fog that reduces vision (including infravision) to 5 ft. A wind of at least 20 miles per hour disperses it.

Grease

Conjuration (R: Medium, D: 10 minutes)

Save: Hard (Dex). AoE: Up to 40-ft radius / 16 × 16. Slick, non-flammable grease covers the ground. Any creatures in the area when the grease appears or who move into a greased space (even if already in one) must immediately save or fall prone (limit of one such save per round). For those who make their save, the greased area is still treated as difficult terrain.

FIRST LEVEL SPELLS

Knock

Transmutation (R: Short, D: Instant)

The spell opens a conventionally stuck, barred, or locked door. It can also open locked or trick-opening boxes, panels or chests, and loosen welds, shackles or chains, but has no effect on magic wards and seals. A loud knocking sound is created when the spell is cast: the party counts as noisy (see p. 27).

Know Languages

Divination (R: Touch, D: 1 hour)

AoE: Up to 40-ft radius / 16 × 16. Up to five creatures can comprehend (but not communicate using) otherwise unknown text or speech. References are not explained, nor are codes or ciphers broken. This does not allow one to understand more esoteric communication methods, such as pheromones.

Light (R)

Evocation (R: Medium, D: 12 hours)

AoE: Up to 40-ft radius / 16 × 16. This spell illuminates the chosen area as if by torchlight.

The reverse of this spell, *Darkness*, creates darkness that completely blocks all light and vision in its chosen area (including infravision) within or through it.

Either spell can be cast on a movable object and carried. If the area of effect of one type comes into contact with the other, one dispels the other: roll randomly to see which.

Magic Missile

Evocation (R: Short, D: Instant)

Save: None. A bolt of magical energy automatically strikes the target for 1D6+1 points of damage. For every two caster levels past the 1st (i.e. 3, 5, 7, 9), an additional missile strikes the target, to a maximum five missiles at 9th level and up. Unlike standard spells, if something can be seen it can be targeted, even if normal spellcasting line of sight is blocked.

Minor Illusion

Illusion (R: Medium, D: 1 hour)

Save: Hard (Per). This spell creates an illusionary sound, scent, or image. If a sound, its volume can range from a whisper to a scream, and vary in pitch and tempo as desired. If an image, it is silent and immobile, and no larger than a 5-ft (2 × 2) cube.

Nullify Poison

Transmutation (R: Short, D: Instant)

AoE: Up to 10-ft radius / 4 × 4. This spell renders select poisons harmless. It only affects non-magical poison artificially added to something (e.g. poisoned needles; coated blades; poison in food, vials, or gas capsules): poison produced and employed by living creatures in a natural fashion is unaffected.

Shield

Abjuration (R: Self, D: 10 minutes)

This spell invisibly wards the caster, providing +5 AC and negating any *Magic Missiles* cast at them.

Sleep

Enchantment (R: Medium, D: 10 minutes)

Save: Hard (Will × 2). AoE: 30-ft radius / 12 × 12. This spell places 2D6 Hit Dice worth of living creatures into a comatose slumber. Creatures with the fewest HD are affected first, and only creatures with 4 HD or less are affected. Spending a round slapping and shaking a victim gives them an extra saving throw; noise does not.

Turn Undead

Necromancy (R: Self, D: 1D6 × 10 minutes)

Save: None. AoE: 50-ft radius / 20 × 20. Note that the duration of this spell is rolled in secret by the GM. When the spell is cast, the caster rolls 2D6 and adds their level to the result. A number of Hit Dice of undead equal to the result are **turned**: they will flee out of range to the best of their ability for the duration of the spell. If they cannot escape out of range, they will cower at as far a distance from the caster as possible.

Creatures with 3 or more Hit Dice than the caster has levels are immune to that caster's spell. Surplus Hit Dice are lost (so if the result indicates that 7 Hit Dice are turned, and there are four undead of 2 Hit Dice each, then only three undead are turned). If there are undead of multiple Hit Dice values in range, the roll is applied to all types; lower Hit Dice undead are turned first.

If the caster's level is 5 or more than the Hit Dice of any undead that are affected, those undead are destroyed instead of just turned.

Attacking a turned undead creature negates the effects of the spell upon that creature.

Unseen Servant

Conjuration (R: Short, D: 2 hours)

The spell summons an invisible spirit, weightless and Small in size, that serves tirelessly and fearlessly without question. The servant must remain within 30 feet of its summoner or it is automatically dispelled. It moves as a normal PC, except that it is unaffected by terrain. It can carry up to 1 point of encumbrance and open normal doors, lids, drawers, etc, but perform no greater feats of strength.

The servant cannot fight or take any other action requiring an attack roll. Nor can it block spaces, provide cover, or lock opponents in melee. It can be magically dispelled, banished by anything that banishes spirits, or eliminated after taking 6 points of magical damage.

SECOND LEVEL SPELLS

Arcane Lock

Evocation (R: Touch, D: 1 day)

This spell bars the opening mechanism of a door, chest, or similar object with magical force. The caster ignores their own lock, but otherwise the mechanism can be opened only by force or with a successful *Dispel Magic* spell.

Bolster

Transmutation (R: Short, D: 12 hours)

This spell magically enhances an ability score of the caster's choice, with the exception of Arcana. Tasks related to the chosen ability score are one difficulty level lower; Opposed Checks related to it receive a +3 bonus. One additional target per caster name level can be selected; the same score must be boosted for all targets chosen by that particular casting.

Burning Hands

Evocation (R: Self—30 ft × 10 ft line, D: Instant)

Save: Hard (Arc). A burst of flame erupts from the caster's hands. This deals 2D6 damage, plus 1D6 for every two levels of the caster beyond the second (e.g. 3D6 at level 4, 4D6 at level 6, etc; maximum 10D6) and sets combustibles alight.

Detect Invisibility

Divination (R: Self, D: 10 minutes)

The caster can see any objects or beings that are invisible, ethereal, or astral as if they were normally visible.

Detect Traps

Divination (R: Short, D: 10 minutes)

AoE: 60-ft radius. All traps within range glow softly. The spell does not detect natural hazards, such as a weakness in a floor or an unstable ceiling, and the glow can be obscured by obstructions (e.g. a trapped door hidden behind a bookshelf).

