



Broken Sorcery

An OSR inspired fantasy RPG focused on player agency,
character-driven narratives, and GM resources.

v0.7.6.2

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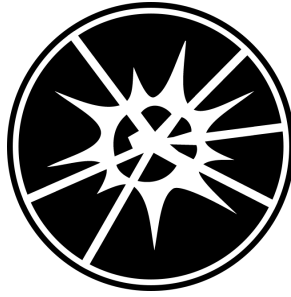
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GLOSSARY

TERM	DESCRIPTION
Action	It's your Turn, what do you do?
Advantage	Roll twice—use the higher value.
Armor & Shields	Increases your Defense.
Attack	A physical strike or shot. Roll d20 + Attack (STR or DEX) vs enemy Defense.
Background	Skills and knowledge granted by your past.
Bonuses & Penalties	Modifiers for specific rolls. Stackable.
Chaos	A measurement of your reality's instability. Min 0, max 20.
Check	Roll d20 + Modifiers vs Difficulty.
Class	Your heroic calling.
Combat Zones	Abstract measurement of distance. Close Combat: Melee. Medium: Throwing. Far: Bows and Crossbows. Extreme: Disadvantage on Ranged Attacks.
Competition	Determines outcome between opposing forces. Both sides roll, highest wins.
Critical Hit (Crit)	Roll an extra Damage die; max rolls again, continue until rolling less than max.
Critical Success	Natural 20. Automatic success for all Checks (Attacks, Spellcasting, etc.).
Damage	HP lost when hit by an Attack or other harmful effect.
Dash	Move two Combat Zones on a Constitution Check vs Difficulty 10.
Defense	A block or dodge. Roll d20 + Defense (Armor + DEX) vs enemy Attack.
Difficulty	Target number for an Action, which you must meet or exceed for success.
Disadvantage	Roll twice—use the lower value.
Equipment Slots	Your carrying capacity (the greater of 10 or your Strength Score). Items occupy one slot—excluding small items marked as Free To Carry (with an *).
Experience Points (XP)	Gained for participation, Objectives, Combat, and Treasure Hoards.
Fizzle	Spellcasting failure. If the Spellcasting roll is less than or equal to your Chaos, roll on the Chaos table. Increase your Chaos by 2.
Free Action	Dropping or stowing an item, dropping your pack, drawing steel, etc.
Free To Carry	Small, lightweight items not requiring Equipment Slots (marked with an *).
Fumble	Natural 1. Automatic failure for all Checks (Attacks, Spellcasting, etc)

GLOSSARY

TERM	DESCRIPTION
Group Check	Roll with Lowest Common Denominator or Combined Effort.
Hit Dice (HD)	Die used for your HP. Increases when Leveling Up. Represents enemy Level.
Hit Points (HP)	Your life force. 0 = At Death's Door. 0 – your Constitution Score = Death.
Initiative	Dexterity Competition, determining who goes first.
Level	Your experience and power.
Loyalty	Follower trust. Roll d20 + Loyalty vs Difficulty.
Magic Resistance	Resist hostile Magic. Roll d20 + Magic Resistance (CON) vs Spell Difficulty.
Modifier	Bonus or Penalty applied to a roll. Stackable.
Movement	On your Turn, move between adjacent Combat Zones and take an Action.
Objective	Your goals, both short and long-term. Completing grants XP.
Perception	Awareness and ability to detect. Roll d20 + Perception (WIS) vs Difficulty.
Perk	Ability or proficiency gained through dedicated practice and study.
Powered Spells	Spells prepared by Clerics and Druids, which they may change after Resting.
Proficiency	Training required to avoid Disadvantage.
Reaction	An NPC response to your Action. Roll d20 + Reaction (CHA) vs Reaction table.
Resting	Sleep and nourishment. Gain 1 HP (up to max). Reduce Chaos by d6 (min 0).
Round	Once around the table: each player and each enemy takes one Turn.
Species	Your ancestry: Dwarf, Elf, Gnome, Goblin, Halfling, Human, Orc, or Spawn.
Spellcasting	The manipulation of reality by channeling the power of the Gods. Roll d20 + Spellcasting (INT or WIS + Willpower) vs Spell Difficulty.
Spells Known	A fixed set of Spells known by Bards, Paladins, and Rangers.
Surprise	Stealth (DEX) vs Perception (WIS) Competition; winner goes first.
Treasure Hoard	Vast treasure troves found in lairs or strongholds granting XP.
Turn	Your opportunity to take an Action, both in or out of Combat.
Willpower	Class-specific Spellcasting Bonus.



Introduction

Where an advanced empire once thrived, rich with magic and knowledge, you find yourself in a realm broken by sword and sorcery.

Fragmented by the wilderness, villages and strongholds survive in isolation. The magic of old is now scarce, unstable, and feared. Wizards delved too greedily. Reavers and forces of nature unimaginable slipped through the cracks of reality. Forests glow with bioluminescent lifeforms. A fairy encounter may lead to prosperity—or demise.

Few are brave—or foolish—enough to breach the wilderness, speckled with the ruined keeps and temples of bygone eras. Many who venture into and survive these ancient locations of power return with riches and artifacts beyond imagination. But at what cost?

How will you make your way in this world? What talents do you wield? Do you seek secrets, power, or riches? Or do you seek the strength to protect those closest to you?

Your story begins.



Gameplay

For 2 or more players in which you play fictional fantasy Characters in a unique story—forged by your decisions and the luck of the roll.

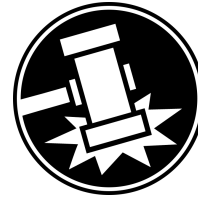
- ❖ Broken Sorcery is a homebrewed RPG which shamelessly borrows established fantasy game concepts
- ❖ The rules are raw and uncut; gameplay aims to be simultaneously crunchy and streamlined
- ❖ The game is purposefully not “balanced” and won’t always be fair; reality isn’t balanced—your fantasy world isn’t either
- ❖ Your **Weapons** and **Armor** will break; your **Spells** will **Fizzle** and backfire
- ❖ Your **Character** may be destroyed!
- ❖ Each **Species** and **Class** has distinct advantages and disadvantages, aimed at making your Character unique and specialized
- ❖ All rules are **Optional**, therefore no rules are *marked* as Optional
- ❖ The only point is to have fun!
- ❖ Your game may be played in one or more **Sessions**; a long running game may span years (in and out of game)
- ❖ Gameplay is streamlined to a core **Checks** mechanic
- ❖ The **Game Master (GM)** describes the environment, monsters, and humanoids you interact with, called **Non-player Characters (NPCs)**
- ❖ The GM’s goal is to make your world feel alive and dynamic—providing the setting for the story *you* unravel
- ❖ You describe your Character’s **Actions** in pursuit of accomplishing your **Objectives**
- ❖ Objectives can be anything from short-term Character goals to long-term narrative story arcs

- GM** *A ship smashes into the bow of your boat amongst the storm and havoc breaks out! Orcs swing by ropes onto the deck of your ship! Rogar, you're in the crow's nest, what do you do?*
- Rogar** *I swing down from the crow's nest and power kick one of the Orcs overboard!*
- GM** *Nice! Roll an unarmed Attack to see if you can nail him. You need a 14 to hit.*
- Rogar** *I rolled an 18 plus 3 for my Strength, that's a 21!*
- GM** *Okay. You grab a rope and jump from the crow's nest, swinging in a wide crescent arc. You plant your boots square in the first Orc's chest, sending him hurling over the side of the boat. You land on the deck amid battle, what's next?*

Your story is limited only by your imagination.

Maybe you're infiltrating the cavern of a Dragon's lair to lift a magic ring, negotiating trade deals with a foreign empire, or mapping out an ancient ruin on the edge of town?

The adventure is yours to write!



No Rules!

This document provides detailed yet inherently incomplete and opinionated rules to run a structured fantasy role-playing game. Add, ditch, break, or bend.

You can describe anything you wish your Character to attempt (trying to pick a lock for your first time ever, powersliding down a cliff, or casting a Spell you don't even know).

Maybe your Character has never cooked before in their life. Preparing a roast Griffin fit for a king is going to be pretty tricky to pull off—but not impossible!

Your GM is the final arbiter of what rules to use and when. They might ignore some rules completely or make up new ones on the spot to fit the scenario.

Disagreements, if any, should be handled in a brief post-session **Retrospective**. GMs should listen to feedback and incorporate suggestions into future gameplay.



Checks

Broken Sorcery is played with polyhedra dice: **d4, d6, d10, d12, d20, d100.**

Checks use a twenty-sided die (**d20**), “roll high” mechanic.

Checks determine the outcome of sticky situations—and who stands victorious at the end of battle!

Combat, Spellcasting, Stealth, diplomacy, and Engineering are just a few examples of things which might use Checks.

Difficulty

On your Turn, announce the **Action** you wish your Character to take.

Your GM determines the **Difficulty** from **5** to **25**, typically stating the target, and asks you to roll a Check using a specific skill or one of your generic Ability Scores.

- ❖ If the result, plus any Bonuses and/or Penalties, is greater than or equal to the Difficulty, your Action succeeds

Rogar *I swipe the Potion out of the wizard's hand!*

GM *Okay, roll a Dexterity Check vs Difficulty 15 to grab the Potion from the wizard.*

Rogar *I rolled an 8 plus 3 for my Dexterity, that's an 11...*

GM *You're too slow, Magus the Mystical yanks his hand back then proceeds to quickly chug down the Potion.*

Rogar *Uh oh... that's not good...*

- ❖ **5** to **10** represents a trivial task
- ❖ **11** to **15** is moderately difficult
- ❖ **16** to **20** will be particularly tricky
- ❖ Checks over **20** are extremely difficult

Combat Checks might include things like swinging a Weapon, hurling a fireball, shoving an enemy off a cliff, smashing a chair over someone's head, shanking a Goblin from behind... you get the idea.

Non-Combat Checks might include sneaking by a guard post, deciphering ancient runes, casting a *Scry Spell* to spy on a suspicious inn keeper, convincing a cannibal to go vegan... it could happen.

Advantage

Sometimes you get to roll with **Advantage!** Roll **2d20** and use the higher value. Bam!

Disadvantage

Roll **2d20** and use the lower value. Dang!

Advantage and Disadvantage may also be applied to Hit Point (HP) increases, Healing, Damage, or other non-d20 rolls.

No Check

Your GM may determine an Action requires No Check (an automatic success or failure), to balance story and unpredictability.

Mystery Check

The GM may conceal a Check's Difficulty to add suspense and uncertainty by rolling a Check for your Character in secret.

Critical Success

A **Natural 20** (the result before Modifiers) is an automatic success. Boom!

Attack and Spellcasting Checks which roll a Natural 20 are **Critical Hits!**

Fumbles

Rolling a **Natural 1** is an automatic failure and *might* result in additional consequences.

Competitions

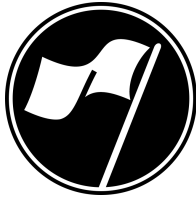
When you go one-on-one with someone (like arm wrestling) each side rolls a Check: High value wins. On a tie your struggle continues until your next Turn.

Examples of **Competitions** might include: tackling a Minotaur (Strength), snatching a Gem from a Halfling (Dexterity), chasing a Bandit (Constitution), solving a puzzle faster than Magus the Mystical (Intelligence), guessing the hidden object in a shell game (Wisdom), or out-flirting an NPC in a bar (Charisma).

Group Checks

If your group takes an Action together it can resolve in one of two ways:

- ❖ **Lowest Common Denominator:** The Check is restricted to the weakest link in the group (such as sneaking across a courtyard; if anyone is spotted, everyone is spotted). The least likely to succeed at the given Check makes the roll for the entire group.
- ❖ **Combined Effort:** The Check is reinforced by the group (such as everyone trying to push a Giant over a waterfall together). The most likely to succeed at the given Check makes the roll for the entire group with Advantage.



Objectives

You set your own goals, either explicitly or intrinsically. It's recommended to state and record your goals, allowing your GM to prep and tailor your game to your **Objectives**.

Your GM should try to avoid premeditating or assigning goals; your GM's sole responsibility is creating and presenting your game world.

Your GM might jumpstart your sandbox mid-storyline, but you decide where it goes!

- ❖ Your GM describes where you are and what is happening
- ❖ You set your Objectives (both group and individual) and describe the Actions your Character takes as you work towards accomplishing your goals

Your game's story is interactive; work with your GM to find a good balance between story progression, goals that excite and motivate you, obstacles, and difficulty.

You may even present an Objective before your game begins: *"My Paladin, Bogart the Honorable, seeks a Holy Sword, so with it they might vanquish the most fearsome of demons!"*

GM

As you settle down by a cozy fire at the local pub, mug in hand, you overhear locals gossiping, "It was a hideous spider-scorpion thing! Sprang from the rooftops. Impaled Big Jimmy! I tried to wrench him away but the beast was far too strong. I must have hit my head and passed out. Someone's gotta do something about it!"

Rogar

I lean over my chair and say, "A hideous spider-scorpion thing you say?"

As Rogar learns more about the town's spider-scorpion infestation—possibly offered a bounty for dealing with it—they set their focus on capturing the beast. Rogar has just set their Objective, and will be rewarded in XP (and possibly GP) to accomplish it.

Maybe shortly thereafter, Rogar learns the beast has been conjured by none other than Magus the Mystical! Rogar adds a secondary Objective: find and stop the evil Wizard Magus who is opening rifts in reality.

Rogar might not care that Magus is fracturing reality, it's all good in Rogar's book. Maybe Rogar plots to harvest the monster's poison?



Sessions

Gather a group of friends (or really nice strangers) around a table, spread out some dice and snacks (don't forget the snacks!), and start playing!

Each gathering is a **Session**.

Session Zero

Your first session, **Session Zero**, is a chance to meet your group and discuss what kind of RPG you want to play.

Do you want your game to be combat heavy, exploration focused, full of political intrigue, or a series of dungeon crawls? Maybe all of the above.

→ Create your **Characters**

→ Contribute to **Worldbuilding**

While your GM will do the majority of Worldbuilding, each player should contribute Worldbuilding concepts. This might lean into your Character concept, but doesn't have to.

Rogar *The world has no concept of coins. Commerce is exclusively based on precious stones and gems.*



Retros

At the end of a Session take a few minutes to stop role-playing and have a **Retro**.

- ❖ Discuss what happened in the Session
- ❖ Award **XP**
- ❖ Any new Objectives?
- ❖ Any feedback for players or the GM?

Afterwards, you or the GM should record a brief entry in a log.

Session 4 – Day 2 of Spring, Year 123

Rogar and company discover an underground lair at the bottom of the town well and defeat the spider-scorpion inhabiting it—which had been liquefying residents.



Character Builds

You start the game as a Level 1 adventurer.
A world of experience awaits!

- Roll **Ability Scores**: Strength, Dexterity, Constitution, Intelligence, Wisdom, & Charisma
- Select a **Species**: Dwarf, Elf, Gnome, Goblin, Halfling, Human, Orc, or Spawn
- Select your **Background**: Choose a Background or roll a d30 on the Background table
- Select your **Class**: Bard, Cleric, Druid, Fighter, Paladin, Ranger, Thief, or Wizard
- Roll your starting **GP**: Based on your Class
- Note your **Armor Proficiencies**: Based on your Class
- Choose **Weapon Proficiencies**: Based on your Class
- Pick your starting **Languages**: Based on your Species and Intelligence
- Gather your **Equipment**: Based on your Class and Background
- Select starting **Spells** (if any)
- Venture forth and seek treasure, prestige, or divine glory!



Ability Scores

Each of your **Ability Scores** represents one of your physical or mental attributes, granting you a Bonus, Penalty, or no Modifier.

- Roll **4d6**, discarding the lowest die for each roll, totaling the remaining
- Roll five more times, assigning the six numbers to your six Ability Scores as you see fit

ABILITY	DESCRIPTION
Strength	Raw physical power: run, jump, throw, smash, bend bars, and lift gates
Dexterity	Speed and stealth: shoot, sneak, hide, dodge, and pick pockets
Constitution	Physical condition: stamina and vitality
Intelligence	Mental ability: solve, study, decipher, outwit, architect, and engineer
Wisdom	Spiritual energy: mystical power, common sense, virtue, and awareness
Charisma	Social skills and confidence: charm, persuade, deceive, lead, and inspire

If you do not roll at least one Ability Score of **15** or higher, re-roll your character.

Some of your Ability Scores will have a **Modifier** (a Bonus or Penalty).

Modifiers are used frequently for Checks.

- Note your Ability Scores and their Modifiers on your **Character Sheet**

ABILITY SCORE	MODIFIER
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19+	+4

Strength

Raw physical power: run, jump, throw, smash, bend bars, and lift gates.