Enrage

Enchantment (R: Short, D: 1 minute)

Save: Hard (Will). The subject flies into a berserker rage. It always attacks the creature closest to it, friend or foe, and will fight as offensively as possible, though it will not throw itself over a cliff or the like in order to reach an opponent.

Filter

Abjuration (R: Touch, D: 4 hours)

The subject is immune to all airborne contaminants (gas, smoke, spores, disease, etc), even magically created ones. The exception is if the caster is attacked by a gaseous breath weapon from a creature of 8 HD or more; in this case the spell reduces the effects by half (round normally), before any save.

Grave Shroud

Necromancy (R: Touch, D: 1 hour)

Undead creatures perceive the subject as undead. Mindless undead thus ignore the subject, while intelligent undead do not instinctively know the subject to be alive, but will likely wonder at the subject's appearance or actions. If a subject attacks an undead creature, the spell ends for them. This spell can affect a number of subjects equal to the caster's level.

Guide

Divination (R: Self, D: 12 hours)

The caster gains a supernatural knowledge of the paths and perils of their surroundings while travelling overland. The caster may choose to apply a +1 bonus that day to either their party's navigation checks, or their party's overland random encounter checks.

Gust of Wind

Conjuration (R: Self—60 ft × 10 ft line, D: 1 minute)

A line of strong wind blasts from the caster in the direction faced. Unless appropriately braced, any creature that starts its round in the line must roll equal to or under its Strength on 1D20 or be pushed 5 ft away for each point that they failed the roll by; apply an addition -5 roll modifier if the creature is flying. Regardless, any creature in the line must spend 2 ft of movement for every 1 ft it moves within the line.

The gust disperses *Fog* and *Cloudkill* spells, gas, vapour, and the like, and extinguishes small open flames (like torches) in the area. Protected flames such as lanterns have a 50% chance to be extinguished. The caster can change the direction the line travels as an action during their round.

Hideous Laughter

Enchantment (R: Short, D: Concentration—1 minute)

Save: Hard (Will). The subject breaks into fits of laughter and falls prone. This does not make the creature a helpless target (see p. 33), but they are otherwise unable to act. At the end of each of its rounds, and each time it takes damage, the target can make another save. Unintelligent creatures are not affected.

Invisibility

Illusion (R: Medium, D: Concentration—30 minutes)

One creature or object of up to one size level larger than the caster vanishes from sight. An invisible creature can see itself. Any light source carried is still visible, and dropped personal items become visible. The spell ends if the subject attacks a creature, though surprise (see p. 31) is very likely to be achieved first.

SECOND LEVEL SPELLS

Mind Shield

Abjuration (R: Touch, D: 4 hours)

The subject cannot be detected by mental scans or have their mind read, and the difficulty of their Will-based saves is lowered by one level. However, in terms of telepathy, the subject can neither communicate nor be communicated with.

Mirror Image

Illusion (R: Self, D: 10 minutes)

1D6 illusory duplicates of the caster appear. On a successful attack against the caster, roll to see if the caster or an image is struck; any hit on an image causes it to disappear.

Pacify

Enchantment (R: Medium, D: 30 minutes)

Save: Hard (Will). AoE: Up to 30-ft radius / 12×12 . This spell calms 1D6 living creatures, ending any arguments, combats, or inclinations to them. This does not create friendly feelings, however. Creatures with the fewest HD are affected first.

A pacified creature that takes damage or is attacked breaks free of the spell automatically.

Phantasm

Illusion (R: Medium, D: Concentration—10 minutes)

Save: Very Hard (Per). This spell creates the visual illusion of an object, creature, or force of up to Large size. The illusion can have auditory components. The caster can move the image within the spell's range.

The illusion has an AC of 10, and disappears if struck; it fights with the same base attack bonus as the caster. Any "damage" dealt by it is believed to be real, but vanishes when the spell expires or the illusion is disbelieved. A creature reduced to 0 HP in this way passes out for 1D6+2 rounds, then recovers with any phantasmal damage removed.

Phantom Steed

Conjuration (R: Short, D: 12 hours)

A ghostly draft or riding horse (caster's choice) instantly appears which serves the caster willingly and well. It behaves as a normal horse, except that it cannot tire or be frightened and does not need food or water.

Protection from Poison

Abjuration (R: Touch, D: 1 hour)

All poisons afflicting the subject are removed, and the subject cannot be poisoned for the spell's duration. If cast on a subject who has failed a lethal poison save within a turn of their being poisoned, the poison is neutralized and the subject lives.

Ray of Fatigue

Necromancy (R: Short, D: 10 minutes)

Save: Hard (Arc). The subject becomes heavily fatigued (see *Fatigue*, p. 23). This has no effect if the target is already this fatigued or worse, or does not tire (undead, constructs, etc).

Silence

Evocation (R: Short, D: Concentration—10 minutes)

AoE: Up to 30-ft radius / 12×12 . This spell creates a void of pure silence in which no sound can be created or pass through. Anything inside the area of effect is immune to sonic attacks, and creatures inside it are deafened. Casting a spell that includes a verbal component is impossible there.

Spider Climb

Transmutation (R: Short, D: Concentration—10 minutes)

So long as its hands are free, a subject can climb and travel on vertical surfaces or even traverse ceilings, with a combat speed of 20 ft per round. Climbing checks are not required for this, but if one is somehow forced, the difficulty is one level lower than normal.

Unflagging Endurance

Necromancy (R: Touch, D: 12 hours)

Up to one subject per caster level becomes virtually immune to the effects of exhaustion. The subjects ignore the first burden level from encumbrance, can force-march that day with no ill effect, and the difficulty of their saves versus fatigue, sleep, weakness, or enfeeblement effects is one level lower.

Water Breathing

Transmutation (R: Short, D: 1 day)

Up to two subjects per caster level can breathe water freely.

Web

Conjuration (R: Short, D: 10 minutes)

Save: Hard (Str). This spell creates a barrier of strong, sticky strands that can trap any who touch it or are caught in the area when it is cast (up to 10 ft $\times$ 10 ft, 5 ft thick). To be cast, the *Web* must be able to be anchored to solid, opposed points.

If a creature fails its save and so becomes stuck, it can make one save in each following turn to break free. The strands are also flammable, a 5-ft square burning per round.

THIRD LEVEL SPELLS

Black Tentacles

Conjuration (R: Medium, D: 10 minutes)

Save: Hard (Dex). AoE: 20-ft radius / 8×8 . Flailing ebony tentacles erupt from the ground. The area becomes difficult terrain. A creature size Large or less that starts its round in or enters the area must save or take 3D6 crushing damage and be unable to leave the spot. Those restrained save at the start of each round to free themselves; failure means the damage is dealt again.

Cloak of the Void

Necromancy (R: Self, D: 10 minutes)

The caster is wreathed in black flames of negative energy. Any living creature touching the caster with its body or handheld weapons takes 2D6 points of damage, +1D6 per caster name level. However, undead touching the caster are healed for the same amount. This effect is not applied if the caster strikes a target, only if they are struck.

Conjure Animals

Conjuration (R: Short, D: 1 hour)

This spell calls local wild animal spirits of the caster's choice, which manifest as flesh-and-blood examples of those creatures. Hit Dice equal to twice the caster's level are summoned, in any combination desired. No single creature can be above 10 Hit Dice; none can be intelligent or magical.

The creatures serve without question, but if abused by the caster the spirits will refuse future calls.

Cure Disease

Necromancy (R: Short, D: Permanent)

This spell cures the subject of blindness (assuming the subject still has its eyes) and all diseases, including mummy rot, green slime infection, and lycanthropy.

Cure Serious Wounds

Necromancy (R: Touch, D: Instant)

This spell heals the subject of 2D6+2 damage. Add 2D6 for each name level the subject has.

Dimensional Pocket

Conjuration (R: Short, D: 2 hours)

This spell creates a glowing door to an empty extradimensional chamber. When the door is closed, anything inside is hidden from all senses, even magic. The room holds up to 32 points in creatures—a Medium creature occupies 4 points, a Small creature 2, and a Tiny creature 1—along with sufficient air to breathe. Anything inside is expelled when the spell ends.

Dispel Magic

Abjuration (R: Short, D: Instant)

This spell can end ongoing, non-permanent spells cast on a creature, object, or area. Each caster involved makes a dispel check: roll 1D6 + caster level, with the higher result winning (ties go to the dispeller). Magic items cannot be affected.

Fear

Enchantment (R: Medium, D: 1 minute)

Save: Very Hard (Will). AoE: 30-ft radius / 12×12 . Creatures that fail their save drop anything held and flee from the caster by the quickest safe route; if cornered, they cower. Targets must be able to feel fear (even instinctually) to be affected.

Fireball

Evocation (R: Medium, D: Instant)

Save: Hard (Arc). AoE: 20-ft radius / 8×8 . A burst of flame deals 1D6 fire damage per caster level, to a maximum of 10D6. Combustibles in the area of effect are set alight.

Gaseous Form

Transmutation (R: Touch, D: 1 hour)

This spell transforms a willing creature and its carried items into a misty cloud of its original size. The subject flies with a combat speed of 10, though wind will propel it at the wind's speed. The subject can enter any space that is not airtight.

While gaseous, the subject cannot talk, manipulate objects, attack, or cast spells, and can only be harmed by magic. The subject remains hovering in the air even when stunned or otherwise incapacitated. The spell ends if the subject drops to 0 or fewer Hit Points.

Greater Disguise

Illusion (R: Long, D: Concentration—2 hours)

Save: Very Hard (Per). The appearance of up to one subject per two caster levels—including all items on their person—is altered. Height can be altered up to one full size category shorter or taller, and weight can be altered to a similar degree along with it. The same basic limb arrangement must be kept.

If the caster only disguises one subject, the concentration requirement is ignored.

Greater Phantasm

Illusion (R: Long, D: Concentration—1 hour)

Save: Very Hard (Per). This spell creates the visual illusion of an object, creature, or force. The maximum size is Medium, increasing by one size category per caster's name level past 5. The illusion may have auditory, olfactory and temperature components, and can be moved within the spell's range. The illusion fights as a 2nd-level *Phantasm*, but has an AC of 18.

THIRD LEVEL SPELLS

Haste (R)

Transmutation (R: Medium, D: 10 minutes)

Save: Hard (Arc). All subjects gain the effects of the Dash combat stance (even if they don't use stances), and their combat speed doubles. The reverse, *Slow*, instead forces targets to act last in combat, and their combat speed is halved. One of these spells can negate its reverse; such a use has no other effect. Up to one creature per caster level is affected.

In both cases, one's number of actions is not affected.

Hold Person

Evocation (R: Medium, D: 1 minute)

Save: Special (Arc). One or more Medium or smaller creatures are bound in place and become helpless targets (see p. 33). The caster can opt for a single target (Very Hard save), or choose up to four (separate Hard saves).

Hypnotic Pattern

Enchantment (R: Short, D: 10 minutes)

Save: Hard (Will). AoE: 30-ft radius / 12×12 . A twisting pattern of colours is created. On a failed save, intelligent enemies viewing this can no longer act: they do not move and become helpless targets (see p. 33). The spell ends for an affected creature if it takes any damage or if a creature uses an action to physically shake a subject out of its stupor.

Invisibility Sphere

Illusion (R: Short, D: Concentration—1 hour)

AoE: 20-ft radius / 8×8 . One focus creature is the centre for the sphere: it and any creature in the area of effect when cast become invisible (not to each other). The sphere moves with the focus creature. Invisibility ends for anything that leaves the sphere or attacks; this does not affect the others. Any entering the sphere after the spell is cast do not become invisible.

Lightning Bolt

Evocation (R: Medium, D: Instant)

Save: Hard (Arc). This bolt deals 1D6 electrical damage per caster level to everything in its area of effect (80 ft long, 5 ft wide; double this in water), to a maximum of 10D6.

Locate Object

Divination (R: Self, D: 30 minutes)

The caster senses the direction of an object. The caster can search for a general item category well known to them, such as "sword", "jewel", or "stairway", in which case the nearest one (if any) within range is located. Attempting to find a specific item requires an accurate mental image of that precise item. There is no range limit as long as the object is on this plane, but distance is only indicated in vague terms (close, far, etc).