- ❖ You have a number of Equipment Slots (excluding Free To Carry items) equal to 10 or your Strength Ability Score (whichever is greater) without suffering Encumbrance (see *Encumbrance*, p. 59)
- ❖ Applies to your Close Combat and Thrown Weapon Attacks and Weapon Damage
- ❖ Only custom Composite Bows receive Strength Damage Bonus—all Bows receive Strength Damage Penalties
- ❖ Crossbows never receive Strength Damage Modifiers

Dexterity

Speed and stealth: shoot, sneak, hide, dodge, and pick pockets.

- ❖ Applies to your Defense—limited by your Armor's Max Dexterity Bonus
- ❖ Applies to your Ranged Attacks
- ❖ Your Dexterity Modifier may be used in place of your Strength Modifier for Thrown Attacks

Constitution

Physical condition: stamina and vitality.

- ❖ Increases your max Hit Points (HP) for each Level
- ❖ Applies to Magic Resistance
- ❖ Creatures with a Constitution of 19+ Regenerate 1 HP on their Turn

Intelligence

Mental ability: solve, study, decipher, outwit, architect, and engineer.

- ❖ Applies to Engineering
- ❖ Used by Bards and Wizards for Spellcasting

Wisdom

Spiritual energy: mystical power, common sense, virtue, and awareness.

- ❖ Applies to Alchemy
- ❖ Applies to Perception
- ❖ Used by Clerics, Druids, Paladins, and Rangers for Spellcasting

Charisma

Social skills and confidence: charm, persuade, deceive, lead, and inspire.

- ❖ Applies to Loyalty
- ❖ Applies to Reactions

2: CHARACTER BUILDS



Species

Humanoids of Earth—patched together like a tattered shroud.

Size

SIZE	HEIGHT	SPECIES
Tiny	< 3 feet	Gnomes, Pixies, Fairies, & Sprites
Small	3–5 feet	Dwarves, Goblins, Halflings, & Spawn
Medium	5–7 feet	Elves, Humans, Orcs, & Spawn
Large	7–12 feet	Ogres & Trolls
Massive	> 12 feet	Dragons & Giants

- ❖ **Tiny** humanoids have Disadvantage with Medium and Heavy Weapons
- ❖ **Small** humanoids have Disadvantage with Heavy Weapons
- ❖ Use extreme caution when dealing with **Large & Massive** creatures

Age

AGE	EFFECT
Naive	Strong—but you’ve got a lot to learn
Middle Aged	Seasoned like roast potatoes <ul style="list-style-type: none"> ❖ Decrease Strength and Constitution by 1 ❖ Increase Intelligence and Wisdom by 1
Wizened	They call me, “old man” <ul style="list-style-type: none"> ❖ Decrease Dexterity by 1 ❖ Increase Wisdom by 1

- ❖ Your story may begin when you are **Middle Aged** or **Wizened**—adjust Ability Scores accordingly
- ❖ Effects of aging are cumulative



Dwarf

Short, stocky, robust beings brought to life from the deep stone of the Earth. You stand about 4 to 5 feet tall, reach adulthood by about 40, and may live beyond 250.

Advantages

- ❖ Increase your Constitution by 1
- ❖ +1 Defense while clad in Armor
- ❖ +1 Magic Resistance
- ❖ Full Darkvision, including sight in total darkness
- ❖ Vast knowledge of stonemanship, construction, and architecture (Advantage)
- ❖ Superior ability to navigate, detect anomalies, construction, and elevation changes while underground (Advantage)

Disadvantages

- ❖ Decrease your Charisma by 1
- ❖ Disadvantage with Heavy Weapons



Elf

Often shorter and slimmer than humans, you are a graceful ancient Fey being, typically 4 ½ to 6 feet tall. You reach adulthood around 100 years of age, and your kind typically live to 750—though it's rumored some Elves have lived well beyond 2,000 years.

Advantages

- ❖ Increase your Dexterity by 1
- ❖ +1 Attack with Bows and Swords
- ❖ +1 Perception
- ❖ Advantage on Magic Resistance against *Charm* and *Sleep*
- ❖ Enhanced Night Vision (*excluding* total darkness, such as underground)
- ❖ Advantage when attempting to detect secret and concealed doors
- ❖ Long lifespan
- ❖ No disadvantages



Gnome

Small, foolhardy, cunning, and crafty. You love nature, tinkering, and grand feats of Engineering. You stand only 2 to 3 feet tall. You reach adulthood around 60 years of age and live between 300 and 500 years.

Advantages

- ❖ Increase your Intelligence by 1
- ❖ +1 Willpower with Illusion Magic
- ❖ +1 Magic Resistance vs Illusion Magic
- ❖ +1 Alchemy
- ❖ +1 Engineering
- ❖ You may learn the speech of woodland creatures (bear, fox, owl, etc) as one or more of your starting Languages

Disadvantages

- ❖ Decrease your Wisdom by 1
- ❖ Disadvantage on Reactions vs "tall-folk" (Medium)
- ❖ Disadvantage with Medium and Heavy Weapons



Goblin

Small, devious, cutthroat, and inventive. You take any advantage you can get. Gadgets and contraptions fascinate you. Standing about 4 to 5 feet tall and reaching adulthood around 20 years of age, goblins can live up to 200 years. Each tribe has a Goblin Shaman—if a tribe's Shaman dies without a successor, tribe members become feral and are known to steal from and attack each other.

Advantages

- ❖ +2 Alchemy
- ❖ +2 Engineering
- ❖ Full Darkvision, including sight in total darkness

Disadvantages

- ❖ Decrease your Charisma by 1
- ❖ Disadvantage with Heavy Weapons
- ❖ -1 Attack while in direct sunlight (see *Engineering*, p. 97)



Halfling

Short, fuzzy-footed, light-hearted, positive, kind, and curious. You are typically found munching on something tasty. You stand between 3 and 4 ½ feet tall, reach adulthood at 20 to 30 years of age, and will typically live to about 120.

Advantages

- ❖ Increase your Dexterity by 1
- ❖ +1 Magic Resistance
- ❖ Advantage on Stealth while wearing No Armor and barefoot
- ❖ Unbounded Luck: Halflings may re-roll a Natural 1 once per Check

Disadvantages

- ❖ Decrease your Strength by 1
- ❖ Disadvantage with Heavy Weapons



Human

Ambitious, quick learners, who have spread to the far corners of Earth in a short time. You are responsible for industrialized civilization, the invention of cartography, and organized commerce. You are typically 5 to 6 ½ feet tall, become an adult by about 16, and will be lucky to live to 90 or beyond.

Advantages

- ❖ Increase any 1 Ability Score by 1
- ❖ Gain a Perk at Level 1
- ❖ No disadvantages



Orc

Strong, aggressive, tribal, survivors who believe prowess in battle is the greatest honor. You are typically 5 ½ to 7 feet tall and reach adulthood around 16 years of age. Due to your savage lifestyle, you'll be lucky to make it through 20 years.

Advantages

- ❖ Increase your Strength by 1
- ❖ Advantage on great feats of Strength; Orcs excel at busting down doors, bending bars, lifting, pushing, and breaking objects

Disadvantages

- ❖ -1 Attack while in direct sunlight (see *Engineering*, p. 97)



Spawn

A mix of any Species and Demonic heritage. You are a rare Demon Spawn, shrouded in mystery—though many Spawn have proven to be honorable and trustworthy companions. You have shiny, translucent, oily skin of any color and may be horned. You can be anywhere from 2 to 7 feet tall (Tiny, Small, or Medium). Who knows how long you'll live?

Advantages

- ❖ Increase any 1 Ability Score by 1
- ❖ Full Darkvision, including sight in total darkness
- ❖ You can cast *Produce Fire* (with no Spellcasting Check)
- ❖ You can cast *Mind Probe* (with a Spellcasting Check and risks of Chaos)

Disadvantages

- ❖ Feared by most, Spawn have Disadvantage to Reactions against non-Spawn folk
- ❖ If you are Tiny or Small in size you suffer Disadvantage with Medium and/or Heavy Weapons

3: SPECIES



Backgrounds

You start with a **Background** at Level 1: a professional career or apprenticeship which grants you expert knowledge and skills from a lifetime of training and practice.

Your background grants you an automatic success while performing routine tasks you've practiced hundreds of times before (an Acrobat doesn't require a Check to do a standing backflip, a Fisher doesn't require a Check to catch fish, etc.).

When performing a difficult task, your GM may request an appropriate Ability Check (a Blacksmith requires a Wisdom Check to forge a finely crafted Weapon, an Equestrian may require a Wisdom Check to befriend a wild horse, etc.).

#	BACKGROUND	DESCRIPTION
1	Acrobat	<p>You are a professional performer with the ability to land gracefully, do backflips, aerial flips, wall jumps, and walk nimbly across tightropes—assuming you are not Encumbered.</p> <p>Acrobatics: Advantage on acrobatic stunts.</p> <p>Tumbling: You may use your Action to tumble while unburdened, granting +4 Defense until your next Turn.</p>

4: BACKGROUNDS

#	BACKGROUND	DESCRIPTION
2	Animal Trainer	<p>You whisper to a type of animal (e.g. domesticated dogs, horses, or falcons, or wild animals such as squirrels, bears, or wolves) as agreed upon with your GM.</p> <p>Animal Training: You can train your chosen type of animal to obey simple commands such as guard, attack, carry a rider, hunt, and track. Training requires a few months. You can train up to 3 animals at once.</p> <p>Animal Loyalty: Animals you train have innate loyalty to you and those you trust.</p> <p>Animal Companion: You start with an animal companion of this type. Remember to name them!</p>
3	Apothecary	<p>You are an expert in the creation and application of medicines. You can identify plants and fungus for medicinal and poisonous applications.</p> <p>First Aid: You can create First Aid Kits and Healing Salves from raw materials you purchase in Civilizations or gather in the Wilderness. You can create d4 First Aid Kits or Healing Salves each day of Resting.</p> <p>Alchemist: +1 Alchemy</p> <p>Equipment: d4 First Aid Kits, Ingredient Pouch (Belt Pouch)</p>
4	Artist	<p>You are an accomplished master artist—painter and sculptor.</p> <p>Designer: Advantage drawing, painting, sculpting, and designing Schematics for Engineering.</p> <p>Equipment: Drafting Tools, Painting Supplies</p>
5	Baker & Chef	<p>You are an accomplished chef and can concoct truly magnificent meals given access to quality ingredients.</p> <p>Gourmet Chef: You cook restorative food, granting d4 extra HP and reducing d4 extra Chaos to those who consume it while Resting.</p> <p>Equipment: Culinary Knife Kit, Frying Pan</p>

4: BACKGROUNDS

#	BACKGROUND	DESCRIPTION
6	Beekeeper	<p>You were mysteriously born with the ability to speak the language of bees (in addition to your starting Languages), and pursued a life as a Beekeeper.</p> <p>Hive Mind: Bees are almost everywhere, giving you the ability to quickly gather information about the surrounding areas, send out scouts, learn of recent activity and threats in the area, and establish warning systems which alert you to dangers or opportunities.</p> <p>Equipment: Smoker, Honey Jars</p>
7	Blacksmith	<p>You can forge tools, Weapons, and Armor without a Check, assuming you have access to tools, materials, and a forge.</p> <p>Engineer: +1 Engineering. Advantage working with metal.</p> <p>Weaponsmith: Finely Crafted Weapons can be forged with an Intelligence Check, Difficulty 20, granting the Weapon a permanent +1 Attack or +1 Damage (your choice).</p> <p>Equipment: Smithing Hammer, Tongs</p>
8	Bowyer / Fletcher	<p>You have learned to create high quality Bows and Arrows from choice saplings, assuming you have access to a quality crafting knife, oils, and sinew (however a Blacksmith is required to produce Arrow heads). Crossbows can be created in collaboration with a Blacksmith.</p> <p>Bowyer: Finely crafted Bows and Crossbows can be created with a Dexterity Check, Difficulty 20, granting the Weapon a permanent +1 Attack or +1 Damage (your choice).</p> <p>Equipment: Bowyer Kit (Knife, Hand Plane, Sandstone, 3 Bowstrings, Feathers, 4d4 Arrow Heads)</p>
9	Brewer	<p>You are a brewer of quality spirits. You can create brewing formulas, select choice ingredients, control fermentation, and age liquor. You can set up and manage a brewery, winery, or distillery in a Town or City.</p> <p>Intoxicants: Imbibing drinks created with such talent grants +1 Strength, +1 Charisma, -1 Dexterity, and -1 Intelligence for a few hours.</p> <p>Equipment: Moonshine Jug</p>

4: BACKGROUNDS

#	BACKGROUND	DESCRIPTION
10	Butcher	<p>You chop meat, lots of it, expertly! You have experience with a wide variety of specialized blades for different jobs.</p> <p>Dagger Expert: +1 Attack with Daggers</p> <p>Equipment: Meat Cleaver (Dagger)</p>
11	Carpenter	<p>You are a designer and builder of wooden tools, structures, cabinets, wagons, and engines of war. You must have access to carpentry tools and a shop to perform construction.</p> <p>Engineer: +1 Engineering. Advantage working with wood.</p> <p>Equipment: Saw, Drill, Hammer</p>
12	Cobbler	<p>You are a professional crafter and repairer of shoes, boots, and sandals.</p> <p>Perfect Fit: Perfectly fitted and maintained shoes, boots, or sandals grant the wearer +4 Constitution for travel, endurance, and Dashing.</p> <p>Equipment: Cobbler Kit (Knife, Rubber Hammer, Awl, Tape Measure), Sewing Kit</p>
13	Equestrian	<p>You love horses and are a skilled trainer. You excel at riding and caring for horses. Horses you have bonded with will never get skittish in battle or on dangerous terrain.</p> <p>Horse Whisperer: Advantage on all horse related activities.</p>
14	Farmer	<p>You grew up on a farm. You can cultivate any crop and you have an affinity for livestock.</p> <p>Farm Hand: Advantage on agriculture and the handling of domesticated animals.</p> <p>Weather Sense: You can predict the weather with perfect accuracy for the next 24 hours.</p> <p>Safe Haven: Your affinity for farming is universal and you can often convince local farmers to give you haven while traveling.</p>

4: BACKGROUNDS

#	BACKGROUND	DESCRIPTION
15	Fisher	<p>You were fishing before you could walk and can reliably catch fish with hook and line, net, trap, or spear.</p> <p>Nature's Abundance: You can reliably obtain food from bodies of water (assuming they harbor fish) by creating fish traps, fishing spears, or tackle using only the natural environment.</p> <p>Fish Vendor: Fresh fish often fetch a premium price at market.</p> <p>Equipment: Fishing Pole & Tackle</p>
16	Herbalist	<p>You have expert knowledge of plants and fungi and are able to identify edible and poisonous flora with 100% accuracy. You are skilled in the creation of Potions, poultices, balms, and salves.</p> <p>Nature's Miracle: You can create 1 Healing Salve each day of Resting, assuming you spend an hour gathering ingredients in the Wilderness.</p> <p>Advanced Alchemist: +2 Alchemy</p> <p>Equipment: Ingredient Pouch (Belt Pouch)</p>
17	Hunter	<p>You are a master of stalking and downing wild animals with Bows or Spears to gather food, bones, horns, and pelts.</p> <p>Precision: +1 Attack with either the Shortbow, Longbow, or Spear.</p> <p>Meat Vendor: Meat, fat, and pelts can often be sold to locals.</p> <p>Equipment: Shortbow, Longbow, or Spear</p>
18	Juggler	<p>You've made your way in the world thus far as an entertainer by juggling. However, this talent has benefited you with the ability of distraction and desperate saving moves.</p> <p>Snatch Projectile: You may attempt to catch objects which are thrown or fired at you. You must have at least one free hand. To catch a Thrown or Ranged Weapon Attack, make a Dexterity Check with Advantage vs the Attack Difficulty <i>before</i> rolling your Defense. On success you catch the projectile. On failure, roll Defense at Disadvantage.</p> <p>Equipment: Juggling Balls or Pins</p>