Overlook

Enchantment (R: Self, D: 1 hour)

Save: Hard (Will). Any intelligent creature wishing to make one or more direct attacks against the caster that round must first make a save: failure means that they switch their attention to the next logical enemy target instead. If there are no other valid targets that round, the creature may take some other action, but cannot attack that round.

Plant Growth

Transmutation (R: Long, D: 1 day)

AoE: Up to 50-ft radius / 20×20 . This spell causes normal vegetation to thicken and grow. Within the area of effect, combat speed drops to 5 for creatures up to Medium size (10 for creatures Large and greater). Line of sight drops to 10 ft; anything in sight in the growth has heavy cover. The area must already have at least living brush in it for this spell to function.

Protection from Aligned

Abjuration (R: Short, D: 4 hours)

AoE: 30-ft radius / 12×12 . This spell wards all creatures in its area of effect. Supernatural creatures of one alignment cannot charm, frighten, or possess the warded creatures, and must reroll any hits scored against them. Once warded, creatures do not have to remain in the area to benefit.

Protection from Missiles

Abjuration (R: Touch, D: 1 hour)

The subject cannot be damaged by normal missile attacks; these will only break a caster's concentration if they hit on a natural 20. Magic or non-personal scale missiles (such as from a giant or a catapult) affect the subject as usual.

Tongues

Divination (R: Touch, D: 4 hours)

AoE: Up to 40-ft radius / 16×16 . Up to one subject per caster level can understand and speak with almost all living beings. This includes animals, but not plants. Intelligent creatures fall under no compulsion. Most other creatures will provide information about nearby locations, including what they know of the past day. Animals may be convinced to perform a small favour.

Wizard Eye

Divination (R: Short, D: Concentration—1 hour)

The caster creates an invisible, magical eye through which they can see, even in darkness. The eye can travel up to 240 ft from the caster, at a rate of 120 ft per turn, and can pass through gaps about the size of a mouse-hole. If a caster moves, it cannot move the eye that same turn / round.

FOURTH LEVEL SPELLS

Animate Dead

Necromancy (R: Short, D: 1 day)

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The maximum Hit Dice that can be animated and controlled at any one time is equal to the caster's level.

The dead are animated until destroyed, a *Dispel Magic* spell is cast upon them, or the duration expires. The caster can make the duration permanent by spending 100 sp per Hit Die of the creature(s) animated when the spell is cast.

Banishment

Conjuration (R: Medium, D: 1 minute)

Save: Hard. This spell banishes one creature to another plane of existence.

If the subject is native to the plane of existence the caster is on, the subject is sent to a harmless demiplane. It remains there until the spell ends, then reappears in the nearest unoccupied space to its point of banishment.

If the subject is native to a different plane of existence than the one the caster is on, the subject is banished to its home plane and must find another way to return.

Blight

Necromancy (R: Medium, D: Instant)

Save: Hard (Arc). The subject, which must be living, takes 8D6 necrotic damage. If the caster targets a plant creature or a magical plant, the target's saving throw is Very Hard instead, and the spell deals double damage. If a non-magical plant that isn't a creature is targeted, such as a tree or shrub, it simply withers and dies without a save.

Clairvoyance

Divination (R: Self, D: 10 minutes)

This spell enables the caster to concentrate upon a familiar locale, no matter how far away, to see and hear as if the caster were there. Lead blocks this effect; the caster knows that this has occurred.

Confusion

Enchantment (R: Medium, D: 10 minutes)

Save: Hard (Will). This spell causes creatures to behave unpredictably. It affects 1D6 HD worth of enemy creatures per caster level (up to 15D6). Roll 1D6 to determine the affected group's actions each round: 1-2 act normally, 3-4 do nothing, 5-6 attack friends. Only creatures with 8 HD or less are affected; creatures with the fewest HD are affected first.

Dimension Door

Conjuration (R: Touch, D: Instant)

This spell transfers the subject to another spot up to 180 ft distant. The target location can be known, or the caster can just state a direction and distance. The subject arrives on a safe and stable surface as close as possible to the target; this may be the starting point.

Divination

Divination (R: Self, D: Instant)

This spell places the caster in contact with a planar power. The caster may ask one question concerning a specific goal or event to occur within seven days. The reply might be short or cryptic, but will be truthful. However, the future is as yet unwritten and so events may render the reply inaccurate.

Domination

Enchantment (R: Medium, D: 1 hour)

Save: Hard (Will). A dominated subject is aware of what is happening, but is powerless to resist the caster. Commands can be given verbally or mentally, as a free action, as long as the subject is within range. The subject can be forced to use their powers and abilities, assuming the caster knows about them (a victim's secrets are not automatically revealed).

If the victim is ordered to do something they would find abhorrent, they are first granted another saving throw.

Free Action

Abjuration (R: Touch, D: 1 hour)

The subject's movement is not slowed by difficult terrain or restrained by spells (such as *Hold Person*) or other special effects. The subject automatically escapes all non-magical restraints, including being grappled. Finally, being in or underwater imposes no movement or Dex penalties (though this does not allow one to breathe water).

Hallucinatory Terrain

Illusion (R: Long, D: 1 day)

Save: Very Hard (Per). AoE: Up to 100-ft radius. The caster makes natural terrain look, sound, and smell like some other natural terrain. Creatures in the area are not changed.

Ice Storm

Conjuration (R: Long, D: Instant)

Save: None. AoE: 30-ft radius / 12 × 12. This spell causes hailstones to pound down, dealing 6D6 points of damage. The damage is half impact and half cold.

FOURTH LEVEL SPELLS

Know Weakness

Divination (R: Short, D: Instant)

The caster learns the target's current special weaknesses and resistances. This includes anything that causes the target more than the normal amount of damage, any effects that reduce or negate damage, and immunities to particular attacks.

Phantasmal Killer

Illusion (R: Short, D: 1 minute)

Save: Hard (Per). This spell creates an illusory manifestation of the target's deepest fears (Intelligence of at least Low required). If the target fails its save, it takes 6D6 damage. At the end of each round, the target must make another save or take a further 6D6 damage. On a successful save, the spell ends.