4: BACKGROUNDS

#	BACKGROUND	DESCRIPTION
19	Merchant	<p>You've grown up in the care of a traveling merchant and have traveled more than the average peasant by the age of 5. You can quickly adapt to the customs of foreign regions and people generally want to get along with you.</p> <p>Appraiser: You can appraise the value of an item with complete accuracy, and people will typically trust your appraisal (assuming there is no deception).</p> <p>Haggler: Advantage while bartering.</p> <p>Equipment: Merchant's Scale</p>
20	Militia	<p>You were once employed as a common soldier.</p> <p>Thug: +1 Attack with Maces and Clubs.</p> <p>Equipment: Mace or Club, Studded Leather Armor</p>
21	Miner	<p>Years of toil deep in mines has granted you amazing raw physical Strength!</p> <p>Buff: Your Strength is increased by 1.</p> <p>Inspector: Advantage identifying unstable tunnels and structures while underground.</p> <p>Prospector: Advantage determining what types of ores and Gems can be found in a cave or mine, which takes several hours.</p> <p>Operator: You can establish a mine and oversee operations, assuming you have access to tools and timbers.</p>
22	Minstrel	<p>You are a singer and musician, entertainer, and the life of the party. People are soothed by your music and may even become hypnotized by your playing.</p> <p>Virtuoso: Advantage to performance.</p> <p>Celebrity: People who have heard you perform are more likely to share goods and information with you.</p> <p>Equipment: A prized musical instrument.</p>

4: BACKGROUNDS

#	BACKGROUND	DESCRIPTION
23	Noble	<p>Your lineage is of a noble household in a City or Keep.</p> <p>Etiquette: You are trained in multiple regions of etiquette and know how to conduct yourself in the presence of other nobles.</p> <p>Full Purse: As an aristocrat from a wealthy family, you start the game with an extra 4d12 GP.</p> <p>Snobbery: +4 Charisma when interacting with nobles, lords, ladies, kings and queens.</p> <p>Equipment: Family Signet</p>
24	Scholar / Scribe	<p>You are well versed in languages, research, writing, and astrology.</p> <p>Oracle: You may study the influence of the stars to make predictions of the future (with GM collaboration).</p> <p>Linguist: Read and write all Languages you know, instead of just one.</p> <p>Researcher: Advantage on research related to local lore, ancient history, cultures, and monsters.</p> <p>Equipment: Quill Pen & Ink</p>
25	Server / Bartender	<p>You are a tavern worker or owner who knows the locals and can easily charm travelers with great food, drink, and conversation.</p> <p>Loose Tongue: +4 Charisma when extracting information from NPCs.</p> <p>Easily Employed: You can usually pick up odd-jobs at local inns and taverns while on the road for room, board, and pay.</p>
26	Stonemason	<p>You are a perfectionist in the craft of shaping, stacking, and applying mortar to stone, and can carve stunning, ornate embellishments into stone. You must have access to the appropriate tools to work with stone.</p> <p>Supervisor: You can supervise an unskilled crew in the construction of stone structures.</p> <p>Engineer: +1 Engineering. Advantage when working with stone.</p> <p>Equipment: Chisel Set, Hammer</p>

4: BACKGROUNDS

#	BACKGROUND	DESCRIPTION
27	Storyteller	<p>You are a keeper and sharer of lore and tradition, which has been memorized and passed down through generations.</p> <p>Captivating: Your Charisma is increased by 1.</p> <p>Lore Keeper: Advantage recalling ancient history or lore about locations, deities, and monsters.</p>
28	Tailor	<p>You are an expert at designing, producing, and mending clothing. Your trade is often in high demand and you can typically find work in Towns and Cities as you travel.</p> <p>Mender: Repair clothing which has degraded due to travel and combat—restoring it to a like-new condition.</p> <p>Smuggler: You can sew secret pockets into garments which makes concealing and smuggling small items nearly impossible to detect.</p> <p>Equipment: Sewing Kit</p>
29	Tinkerer	<p>You are a fixer, creator, and experimenter. Mechanical contraptions fascinate you and you have an uncontrollable urge to take them apart and reassemble them.</p> <p>Fixer: Repair simple and complex mechanical devices with a 100% success rate.</p> <p>Tinkering: +2 Engineering. +2 Wisdom or Dexterity while disabling traps.</p> <p>Equipment: Small ToolKit (Hammer, Knife Screwdrivers, Clamps, Wire)</p>
30	Zealot	<p>You are a fanatical and uncompromising individual in pursuit of your religious, political, or other idealistic agenda.</p> <p>Cult Leader: Your Charisma is increased by 1.</p> <p>Brainwasher: +2 Loyalty</p>



Classes

What special talents and powers do you bring to the party?

CLASS	DESCRIPTION	ABILITY SCORES *	HD	ARMOR	WEAPONS	GP
Bard	Great at parties	Dexterity 12 Charisma 15	d8	Light & Medium	Any 2	2d12
Cleric	Holier than thou	Wisdom 9	d8	Light, Medium, & Shields	2	3d6
Druid	Eclipses & drum circles	Wisdom 12 Charisma 15	d8	Natural only	2	2d4
Fighter	Smash	Strength 9	d12	All	Any 4	3d8
Paladin	Good, evil—it's all the same	Strength 12 Constitution 9 Wisdom 13 Charisma 17	d10	All	Any 3	3d10
Ranger	Lone wolf	Strength 13, Dexterity 13, Constitution 14 Wisdom 14	d10	All **	Any 3	3d10
Thief	Spies & pickpockets	Dexterity 9	d8	Light	2	2d12
Wizard	Reality is optional	Intelligence 9	d8	None	1	3d6

* Ability Scores are suggestions, remember: "Add, ditch, break, or bend."

** Medium & Heavy Armor negate some Ranger abilities.

5: CLASSES



Bard

You are a jack-of-all-trades but a master of none. You entertain, retell epics, play and sing enchanting music, and inspire your party in their quest for greatness.

You are handy with a few Weapons and know your way around a suit of Armor; you've unlocked the Magic power of music and know a few roguish tricks.

CHARACTER BUILD

Ability Scores: Dexterity 12, Charisma 15

Hit Dice: d8

Armor: Light & Medium

Weapons: Any 2

GP: 2d12

Equipment: Cloak, Knife, Leather Armor, & Musical Instrument

Magic: Divination, Enchantment, & Illusion

LEVEL	XP	ATTACK	WILLPOWER	SPELLS	ABILITIES
1	0				Melodic Hypnotism, Inspiration, Subtle Technique, Local History
2	125			1	Spellcasting
3	375	+1	+1	2	Perk
4	750	+1	+1	3	
5	1,250	+2	+2	4	
6	1,875	+2	+2	5	Perk
7	2,625	+3	+3	6	
8	3,500	+3	+3	7	
9	4,500	+4	+4	8	Perk

Melodic Hypnotism

You sing or play your instrument while looking deeply into another's eyes as your Action. They must be a living, intelligent humanoid.

- ❖ You have +4 Reaction while singing or performing
- ❖ You attempt to **Mesmerize** a target: make a Spellcasting Check vs Difficulty 10 + 2 × the target's Hit Dice. On success your target sees you favorably and is susceptible to suggestions. On failure, roll a Reaction at Disadvantage.
- ❖ Attempting to Mesmerize a victim in Combat results in Disadvantage to Defense until your next Turn

Inspiration

You play your instrument or sing to inspire those around you. You must do this before embarking on an adventure.

- ❖ All who hear you perform, excluding yourself, gain one of: +1 Attack, +1 Magic Resistance, or +1 Spellcasting (chosen by you) until Resting

Subtle Technique

You know a few roguish tricks.

- ❖ You have a Bonus, equal to your Level (max of 6), for two **Thieving Skills** of your choice

Local History

Your study and fascination with lore and written histories has rewarded you with vast knowledge of history.

- ❖ You can easily recount information about deities, civilizations, heroic tales, ancient landmarks, and political alliances
- ❖ Your knowledge of ancient lore grants you a 5% chance × your Level to identify Magic Items and Potions, however exact properties may not be revealed

Spellcasting

Dabbling in hypnotic Magic, you unlock your potential at Level 2.

- ❖ **Spellcasting:** Intelligence + Willpower
- ❖ **Spheres of Magic:** Divination, Enchantment, & Illusion
- ❖ **Spells Known:** You gain one Spell at Level 2. Each Level hereafter you gain a new Spell of your choice from those you have access to, and you may replace one Spell with another.
- ❖ You can cast any Spell directly from **Scrolls & Tomes**, which destroys it

5: CLASSES



Cleric

You are a warrior devoted to a deity or other supernatural power. You can heal the sick, Turn Undead, and channel Magic.

The most renowned Clerics attract followers to their deity by establishing a stronghold and become an **Avatar of Influence**.

CHARACTER BUILD

Ability Scores: Wisdom 9

Hit Dice: d8

Armor: Light, Medium, & Shields

Weapons: 2 from Club, Dagger, Mace, War Hammer, Quarterstaff, Light Crossbow, Sling, & Improvised Weapons (modifiable based on your deity, work with your GM)

GP: 3d6

Equipment: First Aid Kit, Holy Symbol, Leather Armor, & Robe

Magic: Abjuration, Conjunction, Evocation, & Necromancy

LEVEL	XP	ATTACK	WILLPOWER	SPELLS	ABILITIES
1	0			2	Spellcasting, Turn Undead
2	150		+1	4	
3	450		+1	6	Perk
4	900	+2	+2	8	
5	1,500	+2	+2	10	
6	2,250	+2	+3	12	Perk
7	3,150	+4	+3	14	
8	4,200	+4	+4	16	
9	5,400	+4	+4	18	Perk, Avatar of Influence

Spellcasting

You are bestowed magical powers by your deity. Your deity grants you the ability to swap any of your Spells after meditation or prayer—which requires Resting.

- ❖ **Spellcasting:** Wisdom + Willpower
- ❖ **Spheres of Magic:** Abjuration, Conjunction, Evocation, & Necromancy (modifiable based on your deity, work with your GM)
- ❖ **Powered Spells:** How many Spells you can have prepared at a time, choosing from your Spheres of Magic. You may choose to change your Powered Spells after Resting.
- ❖ You can cast any Spell directly from **Scrolls & Tomes**, which destroys it

Turn Undead

You raise your holy symbol and vanquish vile undead: skeletons, zombies, vampires, etc.

- ❖ You **Turn Undead**, causing the creatures to Flee on a successful Spellcasting Check with Difficulty 10 + the Monsters' Hit Dice (for example, 2 Zombies would be Difficulty 14). Increase your Chaos by 2 on Fizzle.
- ❖ On a Natural 20 you can choose to either instantly disintegrate the creature or take it under your control

Avatar of Influence

By Level 9 your influence and renown for your deity is epic and far reaching.

- ❖ You attract 20–200 (2d10 × 10) fanatically loyal followers of your deity, provided you have established a stronghold with a permanent place of worship
- ❖ If your stronghold is sanctioned by a City, Keep, or Megalopolis, you may build it at half the price using donated labor and resources
- ❖ Your followers are warriors, priests, scribes, and other devotees who arrive over the period of several weeks (work with your GM to create your followers)
- ❖ New followers may be attracted when you complete heroic or noble deeds

5: CLASSES



Druid

You are a mystical shaman—a charismatic leader who unites Wilderness and civilization. You believe Earth is the mother of all life, drawing power from the sun, moons, and nature to protect the Wilderness and secret Wells of Power.

You adhere to a worldwide organizational structure, with a maximum of nine Archdruids. Before Level 5 you are an “Initiate,” sworn to obey higher ranking Druids. At Level 5 and gain the ability to Shift and become a full Druid, on the Druidic Counsel.

To ascend to Level 9 you must take the place of an Archdruid by besting them in combat! The Druidic Counsel gathers in secret at a Well of Power on the solstice, where a Druid may challenge an Archdruid for their position.

CHARACTER BUILD

Ability Scores: Wisdom 12, Charisma 15

Hit Dice: d8

Armor: Natural Light, Medium, & Shields (Leather Armor, Hide Armor, & Wooden Shields)

Weapons: 2 from Club, Stone/Bone Dagger, Spear, Quarterstaff, Shortbow, Sling, & Improvised Weapons

GP: 2d4

Equipment: Clothing (Woodland), Moon Pendant, Leather Armor, & Cloak

Magic: Abjuration, Conjunction, Divination, & Enchantment

LEVEL	XP	ATTACK	WILLPOWER	SPELLS	ABILITIES
1	0			2	Druidic, Spellcasting, Fey Immunity
2	200		+1	3	
3	600		+1	4	Perk, Druidcraft
4	1,200	+2	+2	5	
5	2,000	+2	+2	6	Shapeshifter
6	3,000	+2	+3	7	Perk
7	4,200	+4	+3	8	
8	5,600	+4	+4	9	
9	7,200	+4	+4	10	Perk, Spectral Form

Druidic

You've been initiated into the secret ways of the Druids and have the ability to speak a secret **Druidic** language, known only to the Druids (which does not count against your starting Languages).

Spellcasting

You can channel Magic from nature and secret Wells of Power.

- ❖ **Spellcasting:** Wisdom + Willpower
- ❖ **Spheres of Magic:** Abjuration, Conjunction, Divination, & Enchantment
- ❖ **Powered Spells:** How many Spells you can have prepared at a time, choosing from your Spheres of Magic. You may choose to change your Powered Spells after Resting.
- ❖ You can cast any Spell directly from **Scrolls & Tomes**, which destroys it

Fey Immunity

Your connection with nature and the Fey grants you immunity to forest sprites. You are immune to *Charm* from fairies, pixies, dryads and other Fey.

Druidcraft

You've gained innate senses and abilities while in the Wilderness by Level 3.

- ❖ You can identify plants, animals, and pure water with complete accuracy
- ❖ You can pass through overgrown areas (thick thorn bushes, tangled vines, briar patches, etc.) without leaving a trail while maintaining a rigorous movement speed
- ❖ You can learn the Language of woodland creatures, such as Dryads, Elves, Fauns, Gnomes, Dragons, Giants, Lizardfolk, Manticores, Pixies, Sprites, Fairies, and Treants, or animals such as bees, crickets, mice, owls, squirrels, eagles, crows, and frogs. You gain one of these Languages each Level starting at Level 3 (which do not count against your starting Languages).
- ❖ +1 Alchemy

Shapeshifter

Your power as a Level 5 Druid grants you the unique ability to Shift form.

- ❖ You gain the ability to **Shift** (as an Action) into any non-monstrous animal which you have previously observed
- ❖ Your anatomy undergoes violent reconfiguration. Until your next Turn you are vulnerable, making all Checks at Disadvantage. Items are dropped and clothing may be destroyed. Once Shifted, gain the animal's physical attributes (flight, water breathing, the strength of an ox, etc). You can only make noises as the animal. Your life force (your current HP) persists to your new form.
- ❖ Shifting back to humanoid form is equally as violent. You are initially left naked and experience disorientation for several minutes (Disadvantage on all Checks), and vulnerable for several hours (Damage is doubled).

Spectral Form

As a Level 9 Druid, your ability to Shift has ascended to the ethereal—though you can still Shift into physical creatures as desired.

- ❖ You can transcend spiritually beyond physical form (as an Action), Shifting into a **Spectral Form** at will
- ❖ You effortlessly Shift into the Spectral Form of an animal (suffering no vulnerabilities), absorbing and bringing all clothing and items you are carrying with you. You move like the chosen animal and can pass through walls. You cannot attack or interact with the physical world, mundane Weapons do not harm you—though you are still susceptible to magical Damage. As with Shifting, your life force (your current HP) remains intact. You can communicate telepathically.
- ❖ Shifting back to your humanoid form as an Action is effortless and has no negative effects

5: CLASSES



Fighter

You are unmatched in the art of combat, a true force to be reckoned with on the battlefield. You've dedicated yourself to the mastery of a single Weapon.

Fighters come in all forms, from brutal thugs to noble knights.

CHARACTER BUILD

Ability Scores: Strength 9

Hit Dice: d12

Armor: All Armor & Shields

Weapons: Any 4

GP: 3d8

Equipment: Boots (Combat), Clothing (Combat), First Aid Kit, Knife, Studded Leather Armor, & Weapons (×3)

LEVEL	XP	ATTACK	CRITICALS	ABILITIES
1	0		20+	Specialization, Critical Precision
2	200	+1	20+	
3	600	+2	20+	Perk
4	1,200	+3	19+	
5	2,000	+4	19+	Warrior
6	3,000	+5	19+	Perk
7	4,200	+6	18+	
8	5,600	+7	18+	
9	7,200	+8	18+	Perk, Knight

Specialization

Your relentless practice and devotion to a single Weapon has paid off.

- ❖ Choose a single Weapon which you are Proficient with to **Specialize** in
- ❖ Close Combat and Thrown Weapons gain +1 Attack and +2 Damage
- ❖ Ranged Weapons gain +2 Attack and negate Disadvantage while firing in Close Combat
- ❖ You make an extra Attack as part of your Attack Action with your Specialized Weapon; both Attacks must be made before or after Moving

Critical Precision

Your combat expertise allows you to hit with extreme precision and power.

- ❖ You score **Critical Hits** on Attacks greater than or equal to your **Criticals** threshold

Warrior

Your renown as a **Warrior** precedes you at Level 5.