Polymorph

Transmutation (R: Self, D: Concentration—1 hour)

The caster and their personal possessions change into any known creature up to one size level larger or two levels smaller (max. 9 HD; cannot be undead or extraplanar). The creature's appearance, manner of breathing, and basic movement abilities (i.e. not teleport, etc) are gained, but no other abilities.

Programmed Illusion

Illusion (R: Medium, D: Permanent)

Save: Very Hard (Per). This spell creates a preset illusion no larger than a 30-ft radius (12 × 12)—any audible and/or visible event of up to 5 minutes—that activates upon a preset, caster-specified trigger condition. Once triggered and complete, it vanishes. After 10 minutes, it can be activated again.

Remove Curse

Abjuration (R: Touch, D: Instant)

This spell removes all curses on a person or object. Permanent curses on magic items are not removed, but one afflicted with such an item can get rid of the item.

Sanctum

Abjuration (R: Touch, D: 1 day)

This spell wards a cubic area up to 100 ft per side, blocking any or all of the following from penetrating into it: sight, smell, hearing, divination, teleportation, planar travelling.

Speak with Dead

Necromancy (R: Touch, D: 10 minutes)

The caster can ask a corpse one question. Its spirit must answer and will be understood, but knows only what it knew in life. If the spirit recognizes the caster as hostile to its agenda when it still lived, it will answer the question as literally as it can. A corpse can only be the target of this spell once per fortnight.

Stone to Flesh

Transmutation (R: Short, D: Instant)

This spell restores one petrified creature to its normal state. The spell can also convert stone into an inert fleshy substance: a mass up to 12 ft long and 3 ft in diameter.

Suggestion

Enchantment (R: Short, D: 12 hours)

Save: Very Hard (Will). This spell makes one living creature follow a single verbally suggested course of action (language permitting, and limited to a sentence or two), so long as the caster can phrase it to sound reasonable—even if it isn't.

Telekinesis

Evocation (R: Long, D: Concentration—1 hour)

The caster can move up to one object (not creature) per caster name level via invisible force as an action. The caster must choose between regular and fine manipulation for all objects. Switching targets and/or manipulation types is an action.

Regular manipulation can move objects greater than Large size that are 25 pounds × the caster's level in weight, at a rate of up to 10 ft per round.

Fine manipulation can move objects of up to Large size at up to 60 ft per round, with a force equal to the caster's level in Strength. Melee or ranged attacks made in this way use the caster's attack bonus and deal normal damage; if the caster can control multiple objects, multiple targets can be engaged.

Thunderclap

Evocation (R: Long, D: Instant)

AoE: 20-ft radius / 8 × 8. This spell creates a massive peal of thunder. Creatures must make Daunting (Will) saves to avoid being stunned for 1D6 rounds, Hard (Dex) saves or fall prone, and Very Hard (Con) saves or be deafened for 1 minute.

Transmute Rock to Mud (R)

Transmutation (R: Medium, D: Instant)

AoE: Up to 40-ft radius / 16 × 16. This spell turns a patch of ground made of non-magical rock and/or earth into mud 5 ft deep. Combat speed through the mud is 5 ft per round. If cast on a stone golem or the like, it must make a Very Hard save or be slain. The *Transmute Mud to Rock* reverse permanently hardens normal mud into soft stone (sandstone or similar).

Wingbind

Evocation (R: Medium, D: 10 minutes)

Save: Very Hard (Str). This spell robs one (plus one per caster name level) flying creature Huge or smaller of its flight ability. The target crashes, taking regular falling damage, and cannot take off again for the spell's duration.

FIFTH LEVEL SPELLS

Awe

Enchantment (R: Medium, D: 1 hour)

Save: Very Hard (Will). The spell makes one living creature per two caster levels hold the caster in awe. They have no desire to serve or befriend the caster, but won't attack the caster and will do whatever they can to avoid upsetting them; if possible, they'll avoid the caster (and any nearby friends) altogether.

Banish Aligned

Abjuration (R: Long, D: 1 hour)

Save: Very Hard (Will). All creatures of one alignment chosen by the caster that come within 30 ft of the caster must save or flee. Alternatively, the caster can cast the spell on just one creature: the save then becomes Heroic.

Blade Barrier

Evocation (R: Medium, D: 1 hour)

AoE: Up to 30-ft radius / 12×12 . An immobile curtain of whirling blades of pure force springs into existence. Anything passing through the wall takes 10D6 points of damage.

Circle of Death

Necromancy (R: Long, D: Instant)

Save: Very Hard (Arc). AoE: 40-ft radius / 16×16 . A burst of negative energy ripples out from the target point, dealing 8D6 necrotic damage to all living targets.

Cloudkill

Conjuration (R: Medium, D: 10 minutes)

Save: Very Hard (Con). AoE: 20-ft radius / 8×8 . A thick cloud of poisonous vapour billows from the target point. The cloud kills any living creature of up to 6 HD unless they save. All creatures take 2D6 damage per round they are in the cloud.

Contact Other Plane

Divination (R: Self, D: Concentration—1 minute)

This spell contacts an extraplanar entity for knowledge and advice. The caster makes a Daunting (Arc) save, with a -1 penalty per question the caster intends to ask (maximum 6). Failure means the caster goes insane for two days per question they intended to ask. If the caster saves, they must ask their questions immediately.

Control Undead

Necromancy (R: Self, D: 1D6 $\times$ 10 minutes)

Save: Very Hard. AoE: 50-ft radius / 20×20 . This spell functions as *Turn Undead* (see p. 47), except that creatures turned are controlled instead, and it cannot destroy undead. Undead that become controlled halt until given commands by the caster. Only intelligent undead are allowed a save.

Cure Critical Wounds

Necromancy (R: Touch, D: Instant)

This spell heals the subject of 4D6+4 damage. Add 3D6 for each name level the subject has.

Elemental Wall

Conjuration (R: Long, D: 4 hours)

An immobile wall of earth, ice, or fire springs into existence. The form can be a 30-ft-long plane or a 5-ft-radius cylinder, with a 10 ft height in either case. The wall cannot be placed in the same space as a creature or another object.

A creature can move through a wall of fire if it passes a Morale check (-4 check penalty), but takes 3D6 fire damage in doing so. The other wall types must be dug through.

Enduring Illusion

Illusion (R: As original spell, D: 1 month)

This spell creates a long-lasting version of any illusion spell of 1st or 2nd level that has a non-Instant duration. The spell is still subject to all its regular dismissal effects. Saves required by the modified spell become one difficulty level higher.

Fabricate

Transmutation (R: Short, D: Permanent)

This spell converts material into an item of the same material. Thus, a caster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so on. The spell cannot transmute or create creatures or magic items; nor can it create items requiring a high degree of craftsmanship, such as weapons, armour, jewelry, or glass. A fabricated item's quality is commensurate with the quality of the base materials, and can be no greater than Large in size (a 10-ft cube), assuming sufficient base material.

Feeblemind

Enchantment (R: Medium, D: Permanent)

Save: Hard (Will). The subject's intelligence drops to that of an imbecile. It loses all knowledge and memory of any spells, plus the ability to communicate and so on, though it can still defend itself in a primitive fashion. Only *Dispel Magic* or *Remove Curse* can cancel the effect.

Find the Path

Divination (R: Self, D: 1 hour)

The caster gains knowledge of the most practicable and direct physical route to, out of, or into a locale (*not* to creatures / objects within it). If seeking into a locale, relatively precise criteria must be specified when the spell is cast (e.g. "the throne room", "the centre"), and cannot be altered afterwards. The path revealed may not be the safest route.

FIFTH LEVEL SPELLS

Fly

Transmutation (R: Self, D: 10 minutes)

The caster grows wings that enable them to fly with a move rate of 180 yards per minute (combat speed of 60). Burden level speed reductions apply. Clothing is torn; worn armour prevents the spell from working.

Hold Monster

Evocation (R: Medium, D: 1 hour)

Save: Special (Arc). One or more creatures Huge or smaller are bound in place and become helpless targets (see p. 33). The caster can opt for a single target (Very Hard save), or choose up to four (separate Hard saves).

Invulnerability

Abjuration (R: Self, D: 1 hour)

A faint shimmering surrounds the caster. All targeted spells and area effects of 1st and 2nd level striking the caster are dispelled. The caster may still freely cast such spells.

Mass Suggestion

Enchantment (R: Medium, D: 1 day)

Save: Very Hard (Will). This spell makes one living creature per two caster levels follow a suggested course of action (language permitting, limited to a sentence or two), so long as the caster can phrase it to sound reasonable—even if it isn't.

Recollection

Evocation (R: Self, D: Instant)

The caster instantly (re)prepares one spell of their choice that they cast from a spell slot (i.e. not from a scroll or magic item) within the last 24 hours, so long as that spell was of spell levels 1-5.

Seeming

Illusion (R: Self, D: 12 hours)

Save: Heroic (Per). This spell allows the caster to change the appearance of any number of creatures within line of sight.

The spell disguises physical appearance as well as worn and carried items. Each creature can seem 1 ft shorter or taller and appear thin, fat or in between, but the form of each subject must have the same basic limb arrangement.

Sensory Deprivation

Illusion (R: Medium, D: 1 minute)

Save: Very Hard (Per). This spell surrounds the subject in a void only it perceives, rendering it deaf and blind but also blocking all olfactory, tactile, and taste sensations. Insights via divination or mental links with others are unaffected.

Shape Earth

Transmutation (R: Long, D: 1 hour)

The spell moves an area of dirt (clay, loam, sand; not stone) up to 40 ft on a side. You can create or fill in a trench, raise or lower the area's elevation, erect or flatten a wall, form a pillar, etc. Changes take 10 minutes to complete; as such, creatures in the area can't usually be affected by it.

Alternatively, the caster can shape or move a stone section no more than 5 ft in any dimension. An object created can have up to two hinges and a latch; finer mechanical detail is impossible.

Teleport

Conjuration (R: Self, D: Instant)

This spell instantly transports the caster and all carried/worn items to a location previously seen by the caster. Success is automatic if the location is very familiar to the caster. Otherwise, to arrive at the exact location desired is a Task—Daunting (Arc) if the location has been seen casually, Very Hard (Arc) if viewed only once. Failure means that the caster is off by 5% of the distance from the starting location to the destination × the amount the check was failed by.

The caster always lands on the nearest safe surface.

True Seeing

Divination (R: Touch, D: 1 hour)

This spell grants the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects, sees through all illusions unless specified otherwise, and sees the true form of polymorphed, changed, or transmuted things.

Warding Sphere

Abjuration (R: Short, D: Concentration—1 minute)

A shimmering 5-ft area sphere encloses a creature or object of up to Medium size (an unwilling creature is allowed a Daunting (Dex) save to avoid being enclosed). Only air and sound can pass through the sphere (as such, it does not protect against gas or sonic attacks). It is immune to damage, though a *Disintegrate* spell destroys it (without harming its contents).

The sphere is weightless and so can be moved by others. For its movement, an enclosed creature can push against the sphere and thus roll it (though remaining enclosed) at up to half that creature's combat speed.

SIXTH LEVEL SPELLS

Antimagic Sphere

Abjuration (R: Self, D: Concentration—1 hour)

AoE: 10-ft radius / 4 × 4. An invisible barrier surrounds and moves with the caster. The space within this barrier is impervious to all magical effects, including attacks by breath, gaze, song, etc. It prevents the functioning of magic items or spells within its confines. It cannot be dispelled.

Control Water

Transmutation (R: Medium, D: Concentration—1 hour)

AoE: Up to 50-ft radius / 20 × 20. In the area of effect, the caster may raise or lower the water level up to 20 ft, create waves of up to that height, part the water, change the water's flow path, or (if water at least 25 ft deep) create a whirlpool that sucks any creature Huge or smaller to the bottom.

The caster can choose any of the above effects when the spell is cast, and switch to a different one each round of the spell's duration if desired.

Control Weather

Transmutation (R: Self—5-mile radius, D: 1 day)

The caster changes the weather in the local area. Weather can be shifted up to one step up or down from natural on the following scale: Sunny, Cloudy, Rainy, Stormy, Disastrous. Repeat casts can shift the scale further, but Disastrous weather can only be maintained in a given area for one day. Any change takes 10 minutes to occur.