- ❖ +2 Loyalty
- ❖ You attract two elite, fiercely loyal, personal guards (work with your GM to create two NPC mercenaries, who you must feed and pay)
- ❖ These unique followers are not replaced if they perish, but may be resurrected

Knight

By Level 9 you've gained the highest honor among warriors: **Knight** status.

- ❖ Once you have constructed a keep or stronghold—which you must contract labor and resources for in full—you attract a rag-tag militia
- ❖ Work with your GM to create the following NPCs: An Elite Captain, complete with a Magical Weapon and Armor, d4 Captains, 4d4 Cavalry Units, d4 Scouts, 4d10 Troops, a Spy, an Artillerist, a Squire, and a Wizard. Your followers must be fed and paid a salary.
- ❖ Additionally your keep or stronghold attracts farmers, merchants, and tradespeople who seek your protection in exchange for paying you a tithe. Additional recruits may be hired if available and willing.

5: CLASSES



Paladin

You are a heroic warrior, devoted to a deity or other supernatural power. You seek to defeat all who oppose your cause.

Many Paladins ascend to noble knighthood and become symbols of their divine calling, however others seek only to protect their deity, or become zealots bent on revenge.

CHARACTER BUILD

Ability Scores: Strength 12, Constitution 9, Wisdom 13, Charisma 17

Hit Dice: d10

Armor: All Armor & Shields

Weapons: Any 3

GP: 3d10

Equipment: Boots (Combat), Clothing (Combat), First Aid Kit, Knife, Studded Leather Armor, & Weapons (×2)

Magic: Abjuration & Necromancy

LEVEL	XP	ATTACK	WILLPOWER	SPELLS	ABILITIES
1	0				Bestowed Power
2	225	+1			
3	675	+2		1	Spellcasting, Perk
4	1,350	+3	+1	2	Bonded Steed
5	2,250	+4	+1	3	
6	3,375	+5	+2	4	Perk
7	4,725	+6	+2	5	Divine Presence
8	6,300	+7	+3	6	
9	8,100	+8	+3	7	Perk

Bestowed Power

Your deity grants you numerous supernatural powers.

Aura Of Protection: You are constantly surrounded by an Aura of Protection, granting you +1 Defense.

Circle Of Power: When wielding a Holy or Desecrated Sword, you project a Circle of Power which emits (holy) or absorbs (desecrated) light, which dispels weak nearby hostile Magic. Holy and Desecrated Swords often have additional magical powers.

Cure/Cause Disease: You can cure or cause Diseases on touch (excluding curses and afflictions such as lycanthropy).

Detect Malice: As an Action, concentrate to detect any nearby malicious intent, on a successful Spellcasting Check (rolled by the GM). Difficulty is 10 + your target's Hit Dice. Increase your Chaos by 2 on Fizzle.

Immunity To Diseases: You are immune to all forms of Disease.

Channel Power: You can Heal a target (including yourself) on touch or cause extra Damage on hit: $d6 \times$ your Level. You must make a successful Spellcasting Check vs Difficulty 10 + your Level. Increase your Chaos by 2 on Fizzle.

Unbending Will: +2 Magic Resistance

Bonded Steed

At Level 4 you form a bond of fate with a majestic steed, typically a warhorse (though other beasts of burden may be appropriate to you or your world). Work with your GM to create your **Bonded Steed**.

- ❖ Your steed will come when called across any distance, following you into battle and dangers untold
- ❖ Your bond must be forged in a memorable way, often through a specific quest or Objective

Spellcasting

You are bestowed magical powers by your deity upon reaching Level 3.

- ❖ **Spellcasting:** Wisdom + Willpower
- ❖ **Spheres of Magic:** Abjuration & Necromancy
- ❖ **Spells Known:** You gain one Spell at Level 5. Each Level hereafter you gain a new Spell of your choice from those you have access to, and you may replace one Spell with another.

Divine Presence

By Level 7 an aura of purpose and inspiration surrounds you—in and out of combat.

- ❖ +2 Loyalty
- ❖ +2 Reaction

5: CLASSES



Ranger

You are a hunter and a woodsman. You live by your wit and knowledge of the Wilderness. You are fiercely dedicated to protecting your homeland from marauders.

CHARACTER BUILD

Ability Scores: Strength 13, Dexterity 13, Constitution 14, Wisdom 14

Hit Dice: d10

Armor: All Armor & Shields (however some Ranger abilities are only usable while clad in Light or No Armor)

Weapons: Any 3

GP: 3d10

Equipment: Clothing (Wilderness), Flint & Steel, Knife, Leather Armor

Magic: Abjuration & Conjuration

LEVEL	XP	ATTACK	WILLPOWER	SPELLS	ABILITIES
1	0				Ambidextrous, Woodcraft
2	225	+1			Nemesis
3	675	+2		1	Spellcasting, Perk
4	1,350	+3	+1	2	Animal Companion
5	2,250	+4	+1	3	
6	3,375	+5	+2	4	Perk
7	4,725	+6	+2	5	
8	6,300	+7	+3	6	
9	8,100	+8	+3	7	Perk

Ambidextrous

While wearing Light or No Armor you can **Dual Wield** with no Penalties (see *Dual Wielding*, p. 76).

Woodcraft

You are an expert tracker and survivalist; one with the subtle ebb and flow of nature.

- ❖ You have Advantage on all survival, hunting, navigation, tracking, shelter building, firebuilding, and animal Checks while in the Wilderness
- ❖ While wearing Light or No Armor, you have a Bonus, equal to your Level (max of 6), for the **Stealth Thieving Skill**
- ❖ +1 Perception

Nemesis

Around Level 2 you swear to protect your homeland from an invading enemy such as Giants, Orcs, Trolls, or Dragons (work with your GM to find the correct fit for your story).

- ❖ You gain +4 Attack against your Nemesis
- ❖ Disadvantage on Reactions vs your Nemesis
- ❖ You seek out your Nemesis in campaign and in combat—unless another foe presents a significantly greater threat

Spellcasting

By Level 3 you've gained the ability to draw from and manipulate the energy of nature.

- ❖ **Spellcasting:** Wisdom + Willpower
- ❖ **Spheres of Magic:** Abjuration & Conjunction
- ❖ **Spells Known:** You gain one Spell at Level 3. Each Level hereafter you gain a new Spell of your choice from those you have access to, and you may replace one Spell with another.

Animal Companion

You form a strong friendship with an **Animal Companion** at Level 4 (work with your GM to create an Animal Companion).

- ❖ You and the animal share exceptional non-verbal communication; the animal obeys your commands and protects you fiercely with their life
- ❖ If your Animal Companion dies, reduce your Constitution by 1 due to a broken heart. The companion may be resurrected or a new companion bond can be formed after a minimum of one month of mourning.

5: CLASSES



Thief

You are happy to live off the fat of the land by the easiest means possible. Your profession is not inherently honorable, though some famous thieves have led noble lives. Plus your occupation can be quite profitable!

CHARACTER BUILD

Ability Scores: Dexterity 9

Hit Dice: d8

Armor: Light Armor & Elven Chain

Weapons: 2 from Club, Dagger, Dart, Hand Crossbow, Light Crossbow, Shortbow, Sling, Longsword, Shortsword, Quarterstaff, & Improvised Weapons

GP: 2d12

Equipment: Cloak, Knife, Lockpick Set, & Shoes or Sandals

LEVEL	XP	ATTACK	SKILL POINTS	BACKSTAB	ABILITIES
1	0		6	×2	Backstab, Thieves' Cant, Thieving Skills
2	125		2	×2	
3	375	+1	2	×2	Perk, Ambidextrous
4	750	+1	2	×3	
5	1,250	+2	2	×3	
6	1,875	+2	2	×3	Perk
7	2,625	+3	2	×4	
8	3,500	+3	2	×4	
9	4,500	+4	2	×4	Perk

Backstab

While often outmatched in hack-and-slash combat, you are the master of a knife in the back.

When attacking a humanoid by surprise and wielding a Small or Medium Close Combat Sword or Dagger you are proficient with:

- ❖ +4 Attack
- ❖ Negate your target's Shield and/or Dexterity based Defense
- ❖ **Backstab Multiplier:** Multiply Damage dice rolled (before adding Modifiers) by your Backstab multiplier

Thieves' Cant

You can speak a special slang which is known by thieves throughout their underground network of rogues, spies, assassins, and con-artists.

Thieves' Cant can be naturally worked into any Language you know, allowing Thieves to discuss things like stolen loot, easy marks, fences, guard patrols, and access to restricted areas in normal conversation with eavesdroppers none the wiser.

Thieving Skills

You are an expert in espionage and subtlety, distributing **Skill Points** to your Thieving Skills.

- ❖ At Level 1 you receive 6 Skill Points to distribute amongst your Thieving Skills
- ❖ No more than 3 Points may be assigned to a single Skill at Level 1
- ❖ At Level 2, and each Level hereafter, you gain 2 Points to assign to two different Skills
- ❖ Your Skill Points for a single Thieving Skill may not exceed 8
- ❖ **Skill Point:** Each Point you assign grants a +1 Bonus to the Thieving Skills

Climb Walls: Most competent adventurers can climb rocky cliffs and buildings, you however possess the miraculous ability to climb smooth surfaces sans climbing gear.

- ❖ Check: Strength Modifier + Skill Points

Detect Noise: You have superior hearing when listening through doors and detecting noises down passageways. You must have complete silence to Detect Noise.

- ❖ Check: Perception + Skill Points

Disguise: Infiltration and subterfuge may necessitate you change your appearance or impersonate an individual.

You can disguise yourself as various walks of life (noble, beggar, etc.), granted you obtain appropriate clothing, makeup, wigs, and accessories. You may not change your height, however, without the aid of Illusionary Magic.

- ❖ Check: Charisma Modifier + Skill Points

5: CLASSES

Find/Remove Traps: You know how to find hidden traps and alarms, such as poison needles, spring blades, deadly gasses, and warning bells.

Typically the GM rolls Find Trap Checks, creating uncertainty as to whether any hidden traps exist or not. A second Remove Traps Check can be made to attempt to disarm a trap. Failure might result in consequences.

- ❖ Find Trap Check: Perception + Skill Points
- ❖ Remove Trap Check: Dexterity Modifier + Skill Points

Forgery: You're practiced in the art of duplicating and fabricating coins, seals, official documents, books, and manuscripts.

- ❖ Duplication Check: Dexterity Modifier + Skill Points
- ❖ Fabrication Check: Intelligence Modifier + Skill Points

Lock Picking: You are skilled in picking padlocks, chests, doors, and puzzles. You must have a Lockpick Set or Improvised Lockpicks (used at Disadvantage) to attempt to pick a lock.

- ❖ Check: Dexterity Modifier + Skill Points

Pick Pockets: You can swipe small items from pockets, sleeves, girdles, and packs. Failure does not necessitate detection.

- ❖ Check: Dexterity Modifier + Skill Points vs target's Perception
- ❖ Your attempt is detected if your Check, including modifiers, is less than 5 + the target's Hit Dice
- ❖ Your attempt is always detected on a Natural 1

Stealth: You've mastered the art of moving silently and blending into shadows.

While the average adventurer can attempt to move quietly, you have the uncanny ability to move with complete silence at your normal movement rate as your Action (penalties may be imposed by your GM for squeaky wooden floors, stairs, gravel, broken glass, etc.).

Similarly, while anyone can attempt to obscure themselves, you have mastered melding into the darkness. As your Action you may disappear from sight or pass undetected while in dim light or darkness.

- ❖ Check: Dexterity Modifier + Skill Points vs observers' Perception

Ambidextrous

By Level 3, your constant practice of hand-eye coordination has made you **Ambidextrous**. While wearing Light or No Armor you can **Dual Wield** with no Penalties (see *Dual Wielding*, p. 76).

5: CLASSES



Wizard

Unmatched in magical prowess, you go by many names: Wizard, witch, mage, magician, sorcerer. You bend physics to your will and manipulate the very fabric of nature.

CHARACTER BUILD

Ability Scores: Intelligence 9

Hit Dice: d8

Armor: None

Weapons: Dagger or Quarterstaff

GP: 2d6

Equipment: Cloak, Ink, Knife, Parchment, Quill Pen, Scroll Case, & Shoes or Sandals

Magic: All Spheres & Spells

LEVEL	XP	ATTACK	WILLPOWER	ABILITIES
1	0			Spellcasting, Arcane Study
2	250		+1	
3	750		+2	Perk
4	1,500	+1	+3	
5	2,500	+1	+4	Enchanting
6	3,750	+1	+5	Perk
7	5,250	+2	+6	
8	7,000	+2	+7	
9	9,000	+2	+8	Perk

Spellcasting

Through extensive research and study of the arcane, you have collected an impressive repertoire of Magical Spells which you can cast at will.

- ❖ **Spellcasting:** Intelligence + Willpower
- ❖ **Spheres of Magic:** All
- ❖ You start the game with d4 Spells + your Intelligence Modifier. You gain a new Spell of your choice—via your constant dabbling in Magic—each time you gain a Level.
- ❖ You can cast Spells directly from **Scrolls & Tomes**, which destroys it

Arcane Study

You have the unique ability to learn new Spells from **Scrolls & Tomes**.

- ❖ On a successful Spellcasting Check, based on the Spell's Difficulty, you gain the ability to cast the Spell at will (this does not actually cast the Spell, however, a failure increases and triggers Chaos as usual).
- ❖ After a failure, you can attempt to learn the Spell again after Resting. Successfully learning Spells from Scrolls & Tomes disintegrates them.

Enchanting

You have unlocked the secret of imbuing mundane items with Magical properties by Level 5.

- ❖ You gain the *Enchant* Spell (in addition to a new Spell for your Level) if you don't already have it
- ❖ +2 Willpower when casting *Enchant*

The craft is difficult, time consuming, and often dangerous.

Work with your GM to define the effects of each enchantment, how long it will require to research, and the Difficulty required to successfully imbue the item.

The consequences of failure may or may not be revealed.

5: CLASSES



Proficiencies



Armor

Your Class grants you **Armor Proficiencies** based on your combat training: No Armor, Light, Medium, or All, and Shields.

- ❖ You have Disadvantage to Dexterity (including relevant Thieving Skills) and Spellcasting while wearing Armor you are not proficient with



Weapon

Training from your Class grants you select **Weapon Proficiencies**. Choose wisely!

- ❖ You have Disadvantage with Weapons you are not proficient with



Language

You speak a number of **Languages** equal to 1 + your Intelligence Modifier (min of 1). You can read and write only one Language.

6: PROFICIENCIES



Character Progression

So much to do, so much to learn!



Leveling Up

You start your journey as a Level 1 adventurer. To Level Up, you must collect enough **Experience Points (XP)** according to your Class and Level. Resting is required to harness your new abilities.

- You start with maximum HP for your Class's Hit Dice, plus your Constitution Modifier (minimum 1 HP)
- Upon reaching Levels 2 through 5, increase your HP by rolling your Class's **Hit Dice** and adding the result plus your Constitution Modifier
- At Level 6 and beyond, increase your HP by 1 plus your Constitution Modifier
- Update your Attack and/or Willpower and note any new Spells or Abilities granted by your Class

Work with the GM to narrate story beats, character transformations, and training montages which describe how you acquire each of your new skills and powers.



Experience

Your GM can choose to award you **XP** for any of the following at the end of a Session:

- ❖ **Engagement & Roleplaying:** Typically 15–100 XP per Session
- ❖ **Completing Objectives:** Anywhere from 25–1,000 XP
- ❖ **Surviving Combat:** Escaping with your life, or defeating your foes, varies wildly and will grant you anywhere from 5 to over 1,000 XP depending on the encounter (typically 10 per enemy Hit Die, divided by the party)
- ❖ **Treasure Hoards:** For each 1 GP acquired in a **Treasure Hoard** you receive 1 XP (divided by the party). Acquisition of Magic Items, Gems, and other objects of value do not grant XP. Acquiring **Pocket Change** does not grant XP.
- ❖ **Individual XP:** Players may receive small individual XP bonuses (typically 25 XP) for strokes of brilliance during gameplay, distributed at the end of a Session



Perks

Through dedicated study and practice you may acquire one or more **Perks**.

- ❖ To gain a Perk, set it as an Objective
- ❖ Frequently practice your skill in game, complete with the disadvantages suffered by the unproficient
- ❖ You receive Perks at Level 3, 6, and 9 if you have adequately practiced your new skill (determined by the GM), throughout the previous 2 Levels
- ❖ This process can be accelerated by actively training with an expert

Work with your GM to incorporate your character's development into your game's storyline: immersing yourself in a new Language, charging into battle fumbling with an unfamiliar Weapon, or struggling to survive while awkwardly clad in cumbersome Armor.

The following are examples of Perks—but the options are only limited by your imagination.

Ability Boost

Pumping iron, reflex training, endurance running, study, mysticism, or socializing.

- ❖ Increase an Ability Score by 1

Alchemist

Through dangerous experimentation, failure, and success, you've become a competent Alchemist!

- ❖ +1 Alchemy

Alert

A lifetime of looking over your shoulder has enhanced your senses: you hear mice in walls, spot figures on the horizon, and smell poison in your wine.

- ❖ +2 Perception

Animal Trainer

You've learned to communicate non-verbally with a domesticated or wild animal.

- ❖ Trained animals obey simple commands, are loyal, and protect you
- ❖ Taking this Perk requires you acquire a young animal of the chosen type and train it over several months
- ❖ You can train up to 3 at once
- ❖ This Perk can be taken multiple times for different types of animals

Archer

You've honed the subtle precision required to be a master Archer.

- ❖ +1 Damage with Bows or Crossbows

Armor Proficiency

What used to be a rigid, uncomfortable, and sweaty set of Armor is now a second skin.

- ❖ You no longer suffer any Penalties while wearing Light, Medium, or Heavy Armor
- ❖ Anyone can learn Light Armor, but Light Armor proficiency is required for Medium Armor, and Medium is required for Heavy
- ❖ You can take this Perk once for each class of Armor

Combat Medic

You've learned how to stay calm and deflect blows while treating wounds in battle.

- ❖ You can apply First Aid Kits, Healing Salves, and Healing Potions while in Close Combat without you or your patient suffering Disadvantage on Defense

Engineer

Drafting, building, and tinkering is your calling.

- ❖ Gain Advantage when Engineering
- ❖ Attract an assistant who's enamored by your skill and follows you around, hauling your Drafting Tools in exchange for rare glimpses of inspiration (work with the GM to create an NPC assistant follower)

Language

Constant immersion in a new Language has developed your ability to communicate.

- ❖ Through broken sentences and confusing dialogue you've become passably fluent with a new Language. Brilliant.

Natural Leader

You've inspired those around you, built trust, and stayed honorable to your word. Leadership is now second nature.

- ❖ Gain +1 Loyalty

Part-time Thief

You dabble in a Thieving Skill: Find/Remove Traps, Forgery, Lock Picking, etc. (see *Thief*, p. 45)

- ❖ Gain +1 to your selected Thieving Skill (max of 6 per Skill)
- ❖ This Perk may be taken multiple times for the same or different Thieving Skills
- ❖ This Perk may not be taken by characters with the Thief Class

Spellcraft

Through rigorous study and practice you gain a limited ability to channel Magic.

- ❖ Gain access to a single Sphere of Magic which you do not already have access to and 1 Spell
- ❖ You can learn new Spells from Scrolls & Tomes for a *single* Sphere (as Wizards do, see *Wizard in Chapter 5: Classes*)
- ❖ **Spellcasting:** Clerics, Druids, Rangers, and Paladins use Wisdom Modifier + Willpower, other classes use Intelligence Modifier + Willpower
- ❖ This Perk may be taken multiple times for the same or different Spheres of Magic
- ❖ Each time you take this Perk for the same Sphere of Magic beyond the first grants you a +1 Willpower

Tracker

Hours spent examining animal and humanoid prints in dirt and mud, noticing subtly bent blades of grass, and looking for dust and smoke on the horizon has made Tracking second nature.

- ❖ You benefit from automatic success while Tracking

Weapon Proficiency

You've trained, practiced, and charged into dangerous battle zones dozens of times, fumbling with a specific Weapon, It's paid off!

- ❖ You no longer suffer Disadvantage while wielding this specific Weapon

7: CHARACTER PROGRESSION



Equipment

Weapons, armor, and tools for adventuring! You're gonna need some.



Gear

You start with the following adventuring **Gear**—which can be modified in collaboration with your GM as necessary.

If your Class provides you with a duplicate item, such as “Boots (Combat)” in place of “Boots (Basic)”, you only have the more advanced of those items.

If your Class bestows you multiple Weapons, you receive only the number of Weapons allotted by your Class.

Starting Equipment

- ❖ Backpack, Bedroll & Blanket, Belt*, Belt Pouch*, Boots (Basic)*, Candles* (× 2), Clothing (Basic)*, Coin Pouch*, Knife, Torch, Waterskin, and a Weapon
- ❖ A small allotment of coins and adventuring Equipment appropriate to your Class
- ❖ Vocation Equipment appropriate to your Background
- ❖ You may or may not own a home, or live as an apprentice. If so, you have access to all the accoutrement that comes with a residence. Work with your GM to determine your permanent residence, if any.

Repair

Your Clothing, Weapons, Armor, and other equipment must be **Repaired** periodically while Resting to remain effective (*see Repair & Resupply, p. 77*).



Weapons

Slash, stab, and whack. What's an adventurer without at least one stout **Weapon**?

- ❖ Proficiency is required for effective use (see *Proficiencies*, p. 51)
- ❖ **Light Weapons:** Wielded by anyone, assuming you have proficiency
- ❖ **Medium Weapons:** Disadvantage for Tiny Species (Gnomes, Kobolds, etc.) or less than a 9 Strength
- ❖ **Heavy Weapons:** Disadvantage for Small Species (Dwarves, Halflings, Goblins, etc), or less than a 12 Strength

Composite Bows

Only **Composite Shortbows** and **Longbows** tailored to a specific individual's Strength (by a Bowyer / Fletcher) receive a Strength Damage Bonus.

Composite Bows have a Strength requirement, which the wielder must possess to fire it effectively. This is also the Weapon's max Strength Bonus.

For example, you can only string, draw, and fire a Strength +1 Composite Longbow if you have a Strength Modifier of at least +1.

Melee

Weapons can only be used in **Close Combat** unless they have the **Ranged** or **Thrown** property (though, any Weapon can be used as an Improvised Weapon, and thus Thrown).

Thrown

Thrown Weapons can be used at Medium Range, or Far Range with Disadvantage.

Ranged

Ranged Weapons can be used at Far Range. At Extreme Range and Close Combat they are used at Disadvantage. Beyond Extreme Range is too far to be effective.

Unarmed Attacks

Punching, kicking, headbutting, etc. are **Unarmed Attacks** dealing 1 Damage while wearing Light or No Armor, or d2 Damage while wearing Medium or Heavy Armor, plus any Damage Modifiers. Spiked gauntlets or boots deal d4 Damage.



Ammo

A quiver of arrows or bolts, or a bag of sling ammo, counts as a single item. **Ammo** should be tracked, and has a 50% chance of breaking or being lost, assuming you have time after battle to collect spent missiles.

8: EQUIPMENT

LIGHT WEAPONS	DAMAGE	PROPERTIES
Club / Improvised	d6	Throwable, Improvised clubs include any 2–10 pound object
Dart / Throwing Star	d4	Throwable, Concealable, Can be drawn as part of an Attack
Dagger / Dirk	d6	Throwable, Concealable
Hand Crossbow	d6	Ranged, Ammo, Omits Strength Modifier
Handaxe / Hatchet	d6	Throwable, Utility
Light Crossbow	d8	Ranged, Two-handed, Ammo, Omits Strength Modifier
Shortbow	d6	Ranged, Two-handed, Ammo, Composite for Strength Bonus
Shortsword	d6	Reverse grip (optionally trade -1 Attack for +1 Defense)
Sling / Slingshot	d4	Ranged, Two-handed, Ammo
Whip	1	Reach, Grappling, Omits Strength Modifier
MEDIUM WEAPONS		
Battle Axe	d8	Switch grip (use two-handed to deal d10)
Crossbow	d12	Ranged, Two-handed, Ammo, Omits Strength Modifier
Longbow	d8	Ranged, Two-handed, Ammo, Composite for Strength Bonus
Longsword	d8	Switch grip (use two-handed to deal a d10)
Mace / Morning Star	d6	Brutal (Critical Hits do an extra d6 Damage)
Quarterstaff	d6	Concealable, Improvised (any sturdy branch or rod)
Spear	d6	Throwable
Warhammer	d6	Armor piercing (+1 Attack vs enemies clad in Armor)
HEAVY WEAPON		
Greatsword	d12	Two-handed
Greataxe	d10	Two-handed, Brutal (Critical Hits do an extra d10 Damage)
Lance / Polearm	d10	Two-handed, Reach

8: EQUIPMENT



Armor

Armor may be an essential asset to surviving your adventures, especially if you plan to get up close and bloody with your enemy.

- ❖ Proficiency is required for effective use (see *Proficiencies*, p. 51)

- ❖ **Shields:** Wielded in addition to Armor
- ❖ **Size:** Armor is created for specific sized humanoids (a Halfling cannot wear an Orc's Armor without modification) and must be custom fitted to individuals
- ❖ **Min Strength:** Imposes Disadvantage on Attacks, Strength, and Dexterity if you do not meet the minimum Strength requirement
- ❖ **Max Dexterity Bonus:** Limits all Dexterity Bonuses you may receive (your Dexterity based Defense, Ranged Attack Bonus, Ability Checks, etc.)
- ❖ **Medium & Heavy Armor:** Disadvantage on Stealth

SHIELD	BONUS	MIN STR.	MAX DEX.	DESCRIPTION
Shield	+2			Straps to the arm.
LIGHT				
Leather	+1			Pauldrons and breastplate of leather.
Studded Leather	+2			Leather Armor with metal studs.
MEDIUM				
Scale Mail	+3	9	+2	Metal pauldrons and breastplate of interlocking scales, forearm & shin guards.
Chain Shirt	+4	9	+2	A shirt made of Chain Mail.
Half Plate	+5	9	+2	Metal pauldrons, breastplate, & greaves.
HEAVY				
Chain Mail	+6	12	+1	A full suit of interlocking metal rings.
Splint Mail	+7	12	+1	Half Plate over Chain Mail.
Field Plate	+8	12	+1	Full coverage interlocking metal armor.

Specialized Armor

Dwarven Plate: A rare and expertly crafted suit of Armor made of Mythril. May be fabricated as any Armor except Leather.

- ❖ +1 Armor
- ❖ +1 Magic Resistance

Elven Chain Mail: A rare and exquisitely crafted suite of Chain Mail, or a Chain Shirt, over padded cloth.

- ❖ Negates any Max Dexterity Bonus
- ❖ Negates Disadvantage on Stealth

Gnomish Workman's Leather: A finely crafted and immaculately oiled suit of Leather Armor which covers the entire body. Gnomish Workman's Leather is tricked out with dozens of pockets, pouches, tool holders, straps, and secret compartments. Typically only manufactured for the very small—though for the right friend a Gnome may make a suite for larger folk.

- ❖ Grants the same Armor Bonus as Studded Leather when adorned with tools and equipment—otherwise grants the same as Leather
- ❖ Grants the wearer 3 additional Equipment Slots without suffering Encumbrance

8: EQUIPMENT



Adventuring Equipment

A non-exhaustive list of adventuring gear and its typical rarity. Items marked with an asterisk (*) are **Free To Carry**.

ITEM	RARITY	DESCRIPTION
Alchemy Equipment	Rare	Alembic, aludel, athanor, crucible, cupellation, mortar, pestle, and retort. Extremely fragile.
Abacus	Uncommon	Mathematical tool useful for Engineering.
Backpack *	Common	Holds about a dozen items.
Bedroll & Blanket	Common	Good for camping.
Belt Pouch *	Common	A sturdy leather pouch which holds a few small items, alchemical ingredients, or coins.
Bottle/Vial (glass)	Uncommon	Collect samples, hold Potions, or fill with explosive liquid.
Caltrops, bag of 30	Uncommon	Drop to slow down pursuers and deal d4 Damage.
Candle *	Common	Useful in the dark.
Cauldron	Uncommon	Large pot for cooking, or brewing positions.
Chalk, stick or powder *	Common	Good for marking passages and performing rituals.
Climbing Gear	Rare	Crampons, pitons, carabiners, ice axes, and hammer.
Compass *	Rare	Small device which points north to assist navigation.
Drafting Tools	Uncommon	Everything required for Engineering designs.
First Aid Kit	Uncommon	Stops bleedout—useful! Contains supplies for 5 uses.
Flint & Steel *	Uncommon	Drastically improves your chance to start a fire.
Gloves *	Common	Leather gloves for rough work.
Grappling Hook	Uncommon	Attach to rope and throw.

8: EQUIPMENT

ITEM	RARITY	DESCRIPTION
Healing Salve	Rare	Heals d4 HP.
Knife *	Common	Metal, bone, or stone knife. Not much use in a real fight.
Lantern	Uncommon	Burns oil. Can be carried or affixed to a belt or pack.
Lockpick Set	Rare	A small leather case containing lockpicking instruments.
Marbles, bag of 30	Common	Drop to cause pursuers to slip and fall.
Merchant's Scale	Uncommon	A scale and weight set used for weighing coins, precious medals, and gems.
Mess Kit	Common	Cooking ware and utensils for the Wilderness.
Musical Instrument	Rare	Provides entertainment and brings cheer, usually.
Oil	Uncommon	Greasy, flammable liquid.
Parchment *	Uncommon	Primitive paper.
Quill Pen & Ink *	Uncommon	A fine set of calligraphy supplies.
Quiver	Uncommon	Holds arrows or bolts. Affixes to the back or waist.
Rations	Common	Daily hardtack. 3 days of rations fill 1 equipment slot.
Rope	Common	Useful for climbing, binding, and other activities.
Scroll Case	Uncommon	Waterproof leather map or scroll tube.
Sewing Kit	Uncommon	Complete set of needles, thread, patches, and scissors.
Soap	Uncommon	Kills germs and improves disposition.
Spyglass	Rare	Telescoping eye-piece. Magnifies objects at distance.
Tack & Harness	Uncommon	Necessary for most to ride horses effectively.
Tent	Uncommon	Helps maintain warmth and keep bugs off.
Tools & Tool Kits	Common	Shovels, hammers, pick axes, chisels, pilers, winches, etc.
Torch	Common	Oil soaked wood or metal which burns for a few hours.
Utility Belt	Uncommon	Leather chest belt which holds easily accessed items.
Waterskin	Common	Remember to stay hydrated!



Encumbrance

When you try to carry too many items you become **Encumbered**.

- ❖ You have a number **Equipment Slots** (excluding Free To Carry items) equal to 10 or your Strength Ability Score (whichever is greater)

While Encumbered you:

- ❖ Suffer Disadvantage to Strength, Dexterity, and Constitution Checks
- ❖ You cannot take the Dash Action



Free To Carry

Small, lightweight items—marked with an asterisk (*) on the Adventuring Equipment table—as well as clothing and pouches you wear (excluding Armor)—do not count against Encumbrance.



Coins & Gems

Long ago fine coins were minted by a vast empire. Some whisper of ancient **Treasure Hoards** which have survived.

Today, currencies are unregulated. Varying coinage is crudely minted and interchanged. But gold is gold.

- ❖ **Coin Pouches** hold about 100 coins
- ❖ Each Coin Pouch, in excess of your first, counts as an item
- ❖ A **Bag of Gems**—which holds about a dozen gems—counts as a single item

Gold Pieces (**GP**) are the base currency and come in many shapes and sizes. Most merchants weigh coins to make sure you haven't been coin clipping (shaving off the edges to melt and forge new coins).

Gems can be raw or uncut, and can vary in value anywhere from 10 GP to 5,000 GP (see *Gems*, p. 123).

8: EQUIPMENT



Combat

Maybe you'll attempt to avoid confrontation whenever possible, or maybe you'll dive head first into battle every chance you get!

Any Action can be taken in **Combat**, limited only by your imagination:

- ❖ Swinging a sword
- ❖ Smashing a barrel over a Goblin's head
- ❖ Backflipping off a Griffon
- ❖ Casting a Spell
- ❖ You name it...

You get one Action per Turn. Be descriptive!

Your GM requests an appropriate Check (if any): Attack, Ability Score, Spellcasting, etc.

Monsters and enemies, controlled by the GM, typically get one Action per Turn. Some of the more terrifying enemies may get several.

The GM describes enemy Actions, and may ask you to roll a Check: Defense, Magic Resistance, Ability Score, etc.

- ❖ You roll for **Attack** and **Spellcasting** when Attacking
- ❖ You roll for **Defense** and **Magic Resistance** when Defending

This frees the GM to focus on game flow—and keeps you engaged in between Turns.

- ❖ You have **Attack**, **Defense**, and **Spellcasting** Bonuses and Penalties
- ❖ Enemies have **Attack**, **Defense**, and **Magic Resistance** Difficulties
- ❖ Enemy Defense is the Difficulty for your Attacks; Enemy Attack is the Difficulty for your Defense
- ❖ Enemy's Spellcasting Difficulty is your Difficulty for Magic Resistance (if any)

GMs are encouraged to announce Combat Difficulties the first time they come up. Though, Difficulties may change and some may be kept concealed.