Disintegrate

Evocation (R: Short, D: Instant)

Save: Hard (Arc). A ray from the caster's finger causes one object or creature to vanish. Up to a 10-ft cube of non-living matter is affected. The ray can even affect magical matter or energy, but not an *Antimagic Sphere*.

Doppelganger

Illusion (R: Long, D: 1 hour)

Save: Heroic (Per). The caster creates an illusory duplicate that looks, sounds, and smells like the caster. The illusion reacts naturally to the general environment (e.g. its clothes will move if there's a draft) but is intangible. The illusion mimics the caster's actions (including speech) unless the caster makes it act differently—if the caster chooses such, while doing so the spell is a concentration spell.

The caster may replace their own sensory input with that of the illusion's, thus seeing, smelling and so on only what the illusion would; if so, the caster's spells can originate from the image instead of from the caster.

Earthquake

Evocation (R: 600 ft, D: Permanent)

Raw magical force tears through the earth, to a diameter of 25 ft per caster level. The shock collapses structures, opens cracks in the ground, and more. The quake lasts for 1 round, during which time creatures on the ground in the area of effect can't take any actions. The earthquake affects all terrain, structures, vegetation, and creatures in the area. The specific effects depend on the nature of the terrain:

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7D6 points of damage to creatures under the cave-in.

Cliffs: The spell causes cliffs to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7D6 points of damage.

Open Ground: Deep fissures open in the earth; 1D6 creatures on the ground fall into them and likely die.

River, Lake, or Marsh: Deep fissures open underneath the water, draining water away and forming muddy ground. Soggy marsh or swampland becomes quicksand for the spell's duration. In addition, 1D6 creatures in the area are sucked into the mud or fall into the fissures and likely die.

Structure: Typical buildings of wood or masonry are destroyed; structures built of stone or reinforced masonry are lightly damaged. Any creature caught inside a collapsing structure takes 7D6 points of damage.

Geas

Enchantment (R: Medium, D: Permanent)

Save: Heroic (Will). This places a magical compulsion on a creature to carry out some service or to refrain from some activity. This compulsion cannot lead to certain death, but otherwise any service is permissible. If the subject does not obey the *Geas*, they lose one point of Strength per day; this is regained at the same rate once the subject begins to obey. It cannot be dispelled, and *Remove Curse* is ineffective.

Glamour

Enchantment (R: Long, D: Special)

Save: Heroic (Will). Up to one intelligent creature per name level of the caster can be chosen as targets. Victims of this enchantment cannot move and become helpless targets (see p. 33). Enraptured targets make another save at the end of each round past the first.

Further enchantments cast upon those under the effects of this spell have their save difficulties raised by one level.

SIXTH LEVEL SPELLS

Hand of Doom

Necromancy (R: Medium, D: Instant)

Save: Heroic (Con). This spell instantly slays 1D6 HD worth of enemy creatures per caster level. Creatures with the fewest HD are affected first, and only creatures with 8 HD or less are affected.

Illusory Kingdom

Illusion (R: Long, D: 1 year)

Save: Heroic (Per). The caster makes natural terrain within a 1-mile radius look, sound, smell, and feel like some other natural terrain. The general shape of the terrain cannot be altered, but small aberrations can be added (the occasional building, for instance). Creatures within the area remain unchanged, and images of creatures cannot be added (though sensory elements such as bird calls can be).

True Seeing does not automatically pierce this illusion but does grant an additional save, that save being one difficulty level lower.

Invisible Stalker

Conjuration (R: Short, D: Permanent)

This spell conjures an invisible stalker and compels it to perform one plausible service for the caster. The stalker can work at any time or distance to complete its task; however, the creature is clever and will seek to subvert its orders if forced to serve too long. The spell ends when the stalker is killed or completes the specified service.

Legend Lore

Divination (R: Self, D: Concentration—10 minutes)

This spell brings to the caster's mind legends about an important person, place, or thing. The person or thing must be at hand, or the caster in the place in question. This spell will generally reveal any powers of a magic item, along with lore connected to the object, but it may be vague or incomplete (GM's discretion).

Meteor Swarm

Conjuration (R: Long, D: Permanent)

Save: Very Hard (Arc). AoE: 10-ft radius / 4 × 4 per meteor. Blazing orbs of fire plummet to the ground at up to four different visible points. Each creature in a meteor's area of effect must make a save. A creature takes 5D6 bludgeoning damage and 5D6 fire damage on a failed save, or half as much on a successful one. The areas of effect cannot overlap; if the target area is too small to allow this, meteors must be removed from the spell until no overlap occurs.

Restoration

Necromancy (R: Touch, D: Permanent)

This spell immediately ends any and all of the following adverse conditions affecting the target: blindness, disease, fatigue, *Feeblemind*, and poison. It heals all damage. The subject's severed body appendages (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back.

Scrye

Divination (R: Special, D: Concentration—1 hour)

The spell targets one specific creature on the same plane of existence as the caster. If willing, the target can permit the spell to work automatically. Otherwise, to scrye the target is a Hard Task. Adjust the difficulty by a number of steps up (harder) or down (easier) as follows:

Knowledge Modifier

Caster has heard of the target +1

Caster has met the target +0

Caster knows the target well -1

Connection Modifier

Caster has likeness or picture of the target +0

Caster has possession or garment of the target -1

Caster has body part, lock of hair, etc of the target -3

The spell creates an invisible eye within 10 ft of the target. The caster can see and hear through the eye as if they were there. The eye moves with the target. *True Seeing* reveals the eye as a luminous orb about the size of a fist.

Alternatively, the caster can choose a location they have seen before as the target. If so, the eye appears at that location and doesn't move.

Unbinding

Abjuration (R: Medium, D: Instant)

AoE: 40-ft radius / 16 × 16. All spell effects present are ended, all magic constructs are destroyed, and all magically summoned creatures are banished to their place of origin. The spell does not affect undead or creatures that have been gated or otherwise transported to a plane by means other than direct summoning. If a spell effect is permanent, and greater than 2nd level, then it is instead merely suppressed for 2D6 hours.