Initiative

Who goes first? You drop your backpack and draw your Weapon.

- Players and enemies roll a **Dexterity Competition**, the GM rolls for each enemy. Enemies take Actions on the GM's Turn. Turns proceed clockwise.

Combat ends when one side is defeated or escapes.



Free Actions

In addition to taking a single Action and Moving, you can take one of the following **Free Actions** on your Turn in combat:

- ❖ Stow an object
- ❖ Drop your pack and Draw an object
- ❖ Drop an object and Draw a new object
- ❖ Stowing an object and Drawing a new object requires your entire Action



Combat Aid

Applying First Aid, Healing Salves, or drinking a Potion in Close Combat is dangerous, leaving you and your patient exposed.

- ❖ You suffer Disadvantage on Defense
- ❖ Potion Vials kept handy on a Utility Belt may be consumed quickly, without Disadvantage, as your Action



Defense

- Describe how you defend yourself!

The GM calls for **Defense** vs enemy Attack; or **Magic Resistance** vs Spell Difficulty.

- ❖ Roll the Check with Modifiers
- ❖ On Hit, the GM rolls Damage on the table while describing the hit
- ❖ Reduce your HP by the Damage



Attack

→ Describe your attack and how it looks!

The GM calls for an **Attack** vs your enemy's Defense or a **Spellcasting Check**:

- ❖ Roll the Check with Modifiers
- ❖ On hit, roll Weapon or Spell Damage with any Damage Modifiers
- ❖ On the first hit, the GM rolls the Enemy's Hit Dice openly on the table
- ❖ Subtract Damage by "spinning down" the enemy's HP on the dice, which persist until defeated
- ❖ In some cases the GM may keep enemy HP concealed

COMBAT CALCULATIONS

Defense: Armor + Dexterity Modifier
(limited by Armor Max Dexterity Bonus)

Attack: Class Attack Bonus + relevant Ability Score Modifier

- ❖ **Close Combat:** Strength Modifier
- ❖ **Thrown:** Strength or Dexterity Modifier
- ❖ **Ranged:** Dexterity Modifier

Spellcasting (*see Classes, p. 31*)

Called Shots

When attempting an extremely precise Attack or Action (trying to disarm a thug, shooting an arrow into the tiny visor slit of a knight's Field Plate, etc.) you make a **Called Shot**.

The following is a rough guide for Called Shots and may be omitted or modified by your GM.

- ❖ -4 to Attacks and Spellcasting when targeting a limb, torso, or Weapon (though a hit may or may not be strong enough to achieve the desired result)
- ❖ -8 to Attacks when targeting a hand, foot, small item, or a Headshot
- ❖ **Headshots** automatically deal Critical Damage (*see Crits, p. 74*)—they do not require a Natural 20—victim must make a Constitution Check vs Difficulty 10 or immediately fall Unconscious



Modifiers

There are infinite situations and environments you might find yourself in.

The GM will announce if a Check receives Advantage or Disadvantage. If you think you should have Advantage, announce it! Your GM may agree!

The following are examples of situations which might grant Advantage or Disadvantage to either the attacker or defender.

ADVANTAGE / DISADVANTAGE

Attack from behind

Blinded

Exhausted

Frightened

Highground / Mounted

Invisible

Prone

Slippery

Stunned

Wading



Conditions

Extreme Fear to falling Prone—uncontrollable laughter to headsplitting mind control.

CONDITION	DESCRIPTION
Asleep	Unconscious, but wake-able
Charmed	You are irresistibly compelled to do as instructed.
Confused	Attack the wrong person, flip the wrong leaver; something is off
Frightened	Flee instantly, with no remorse
Immobilized	Frozen, Held, Paralyzed, or Turned to Stone, maybe temporarily
Poisoned	Take Damage each Turn until it wears off or you receive Antivenom
Possessed	Complete and utter loss of control of your character
Unconscious	Knocked out cold; see you folks in 20 to 30 minutes!



Movement

Movement is described in **Combat Zones**. In addition to taking a single Action, you can **Move** between adjacent Combat Zones during your Turn.

- ❖ **Close Combat:** Spitting distance
- ❖ **Medium Range:** Throwing distance
- ❖ **Far Range:** Bowshot and Dashing
- ❖ **Extreme Range:** Bowshot at Disadvantage

Dashing

You can **Dash** as your Action to attempt to double your Movement.

- Make a Constitution Check vs Difficulty 10 (adjustable based on conditions, terrain, etc)
- ❖ On success move two Combat Zones (Far Range to Close Combat, Extreme Range to Medium Range, etc).
- ❖ On failure move one Combat Zone.
- ❖ On a Critical Success (Natural 20), move two Combat Zones *and* take an Action.

Fleeing

When things go south in combat, it's time to consider an exit strategy.

- When you **Flee** you take the Dash Action like a Red Dragon is nipping at your heels (and one might be!)

Pursuers may engage in a **Chase** and/or fire ranged Weapons as you try to escape.

If you've dropped your backpack, Weapons, or other items, they are abandoned. If you want them you'll need to use your Action to pick them up instead of Dashing.

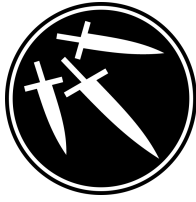
Chase

A **Chase** is resolved as a Competition.

- Each character, monster, or NPC in the Chase takes the Dash Action

The GM may declare Advantage or Disadvantage to individuals based on the situation (now's a good time to knock over those crates and obscure your path).

You (or your enemy) escape once you have moved to Extreme Range.



Surprise

You get the drop on your enemy, or maybe you're caught in an ambush!

Surprise takes place before Initiative and provides attackers with strategic benefits.

Surprise is resolved with a Perception vs Stealth Competition. The Defending side's Perception Modifier is aggregated—one player makes the roll. The Attacking side is subject to Group Stealth (see *Group Checks*, p. 10).

The GM may give Advantage or Disadvantage to either side based on the exact situation.

- ❖ Attackers get a Round of combat before Initiative (they may get to take two Turns in a row)
- ❖ Attackers receive Advantage to all Checks during the Surprise Round
- ❖ If Defenders are carrying backpacks (or other compromising items—such as hauling a treasure chest), they can drop items and draw their Weapons as part of their first attack Action, otherwise they suffer Encumbrance penalties in Combat



Crits

You score a **Critical Hit** When Spellcasting or Attacking on a Natural 20, a Headshot, and the Fighter's *Critical Precision* ability.

- ❖ Roll an extra Damage Die, if either die rolls max Damage, roll another, continuing until you roll less than max

When Defending and you roll a **Fumble** (Natural 1), your enemy lands a Critical Hit on you!



Fumbles

You suffer a **Fumble** when Attacking with a Weapon results in a Natural 1.

❖ Roll on the Fumble table

When Defending and you roll a **Critical Success** (Natural 20), your *enemy* suffers a Fumble.

FUMBLE

- 1 Your Weapon (if any) shatters into 3d4 pieces (Magical Weapons break in 2, requiring re-repair and Enchantment)
- 2 You accidentally hit a nearby ally, roll for Damage and plead for forgiveness!
- 3 You manage to wound yourself, roll for Damage
- 4 Your Weapon (if any) breaks in two (Magical Weapons are unaffected)
- 5 Your Weapon cracks but is still usable. It breaks on any future Attack resulting in a Natural 1 or 20.
- 6 Your Weapon is damaged (bowstring breaks, hilt falls off, crossbow jams) and will take several minutes to fix
- 7 Your Weapon slips from your hands and is Thrown to a random adjacent Combat Zone
- 8 You trip and become Prone
- 9 Your attack leaves you off balance, you have Disadvantage on Defense until your next Turn
- 10 You are disarmed by a feint or parry, dropping your Weapon (if any)
- 11 Incompetence makes you the laughing stock of the battle. Good one
- 12 You swing and miss wildly. Lucky.



Dual Wielding

You may **Dual Wield**, fighting with a Medium or Small Weapon in your **Primary Hand** and a Small Weapon in your **Off-Hand**.

You may not hold a Shield while Dual Wielding, but strapping one to your back may provide some protection if attacked from behind.

- ❖ While Dual Wielding you suffer -2 Attack to your Primary Hand and -4 Attack to your Off-Hand
- ❖ These Attack Penalties are reduced by your Dexterity Bonus (with a min of 0). For example, if you have a 15 Dexterity, granting you a +1 Dexterity Bonus, you would only suffer a -1 Penalty to your Primary Hand and -3 to your Off-Hand
- ❖ Rangers (starting from Level 1) and Thieves (upon reaching Level 3) do not suffer this Penalty while wearing Light or No Armor

The use of two Weapons grants you an extra Attack each Round when you take an Attack Action! One attack with each Weapon. Both Attacks must be made at the same time against enemies in range, before or after Moving.



Mortality

Adventuring is exhausting! Unless you're already dead.



Resting

People have to eat and sleep—*eventually*.

- ❖ You must have eaten one decent meal and be adequately hydrated to receive the benefits of **Resting** (sleeping 6–8 hours)
- ❖ You regain **1 HP** after Resting, which can be done effectively once per day
- ❖ The use of a First Aid Kit while Resting grants you an additional d4 HP. Re-application of a fresh First Aid Kit must be applied each day to receive this benefit.
- ❖ Your **Chaos** is reduced by d6 after Resting, but can never go below zero.

Repair & Resupply

While Resting in a Town, City, or Keep after an adventure, you may pay 10 GP to:

- ❖ Patch up your clothing, bedroll, and backpack
- ❖ Repair your Armor
- ❖ Repair and sharpen your Weapons (though fully broken Weapons may require an additional fee)
- ❖ Pick up a few new Candles and a new Torch



Death

Dying sucks. It's common to get attached to a Character, and **Death** can be emotional. Remember that without risk, struggle, and consequences, victory will feel shallow!

It is useful to discuss how you'll handle Death with your group and your GM during Session Zero. Maybe everyone agrees players will quickly roll up a new character (that can be exciting)? Or perhaps your party's new Objective just became seeking a spellcaster capable of Resurrection?

At Death's Door

At **0 HP or lower** (you can go into negative HP) you begin hovering At Death's Door as your life force fades from this reality.

- ❖ When reaching 0 HP or lower you must make a successful Constitution Check vs Difficulty 10 or immediately fall Unconscious
- ❖ On success you can keep fighting into negative HP, or if you have any brains, run!
- ❖ On a Natural 20 Constitution Check your HP is miraculously reduced to 1 instead of 0, and you avoid hovering At Death's Door

Bleeding Damage

- ❖ You take d4 **Bleeding Damage** on each subsequent Turn, minus your Constitution Bonus
- ❖ You have Disadvantage on all Checks
- ❖ You must make a Constitution Check vs Difficulty 10 each time you take additional Damage (excluding Bleeding Damage) or immediately fall Unconscious
- ❖ Healing Magic, a Healing Salve, the use of a First Aid Kit, or a Healing Potion will stabilize you and prevent any additional Bleeding Damage (but does not guarantee you regain consciousness)
- ❖ Consciousness is regained immediately upon reaching 1 HP
- ❖ Death occurs when your HP reaches 0 minus your Constitution Score



Resurrection

Characters and NPCs can be brought back to life! Performing a **Resurrection** ritual is a complicated and dangerous Spell (see *Spells*, p. 93), adhering to the risks of Chaos.

- ❖ Upon successful Resurrection you are re-introduced to the world of the living!
- ❖ For 24 hours after being Resurrected you have Disadvantage on all Checks
- ❖ Your Constitution is reduced by 1, potentially decreasing your total HP (adjust any HP based on your Constitution Bonus for each of your Hit Dice/Levels)



Hazards

Watch out!

Acid

Contact with Acid typically does d6 Damage.

Falling Damage

You take d6 Damage for every 10 feet fallen beyond the first 10, round down.

For example, you take no Damage from falling 10 feet, d6 damage falling from 15 feet, and 2d6 from falling 20 feet.

Fire

Fire, such as ignited oil, typically does 2d6 initially and d6 on the following Turn.

Suffocation

You can hold your breath for 1 Round plus your Constitution Modifier (min 1). Take d6 Damage on your Turn each Round thereafter.

10: MORTALITY



Magic

8 **Spheres of Magic**—channeled from Gods—and a mysterious 9th.



Abjuration — Moria — Blue
Warding, protection, and reflection.



Conjunction — The Deepness — Purple
The power to summon objects and allies.



Divination — Leviathan — Cyan
Read omens, channel visions, and scry past, present, and future events.



Enchantment — Void Beings — Green
Bestow magical properties and curses unto objects and creatures.



Evocation — Hydra — Red
Channel energy, animate objects, and wreak destruction.



Illusion — The Endless — Yellow
Influence simple and fantastical hallucinations on creatures.



Necromancy — Morthag — Pink
Raise undead, restore life, diminish life, and cure Diseases.



Transmutation — Phoenix — Orange
Convert matter and energy, levitate, and teleport.



Acquisition

Spellcasting requires you have access to the Spell's **Sphere of Magic** based on your Class. Different Classes gain access to Magic in different ways.

GMs may tune the acquisition of Spells depending on game balance, character Level, and story—however randomly acquired Spells, via Scrolls & Tomes, should be included to add variety and uncertainty to the game.

Work with your GM to acquire the Spells you desire, but heed their limitations—some Spells may simply be too powerful for your Level.

Scrolls & Tomes

Casting and learning Spells from **Scrolls & Tomes** requires Spellcasting using the Spell's Difficulty—and is subject to Chaos.

Once cast or learned, the Scroll or Tome page disintegrates—its power having been released and absorbed by the Spellcaster.

Powered Spells

Clerics and Druids can change their **Powered Spells** while Resting.

Spells Known

Bards, Paladins, and Rangers know a fixed set of Spells (one of which can be exchanged for a new Spell when gaining a new Level).

Wizardry

Wizards have access to all Spheres of Magic and can learn an unlimited number of Spells by successfully casting them.

- ❖ Only Wizards can learn new Spells from Scrolls & Tomes
- ❖ Only Wizards may attempt to learn Spells from other Spellcasters

When learning a Spell from a Scroll or Tome (and not casting it directly) the document is only destroyed on a successful attempt.

If attempting to learn a Spell Fizzles, increase your Chaos by 2. You may immediately try to learn the Spell again.

Miraculous Inspiration

Spellcasters have a 1% chance to cast any Spell they don't know, including Spells from Spheres they don't have access to. Failure triggers a Fizzle as usual. Success grants permanent access to the Spell.



Casting

Spellcasting—channeling the Magic of the Gods—allows you to twist the fabric of reality.

You must be able to speak an incantation and have at least one free hand to gesticulate to cast Spells.

You can manipulate your Spell's effects by describing the precise effect you wish to accomplish. This may result in an increased Difficulty (for example, doubling the amount of HP granted by a Healing Spell, expanding a Fog Spell to cover a battlefield, etc.).

- Describe your Spellcasting: What does casting look and sound like? What magical effect are you attempting?

The GM calls for a **Spellcasting Check**:

- ❖ Check: Spellcasting Check vs the Spell's Difficulty (GM rolls for NPCs)
- ❖ On success, your Spell is cast!
- ❖ Otherwise, your Spell Fizzles, increasing your Chaos by 2

Successfully cast Spells always hit and/or manipulate their target unless the description grants the target a **Magic Resistance Check**.

Fizzle

Magic is extremely dangerous, unpredictable, and difficult to harness.

Spells can **Fizzle** (fail), especially when an inexperienced caster attempts a complicated Spell. Sometimes things can go very wrong.

- ❖ When Spellcasting Fizzles, increase your Chaos by 2

There is no limitation to how often you can cast Spells (beyond the one Action per Turn limit), though the more often your Spells Fizzle, the more unstable the fabric of reality surrounding you becomes.



Resistance

Gritting your teeth you attempt to absorb a shockwave of energy.

Your GM calls for a **Magic Resistance Check** (typically vs the Spell's Difficulty):

- ❖ Check: Constitution Modifier + Magic Resistance Bonuses
- ❖ On success, you resist the Spell's entire effect!
- ❖ Otherwise, you suffer the Spell's effect

11. MAGIC



Chaos

Channeling Magic requires you fracture reality to manipulate physics. Things can go wrong. Very wrong, triggering **Chaos**. The more often you reach for power, the more unstable your reality becomes.