KEY TABLES

LEVEL PROGRESSION TABLE (p. 29)

Total Experience Points (XP)	Level	Total Hit Dice (HD)
0	1	2D8
1,500	2	3D8
3,000	3	4D8
6,000	4	5D8
12,000	5	6D8
25,000	6	7D8
50,000	7	8D8
100,000	8	9D8
200,000	9	10D8
300,000	10	10D8+2

Each level beyond 10 requires another 100,000 XP and adds only +2 HP to the character's total

ABILITY SCORE MODIFIER TABLE (p. 5)

Ability Score	Modifier
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

TASK RESOLUTION TABLE (p. 19)

Difficulty Level	Result Needed
Moderate	8+
Daunting	11+
Hard	14+
Very Hard	17+
Heroic	20+

SIZES & COMBAT TABLE (p. 35)

Size	Space	Examples
Tiny	2.5 ft. (0.5 × 0.5)	Imp, sprite
Small	5 ft. (1 × 1)	Giant rat, goblin
Medium	5 ft. (1 × 1)	Dwarf, werewolf
Large	10 ft. (2 × 2)	Hippogriff, ogre
Huge	15 ft. (3 × 3)	Fire giant, treant
Gargantuan	20 ft. (4 × 4)+	Kraken, purple worm

FATIGUE TABLE (p. 23)

Fatigue Level	Effect
Light	-2 to attacks, Tasks, and Morale checks
Heavy	Raise above to -4, halve all movement
Exhaustion	Halve HP, halve movement again

OVERLAND MOVEMENT TABLES (p. 26)

Hex Terrain Type	Hex Entry Cost
Plains, steppe, farmland	1
Hills, woods, desert, rough	2
Mountains, jungle, swamps	3

Hex Terrain Modifiers	Cost Modifier
Heavy rain / deep snow / thick fog	+1
Temperature extremes	+1
Good roads or excellent trails	-1*
Encumbrance (see p. 28)	+1 per burden level

*Can only be applied once per day; at least two hexes of good roads must be covered that day for the bonus to apply

MOUNT MOVEMENT RATE TABLE (p. 28)

Creature	Size	Combat Speed	Daily Hex Pts	Item Pt Limit
Camel / Mule	L	65	5	30
Donkey	L	50	5	20
Elephant	H	50	5	40
Giant Lizard	L	80	4	20
Horse, Draught	L	50	5	25
Horse, Riding	L	80	6	20
Horse, War	L	65	5	25
Ox	L	50	4	30

ENCUMBRANCE TABLE (p. 28)

Points Over	Burden Level	Combat Speed	Hex Cost Modifier
0	—	Full	—
1-3	Light	-25%*	+1
4-6	Medium	-50%*	+2
7-10	Heavy	-75%*	+3
11+	Immobile	0	N/A

*Round final value up to the nearest 5 ft (e.g. a base 30 ft of combat speed translates to encumbered speeds of 25 / 15 / 10 ft)

KEY TABLES

MISSILE WEAPON TABLE (p. 34)

Weapon	Dmg	Hands	RoF	Range & Penalty		
				S: 0	M: -4	L: -8
Bow, Short*	M	2	1	45'	90'	180'
Bow, Long*	M	2	1	90'	180'	360'
Crossbow, Hand	S	1	1	10'	20'	30'
Crossbow	M	2	1	45'	90'	180'
Crossbow, Heavy**	L	2	1	90'	180'	360'
Fire Oil / Holy Water	***	1	1	10'	20'	30'
Javelin / Spear	M†	1	1	20'	40'	60'
Sling	M	1	1	45'	90'	180'
Small thrown weapon	S†	1	1‡	10'	20'	30'

*If fired indoors, halve all ranges

+2 attack bonus, reload requires action *See p. 15 for details

†Plus user's Str modifier ‡RoF 2 with the marksman feat (see p. 9)

MAGE SPELL PROGRESSION TABLE (p. 41)

Mage Level	Base Spells per Day at Spell Level*					
	1	2	3	4	5	6
1	2 (1)					
2	3 (1)					
3	4 (2)	1				
4	5 (2)	2 (1)				
5	6 (3)	3 (1)				
6	6 (3)	4 (2)	1			
7	6 (3)	5 (2)	1			
8	6 (3)	6 (3)	2 (1)			
9	6 (3)	6 (3)	2 (1)	1		
10	6 (3)	6 (3)	3 (1)	1		
11	6 (3)	6 (3)	3 (1)	2 (1)		
12	6 (3)	6 (3)	4 (2)	2 (1)	1	
13	6 (3)	6 (3)	4 (2)	3 (1)	1	
14	6 (3)	6 (3)	5 (2)	3 (1)	1	
15	6 (3)	6 (3)	5 (2)	4 (2)	2 (1)	1
16	6 (3)	6 (3)	6 (3)	4 (2)	2 (1)	1
17	6 (3)	6 (3)	6 (3)	5 (2)	2 (1)	1
18	6 (3)	6 (3)	6 (3)	5 (2)	3 (1)	2 (1)
19	6 (3)	6 (3)	6 (3)	6 (3)	3 (1)	2 (1)
20	6 (3)	6 (3)	6 (3)	6 (3)	3 (1)	2 (1)

*Parenthetical values are for Arcanist Warriors (see p. 6)

COMBAT ORDER (p. 32)

- | | |
|-------------------|------------------|
| 1) Declarations | 5) Melee Phase |
| 2) Missile Phase | 6) Magic Phase |
| 3) Initiative | 7) Morale Checks |
| 4) Movement Phase | |

ATTACK MODIFIERS (p. 33)

- ❖ Attacker is striking from the rear: +2
- ❖ Target is surprised (see p. 31): +4 (replaces above)
- ❖ Attacker declared an offensive stance: +2
- ❖ Attacker is blinded and/or target is invisible: -4
- ❖ Attacker is fatigued: -2 (light) or -4 (heavy)
- ❖ Attacker is on a mount, target is upright: +2
- ❖ Attacker is using improvised weapon: -2
- ❖ Target is prone: +4

MISSILE WEAPON MODIFIERS (p. 34)

- ❖ Firing from a moving or unsteady position: -4
- ❖ Low visibility (gloom, smoke, fog, etc): -2
- ❖ Target has half cover from attack: -2
- ❖ Target has heavy cover from attack: -4
- ❖ Target is at medium range: -4
- ❖ Target is at long range: -8





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