- ❖ Your Chaos defaults to zero, which is also the minimum value
- ❖ Chaos has a max of 20
- ❖ If your Spellcasting Check is less than or equal to your increased Chaos, roll a number of d6s on the Chaos table according to your **Chaos Tier**
- ❖ On Spellcasting Fizzle, increases your Chaos by 2
- ❖ NPCs do not track Chaos, they trigger Chaos on a Natural 1 and then roll a d4 for a random Chaos Tier

CHAOS	TIER
1–5	Puppies and butterflies, roll a d6
6–10	Danger zone! Roll 2d6
11–15	Astral planes and ancient demons, roll 3d6
16–20	Touch of the gods, roll 4d6

#	COLOR
1	Magenta
2	Midnight Black
3	Sapphire
4	Burnt Ochre
5	Gray
6	Translucent Green
7	Deep Purple
8	Crimson Red
9	Sunburst
10	Lavender

#	CHAOS
1	Roll a d6: Your left eye (1–2); right eye (3–4); or skin (5–6) shifts color. Roll on the color table. This is fine.
2	You quickly realize you’ve made a horrible mistake. You are Blinded! The GM rolls for the number of days it will last.
3	Things are getting out of control quickly! You manage to avoid a catastrophe but your Chaos is increased by an additional d12!

11. MAGIC

CHAOS

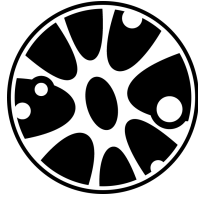
- 4 Roll a d6: A tingling feeling and calmness spreads over you, healing you d6 HP (1–2); or, you experience intense acute pain, causing you d6 Damage (3–6)!
- 5 In a fit of pain, horns spring forth from your body causing you d6 Damage! Only by maintaining a tiny thread of Magic are you able to control where on your body the horns appear. Roll for horn color on the color table.
- 6 Your Spell backfires, doing the exact opposite of what you intended (as interpreted by your GM).
- 7 You accidentally cast the Spell *Tentacle* on yourself instead of whatever you were trying to do. There is a 50% chance you are in control of the Tentacle. The Tentacle remains part of you until severed, a process which causes you to take 2d12 Damage. Roll for Tentacle color on the color table.
- 8 Roll twice for two separate Chaos effects, using a d12 for each roll.
- 9 Roll a d6: You shrink (1–3) or grow (4–6) d12 inches. It feels... strange. Your new height may result in Disadvantage while wielding Medium and/or Heavy Weapons (see *Weapons*, p. 60).
- 10 Make a Constitution Check vs Difficulty 15. On success drop to 1 HP, otherwise drop to 0 and roll a Constitution Check to remain conscious (see *At Death's Door*, p. 78).
- 11 A 3rd eye bursts from your forehead, moving independently and granting you +1 Wisdom and +1 Intelligence while uncovered. Roll for eye color on the color table. Henceforth you suffer visions from another Plane of Existence, losing the ability to sleep. When Resting, your Chaos is now reduced only by 1. If you already boast a 3rd eye, the eye is reabsorbed, bonuses are lost, and the visions cease; sleep and Rest are returned to normal.
- 12 Instead of whatever you were trying to do, you successfully cast a random Spell at a random target. You have a small chance to learn the Spell—even if you don't have access to the Spell's Sphere. The chance is a percentage equal to your Spellcasting Modifier, roll a d100.
- 13 You cast Polymorph on yourself with a random humanoid result. Hopefully you or someone else you know can Polymorph you back!
- 14 You are teleported to the Astral Plane where you must battle a random creature alone. You are sent back to reality upon defeating the creature or upon death.
- 15 You conjure a random hostile demon from the void which attacks you immediately.
- 16 Something snaps in your brain. Lose the ability to Cast this Spell for d100 days.

11. MAGIC

CHAOS

- 17 All humanoids in the general vicinity are transported to a random location, as determined by the GM, which you may or may not recognize.
- 18 All Magic Items you are carrying shatter, causing you d12 Damage for each item.
- 19 One of your Ability Scores mutates. Roll a d6 to determine which. Roll a d100: the Ability Score is decreased by 1 (1–90); the Ability Score is increased by 1 (91–99); the Ability Score is increased by 2 (100)!
- 20 Something clicks—everything makes sense now! Gain Advantage on all future Chaos rolls.
- 21 A massive explosion bursts forth from your body. You and all nearby creatures must make a Magic Resistance Check vs Difficulty 20 or take 4d8 Damage! Flammable objects in the area are destroyed, metal is scorched, and flesh blisters.
- 22 A majestic tree bursts from the ground in front of you growing to 20 + d100 feet. Make a Dexterity Check vs Difficulty 20 or be thrown to the ground taking d6 Damage. The tree's leaves turn to gold, raining treasure upon you. Each leaf is worth 5 GP and the tree drops 6d6 leaves. These leaves do not count as a Treasure Hoard while counting XP.
- 23 You become possessed by a demonic entity. Every time you take a critical Action (basically at the worst possible times), you must make a Magic Resistance Check vs Difficulty 15. On failure, the GM chooses your Action based on the entity's evil desires.
- 24 You've got this. Everything is perfect. This is easy. Your Spell is successfully cast and its effect is doubled. Reduce your Chaos to 1.

11. MAGIC



Spells

By channeling Magic you attempt to bend reality itself to your will.

- ❖ Casters can devise new Spells in collaboration with the GM when gaining a new Spell from Leveling
- ❖ There are 100 Spells listed below (making them easy to randomize)
- ❖ The Difficulty (denoted by column D) on the following table are suggestions and may be adjusted by the GM based on the target, situation, desired effect, magnitude, and/or the environment

#	SPELL	D	SPHERE	DESCRIPTION
1	Alarm	10	Abjuration	Place a magical alarm on an object or location, which alerts you when the object is touched or the location is breached, dismissing the Spell.
2	Alter Appearance	12	Illusion	Change the appearance of an object, person, or yourself. Unwilling targets make a Magic Resistance Check.
3	Alter Material	14	Transmutation	Convert one material to another; stone to water, skin to wood, etc.
4	Alter Object	14	Transmutation	Change the physical appearance of an object.
5	Animate Dead	16	Necromancy	Animate a dead, non-monstrous creature or humanoid which serves you until destroyed.
6	Animate Golem	18	Conjuration	Animate a stone, clay, wood, or metal statue under your control, which lasts until destroyed. Creating a suitable statue from scratch when one is not readily available requires Engineering.
7	Armor	10	Abjuration	Target receives a +4 Defense, which lasts until your Chaos is reduced.
8	Blind	15	Illusion	Blind a target for d4 Rounds.
9	Chain Lightning	18	Evocation	Deal 3d6 Damage to a target, 2d6 to the next closest creature, and d6 to the next closest creature after that, including potentially yourself and your allies.

11. MAGIC

#	SPELL	D	SPHERE	DESCRIPTION
10	Chaos	15	Enchantment	Wreak total chaos on d6 targets, causing them to attack random enemies, run into walls, etc... on a failed Magic Resistance Check.
11	Charm	13	Enchantment	Charm an animal, humanoid, or monster for an unknown duration. Targets aware of being charmed make a Magic Resistance Check.
12	Circle Protection	14	Abjuration	Create a circle with chalk, stones, or candles and enhance it with protective Magic. Anyone inside your circle gains protection from a single source of your choice (for example, immunity to fire or ice, stopping all projectiles, or preventing undead creatures from entering your circle).
13	Clairvoyance	13	Divination	Perceive the essence of an event or location.
14	Confusion	12	Enchantment	Confuse a single target who receives a Magic Resistance Check to avoid the effects.
15	Conjure Elemental	18	Conjuration	Conjure a powerful Earth, Air, Fire, or Water Elemental under your command. Make a Spellcasting Check vs Difficulty 10 on each of your subsequent Turns to maintain control (which does not count as your Action). On failure, the Elemental breaks free and may turn against you.
16	Control Undead	15	Necromancy	Assume control over an undead creature. If the creature is already under another entity's control, you must compete for control in a Spellcasting Competition.
17	Control Weather	17	Transmutation	Invoke subtle or drastic change to the local weather.
18	Counterspell	16	Abjuration	Reverse the effects of a single source of Magic, or force a Spell to Fizzle as it is being cast. You may cast this Spell out of Turn—without requiring an Action—in reaction to another Spell being cast.
19	Cure Disease	14	Necromancy	Magically rid one target of a Disease.
20	Curse	??	Enchantment	Bestow a magical curse on an item or creature. Difficulty varies greatly depending on the desired curse. Targets aware of being cursed make a Magic Resistance Check.
21	Darkness	15	Illusion	Absorb all light from an area.
22	Death	20	Necromancy	Inflict instant Death on a target if they fail a Magic Resistance Check. Hopefully it doesn't backfire.

11. MAGIC

#	SPELL	D	SPHERE	DESCRIPTION
23	Detect Charm	12	Divination	Determine if the caster, or another target, is under the influence of Enchantment Magic, and if so, what the source is. Your Spellcasting Check is rolled in secret by the GM.
24	Detect Life	12	Divination	Sense nearby lifeforces, their general direction, and distance. Your Spellcasting Check is rolled in secret by the GM.
25	Detect Magic	12	Divination	Detect if an item, location, or creature is magically enhanced or cursed. Your Spellcasting Check is rolled in secret by the GM.
26	Detect Poison	12	Divination	Detect if a substance or monster is Poisonous, or if a creature is under the influence of Poison. Your Spellcasting Check is rolled in secret by the GM.
27	Detect Scry	14	Divination	Check if a location or creature is being observed by means of Divination Magic. Your Spellcasting Check is rolled in secret by the GM.
28	Detect Undead	12	Necromancy	Sense nearby undead creatures, their general direction, and distance. Your Spellcasting Check is rolled in secret by the GM.
29	Disintegrate	20	Transmutation	Obliterate an item or creature to dust if they fail a Magic Resistance Check.
30	Dispel	??	Abjuration	Dispel an active Magical effect. Adjust Difficulty based on the effect's potency.
31	Drain Life	13	Necromancy	Transfer d8 HP from one creature to another (which may be yourself and another creature, or two other creatures), both of which must be touched.
32	Enchant	??	Enchantment	Perform a ritual to enchant an item, Weapon, Scroll, Tome, or creature. Difficulty varies greatly depending on the desired effect. You may only enchant a Scroll or Tome with a Spell you know.
33	Entangle	15	Evocation	Grow thorny brambles from the Earth which ensnare your target and inflict d6 Damage on your Turn while they are entangled. The target can attempt to break free on their Turn by making a Strength Check with a Difficulty 15. The target must be on dirt or an otherwise natural surface.

11. MAGIC

#	SPELL	D	SPHERE	DESCRIPTION
34	Explosive Rune	15	Evocation	Inscribe a magical rune on the ground or the surface of an object using chalk, blood, or carving into the material. When touched or walked upon, the rune explodes causing 3d8 Damage.
35	Fabricate	12	Conjuration	Create a permanent small, single material, object, such as a tool, stone statue, bottle, or garment.
36	Fear	14	Enchantment	Instigate intense Fear into one or more targets. Increase Difficulty by 2 for each target after the first. Targets make a Magic Resistance Check.
37	Feather Fall	10	Transmutation	In a puff of down feathers you, an object, or another creature gently fall to the Earth. Increase Difficulty by 1 for each additional target.
38	Fire/Ice Wall	16	Abjuration	Produce a wall of fire or ice, in a two dimensional plane, a circle, or semi-circle.
39	Fire/Ice Ward	13	Abjuration	Completely protect an item or creature from fire or ice for a short time.
40	Fireball	15	Evocation	Hurl a 1–2 foot diameter fireball at a target, dealing d12 Damage. Damn!
41	Flaming Weapon	15	Evocation	Imbue a Weapon with magical fire, adding d6 Damage to the Weapon on hit. Lasts until dismissed by the caster or the caster's Chaos is reduced.
42	Fly	19	Transmutation	Uninhibited flight.
43	Fog	12	Transmutation	Conjure a wall of fog or fill an area with fog.
44	Forget	13	Enchantment	Force a humanoid to forget something.
45	Goodberry	12	Evocation	Imbue a handful of berries with healing power. Each berry heals 1 HP.
46	Grease	10	Conjuration	Conjure grease onto an object or area.
47	Grow/Shrink	15	Transmutation	Expand or shrink an item or creature; cause organic life to grow or wither rapidly. Unwilling targets make a Magic Resistance Check.
48	Hallucinate Sound	11	Illusion	Cause creatures in the area to perceive a sound.
49	Hallucinate Vision	14	Illusion	Cause creatures in the area to perceive an illusion. Highly intelligent creatures (such as Dragons) may receive a Magic Resistance Check to detect the hallucination as untrue.

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#	SPELL	D	SPHERE	DESCRIPTION
50	Haste/Slow	20	Transmutation	For the next three Rounds your target takes two Actions on their Turn (Haste), or skips every other Turn (Slow). Unwilling targets receive a Magic Resistance Check.
51	Healing	12	Necromancy	Heal a target d8 HP plus your Spellcasting Modifier. Increase Difficulty by 2 for each additional d8 of Healing. Your Spellcasting Modifier is added only once.
52	Heat/Chill	13	Transmutation	Heat or chill an item or location.
53	Hold Creature	16	Enchantment	Freeze a creature in place. Maintain the hold on each of your Turns by succeeding in a Competition: your Constitution + Willpower vs their Strength.
54	Hold Portal	14	Abjuration	Place a Magic force field on a door, tunnel, or passage. The field is dismissable by you or a successfully cast <i>Counterspell</i> or <i>Dispel</i> . The portal has Hit Dice (d12) equal to your Level.
55	Hurl Meteor	23	Conjuration	Hurl a meteor at a target, causing 6d6 Damage!
56	Hypnotize	15	Enchantment	Hypnotize a humanoid, suggesting any future course of action. You must speak the same Language as the target. The target must be non-hostile when the Spell is cast. On success, the target is unaware of being Hypnotized.
57	Ice Blast	12	Evocation	Project a shard of ice and frost at a target dealing d8 Damage. There is a 10% chance + your Spellcasting Modifier that the creature is frozen, forfeiting their next Turn.
58	Ice Storm	20	Evocation	Smite your foes with a horrendous ice storm. All creatures exposed to the storm, including possibly you or your allies, take d12 Damage on your Turn for 3d4 Rounds.
59	Identify	15	Divination	Expose the properties of an item, creature, or location, either mundane or magical. Some aspects may remain a mystery.
60	Invisibility	15	Illusion	Become totally invisible. Must be recast frequently to be maintained.
61	Jump	10	Transmutation	Target momentarily gains the ability to jump triple their height and land without taking Damage.
62	Light	10	Transmutation	Create dim or bright light on an object or area.

11. MAGIC

#	SPELL	D	SPHERE	DESCRIPTION
63	Lightning Bolt	16	Evocation	Strike a foe with a powerful bolt of lighting. Deals d10 Damage, or 3d6 if the target is made of metal or wearing metal Armor.
64	Locate	13	Divination	Magically reveal the location of a single object, animal, person, place, or thing.
65	Magic Missile	15	Evocation	Fire 4 glowing bolts of energy at any targets. Each bolt does d4 Damage plus your Spellcasting Modifier. Cannot be cast on the darkness.
66	Make Food/Water	13	Conjuration	Conjure either food or drink.
67	Mend	10	Transmutation	Repair an item: article of clothing, tool, Armor, Weapon, etc.
68	Mirror Image	14	Illusion	Create an illusionary copy of yourself or another creature. Increase Difficulty by 1 for each additional copy. In combat, randomly determine which copy, or if the original, is attacked. When a copy is hit it evaporates.
69	Neutralize Poison	10	Abjuration	Negate the effects of Poison preventing all further Damage and negative effects.
70	Open Lock	12	Transmutation	Magically unlock a door, chest, or padlock. Increase Difficulty based on lock quality and complexity.
71	Polymorph	20	Transmutation	Change one creature into another with a flash of light and a loud popping sound. The creature loses all physical traits from its former Species (for example an Orc's Strength trait), and gains all physical traits of the new one. Knowledge based traits (for example a Dwarf's knowledge of stonework) are unaffected. Unwilling targets receive a Magic Resistance Check.
72	Portal	18	Transmutation	Opens a dimensional or interdimensional portal to a location familiar to the caster.
73	Produce Fire	10	Evocation	Produce a small flame in the palm of your hand, a nearby candle, fireplace, or torch.
74	Purify	10	Transmutation	Purify tainted liquid or rotten food.
75	Regeneration	18	Necromancy	Your target regenerates 1 HP on their Turn. Lasts until your Chaos is reduced.

11. MAGIC

#	SPELL	D	SPHERE	DESCRIPTION
76	Reign Fire/Ice	20	Evocation	Call down an apocalyptic fire or ice storm on your foes. All creatures in the area other than you take 3d12 Damage on your Turn. Once cast, the Spell can be maintained as your Action on your Turn without any additional Spellcasting Checks.
77	Remove Curse	18	Abjuration	Lift a curse from an item or creature.
78	Resist Fire/Ice	15	Abjuration	Your target gains immunity from fire or ice the next time they take Damage of that type. Or, your target gains complete resistance to a hostile hot or cold environment.
79	Resurrection	23	Necromancy	Perform a complicated ritual to Resurrect one creature (see <i>Resurrection</i> , p. 79).
80	Scry	18	Divination	Use a mirror, pool, or pond to observe past, present, or future events in any one location. The image is silent. The future may be rewritten.
81	Scry Ward	13	Abjuration	Prevent other casters from observing a creature, place, or thing with Scry Magic.
82	Shatter	??	Transmutation	Shatter an object or an enemy to pieces. Creatures make a Magic Resistance Check. Difficulty varies significantly depending on the target.
83	Silence	15	Illusion	Suppress all noise in an area.
84	Simulacrum	??	Conjuration	Create a flawed copy of a creature or object. Living copies are functional, mostly. Difficulty varies significantly depending on the target.
85	Sleep	??	Enchantment	Lull one or more living creatures to sleep. Difficulty equals 10 plus total target Hit Dice.
86	Speak With Dead	15	Necromancy	Reanimate a dead creature for a conversation, assuming you speak the same Language.
87	Spectral Weapon	12	Conjuration	Manifest a semi-translucent Weapon in your hand. Anyone who wields this Weapon is magically proficient with it. The Weapons scores a Critical Hit on a Natural 19 or 20. Dissipates in 2d6 Rounds.
88	Stoneskin	15	Abjuration	Bestow +2 Defense to a target until your Chaos is reduced. Stackable. Maintain up to 3 instances.
89	Stun	13	Enchantment	Momentarily stun an enemy. All Attacks against it gain Advantage until your next Turn.

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#	SPELL	D	SPHERE	DESCRIPTION
90	Summon Monster	15	Conjuration	Summon a random, non-humanoid, monster. Who knows what it will do.
91	Summon Steed	14	Conjuration	Summon a real horse, pony, or donkey to carry you. It has no tack or harness but you can probably ride it bareback! If you feed it, it may even stick around. I wonder where it came from...
92	Summon Swarm	12	Conjuration	Summon a swarm of locusts or insects, dealing d6 Damage to each creature in the area on your Turn, including you. Better get out of there quick!
93	Telekinesis	10	Transmutation	Move an object or creature gently with your mind.
94	Telepathy	11	Divination	Transfer information telepathically to any known humanoid—regardless of distance. If both humanoids know the <i>Telepathy</i> Spell they can communicate briefly.
95	Teleport	16	Transmutation	Teleport yourself or a target a short distance (long distance teleportation is achievable only via the <i>Portal</i> Spell).
96	Tentacle	15	Conjuration	Manifest a sticky Tentacle on a nearby surface or creature. The Tentacle serves as an additional appendage controlled by you, taking its Action immediately after yours. Manifesting a Tentacle on another creature is only successful if they fail a Magic Resistance Check (which they must make—it's just too weird to not resist). The Tentacle lasts until killed, severed, or your Chaos is reduced.
97	Turn To Stone	19	Transmutation	Turn a target to stone, just like Medusa.
98	Water Breathing	13	Transmutation	Allow your target(s) to breathe underwater. Increase Difficulty by 1 for each target.
99	Web	15	Conjuration	Manifest a sticky web across the ground, between walls, or amongst trees. Creatures caught in the web have Disadvantage on most Checks.
100	Wizard's Eye	14	Divination	Conjure a Floating Eye which you can see through. The Eye moves at a walking pace, floats up to 10 feet from the ground, and can fit into small places. Eyes last until destroyed. There is no limit to how many Eyes you can maintain—switching between them freely—however, you may only see through <u>one</u> at a time.

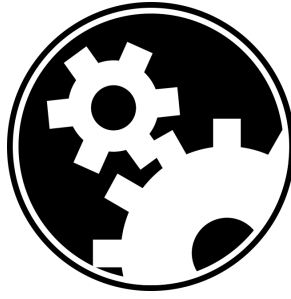
11. MAGIC

Spells By Sphere

SPHERE	SPELLS
Abjuration	Alarm, Armor, Circle of Protection, Counterspell, Dispel, Fire/Ice Wall, Fire/Ice Ward, Hold Portal, Neutralize Poison, Remove Curse, Resist Fire/Ice, Scry Ward, Stoneskin
Conjuration	Animate Golem, Conjure Elemental, Fabricate, Grease, Hurl Meteor, Make Food/Water, Simulacrum, Spectral Weapon, Summon Monster, Summon Steed, Summon Swarm, Tentacle, Web
Divination	Clairvoyance, Detect Charm, Detect Life, Detect Magic, Detect Poison, Detect Scry, Detect Undead, Identify, Locate, Scry, Telepathy, Wizard's Eye
Enchantment	Chaos, Charm, Confusion, Curse, Enchant, Fear, Forget, Hold Creature, Hypnotize, Sleep, Stun
Evocation	Chain Lightning, Entangle, Explosive Rune, Fireball, Flaming Weapon, Goodberry, Ice Blast, Ice Storm, Lightning Bolt, Magic Missile, Produce Fire, Reign Fire/Ice
Illusion	Alter Appearance, Blind, Darkness, Hallucinate Sound, Hallucinate Vision, Invisibility, Mirror Image, Silence
Necromancy	Animate Dead, Control Undead, Cure Disease, Death, Drain Life, Heal, Regeneration, Resurrection, Speak With Dead
Transmutation	Alter Material, Alter Object, Control Weather, Disintegrate, Feather Fall, Grow/Shrink, Fly, Fog, Haste/Slow, Heat/Chill, Jump, Light, Mend, Open Lock, Polymorph, Portal, Purify, Shatter, Telekinesis, Teleport, Turn To Stone, Water Breathing

Spells By Class

Class	SPHERES & SPELLS
Bard	Divination, Enchantment, & Illusion: Alter Appearance, Blind, Chaos, Charm, Clairvoyance, Confusion, Curse, Darkness, Detect Charm, Detect Life, Detect Magic, Detect Poison, Detect Scry, Detect Undead, Enchant, Fear, Forget, Hallucinate Sound, Hallucinate Vision, Hold Creature, Hypnotize, Identify, Invisibility, Locate, Mirror Image, Scry, Silence, Sleep, Stun, Telepathy, Wizard's Eye
Druid	Abjuration, Conjunction, Divination, & Enchantment Alarm, Animate Golem, Armor, Chain Lightning, Chaos, Charm, Circle of Protection, Clairvoyance, Confusion, Conjure Elemental, Counterspell, Curse, Detect Charm, Detect Life, Detect Magic, Detect Poison, Detect Scry, Detect Undead, Dispel, Enchant, Fabricate, Fear, Fire/Ice Wall, Fire/Ice Ward, Forget, Grease, Hold Creature, Hold Portal, Hurl Meteor, Hypnotize, Identify, Locate, Make Food/Water, Neutralize Poison, Remove Curse, Resist Fire/Ice, Scry, Scry Ward, Simulacrum, Sleep, Spectral Weapon, Stoneskin, Stun, Summon Monster, Summon Steed, Summon Swarm, Telepathy, Tentacle, Web, Wizard's Eye
Cleric	Abjuration, Conjunction, Evocation, & Necromancy: Alarm, Animate Dead, Animate Golem, Armor, Chain Lightning, Circle of Protection, Conjure Elemental, Control Undead, Counterspell, Cure Disease, Death, Dispel, Drain Life, Entangle, Explosive Rune, Fabricate, Fire/Ice Wall, Fire/Ice Ward, Fireball, Flaming Weapon, Goodberry, Grease, Heal, Hold Portal, Hurl Meteor, Ice Blast, Ice Storm, Lightning Bolt, Magic Missile, Make Food/Water, Neutralize Poison, Produce Fire, Regeneration, Reign Fire/Ice, Remove Curse, Resist Fire/Ice, Resurrection, Scry Ward, Simulacrum, Speak With Dead, Spectral Weapon, Stoneskin, Summon Monster, Summon Steed, Summon Swarm, Tentacle, Web
Paladin	Abjuration & Necromancy: Alarm, Animate Dead, Armor, Circle of Protection, Control Undead, Counterspell, Cure Disease, Death, Dispel, Drain Life, Fire/Ice Wall, Fire/Ice Ward, Heal, Hold Portal, Neutralize Poison, Regeneration, Remove Curse, Resist Fire/Ice, Resurrection, Scry Ward, Speak With Dead, Stoneskin
Ranger	Abjuration & Conjunction: Alarm, Animate Golem, Armor, Circle of Protection, Conjure Elemental, Counterspell, Dispel, Fabricate, Fire/Ice Wall, Fire/Ice Ward, Grease, Hold Portal, Hurl Meteor, Make Food/Water, Neutralize Poison, Remove Curse, Resist Fire/Ice, Scry Ward, Simulacrum, Spectral Weapon, Stoneskin, Summon Monster, Summon Steed, Summon Swarm, Tentacle, Web



Engineering

Design and construct tools, gadgets, contraptions, siege weapons, and structures. Selling devices may be lucrative—careful who gets what.

Engineering requires one or two Checks: Optionally **Drafting**, and **Construction**.

- ❖ Check: Intelligence Modifier + Engineering Bonuses
- ❖ GM sets one Difficulty for both Checks
- ❖ Collaboration grants Advantage for relevant skills or creative solutions

Combine with Alchemy and Enchanting to create truly magnificent Gear. Get creative!

Drafting

Complex builds require a design phase. You'll need Drafting Tools: parchment, pen, ink, rulers, a compass, and a flat surface. If only pen and paper are available, the Check is made at Disadvantage.

- ❖ Roll an **Engineering Check**

Save schematics to build copies—skipping future Drafting for your contraption.

Construction

Work with your GM to determine tools, time, and materials for implementation.

- ❖ Roll an **Engineering Check**
- ❖ Critical Success (Natural 20): A true masterpiece. The device works flawlessly, granting additional benefits.
- ❖ Fumble (Natural 1): Equipment and personnel are damaged!
- ❖ All materials are ruined on failure

Complexity

COMPLEXITY

Basic	Built in an hour or less.
Moderate	At least a few hours to build.
Complex	Requires schematic and d4 days.

12. ENGINEERING

GADGETS	D	COMPLEXITY	MATERIALS	DESCRIPTION
Compass	17	Moderate	Wood, metal, water, magnet, & needle.	A magnetic device which always points north.
Goggles	12	Moderate	Metal, sand, & a glassblowing shop.	Eye protection is important! A tinted pair might be useful for Orcs in direct sunlight.
Hands Free Lantern	12	Simple	Metal & leather.	Useful for hands free dungeon crawling.
Lighter	14	Moderate	A small air-tight metal container, fuel injection system, oil, & flint & steel.	Flint & steel attached to a capsule which ejects fuel across a spark when a button is depressed. Hopefully it doesn't blow up in your hand.
Smoke Bombs	14	Moderate	Oil, tinder, & wood or metal containers. Requires an extra Alchemy Check vs Difficulty 14.	A capsule which disperses smoke on impact—fantastic for escaping tricky situations.
Trap	??	??	??	All manner of complicated traps. Difficulty and materials vary greatly depending on the trap.
Waterproofed Gear	16	Simple	Gear, beeswax or pitch, & linseed oil.	Water is a drag, a waterproof scroll or map case, or a waterproof cloak, for example, might prove useful in the rain or adventuring near water.
SIEGE WEAPONS				
Ballista	16	Complex	Wood, metal, rope, wire, & a forge or woodshop.	An advanced siege weapon resembling a massive crossbow, capable of firing spearlike missiles over vast distances.
Battering Ram	12	Simple	Tree, metal, & ropes.	A heavy log, often suspended, for smashing gates and walls.
Catapult or Trebuchet	16	Complex	Wood, metal, rope, & a forge or woodshop.	A weapon which hurls boulders or explosives through the air, capable of demolishing fortifications.
Siege Tower	14	Moderate	Wood, metal, rope, pulleys, & a woodshop.	A fortified, rollable tower, which has folding gangplanks for siege assaults.

12. ENGINEERING

WEAPON MODS

Fire Arrows/Bolts	15	Moderate	Arrows, lightweight grenades, glue, & sinew.	Arrows or bolts which ignite on impact! Projectile distance is reduced.
Folding Bow or Crossbow	15	Complex	Bow or Crossbow, hinges, latches, & a forge or woodshop.	A bow or crossbow can be difficult to conceal, a folding version, however, could be easily stashed in a pack or sewn into the lining of a thick cloak.
Grappling Crossbow	14	Moderate	Crossbow, quality stranded cable, grappling hook, & pulleys.	An advanced crossbow that shoots a wood-biting bolt or grappling hook which is attached to a thin wire.
Grenades	15	Moderate	Glass or metal & gunpowder or volatile liquid. Requires an extra Alchemy Check vs Difficulty 15—which explodes on a Fumble.	Explosive thrown projectiles, either timer based or exploding on impact—which might be a problem if you are carrying one and are smashed with a maul!
Spear	12	Simple	Stout wood shaft, knife or stone shard, glue, & sinew.	A crude spear.
Spring Loaded Concealed Dagger	13	Complex	Dagger, sheath, leather, springs, & metal.	A concealed wrist sheath that springs a dagger into your hand when you make a specific motion.

ARMOR MODS

Reinforced Armor	18	Moderate	Leather, metal, & a forge.	Fortifies a suit of Armor, granting it +1 Defense.
Shield Spike	14	Moderate	Metal & a forge.	Attach a gnarly spike to a shield which does d6 Damage, allowing you to Dual Wield with it while still gaining a Defense benefit.
Silenced Armor	18	Moderate	Leather, padded cloth, Sewing Kit.	Armor makes a lot of noise, how useful would it be to have a silence suit?
Spiked Armor	18	Complex	Metal & a forge.	Augment a suit of Armor with spikes. Grappling or body smashing opponents causes d6 Damage.

12. ENGINEERING



Alchemy

Powerful Potions and Poisons brewed from ingredients gathered in Civilizations and the Wilderness.

Recipes

Potion **Recipes** contain precise instructions, quantities, and cooking durations. Recipes must be obtained to successfully brew a Potion or Poison.

Brewing without a recipe is a sure way to brew up a **Bad Batch**.

Poisons

Poisons can be concentrated without a Check—assuming the correct equipment and ingredients are on hand.

When applied to a Weapon, the Poison is expended after the first successful hit.

Brewing

Brewing requires several hours of focus.

- ❖ Check: Wisdom Modifier + Alchemy Bonuses
- ❖ Sufficient containers must be on hand
- ❖ Brewing with a **Cauldron** requires 4 times the ingredients and creates a batch of 2d6 doses
- ❖ Brewing with an **Alchemy Lab** is a precise process, granting the brewer +4 Alchemy, however, each brew creates only a single dose
- ❖ Alchemy ingredients are spent in the brewing process, whether brewing succeeded or failed

Only when a Potion is finally consumed do you roll your **Alchemy Check**—you hope the Potion does what you intended it to. Time to find out!



Bad Batches

Failed Alchemy may result in a **Bad Batch**. You won't know until your brew is consumed: it could be harmless, or it might ruin your day.

Most failed batches are harmless, however, an Alchemy Check resulting in a Fumble (Natural 1) triggers a d20 roll on the following table:

#	RESULT
1	You break out in boils. Take d6 Damage and suffer Disadvantage to Charisma, Loyalty, and Reaction for d4 weeks.
2	You sink into a coma for d4 days.
3	You become sick, suffering -4 Constitution until Resting.
4	Your skin shifts to a pale light green color. You look sickly. Decrease your Charisma by 1.
5	Your vision blurs, causing Disadvantage on any Checks requiring your vision until Resting.
6	Your mind becomes numb and you slur your words, causing Disadvantage to Intelligence and Wisdom until Resting.
7	One of your limbs becomes Paralyzed until Resting (determined by a d4).
8	You are overcome by uncontrollable shaking, suffering Disadvantage to Dexterity until Resting.

#	RESULT
9	Your Chaos is increased by d12!
10	You acquire a permanent phobia, such as the fear of water, arachnophobia, claustrophobia, etc. (work with your GM to determine the precise effect).
11	You are blinded for d4 days.
12	You become compulsively truthful for d4 weeks.
13	You are overcome with uncontrollable laughter until Resting, preventing you from doing much of anything.
14	You develop a permanent allergy to one of the Potion's ingredients, consuming it causes you d6 Damage.
15	Your Constitution is decreased by 1.
16	You suffer complete amnesia.
17	You become weightless, floating above the ground. You glide if pushed, but cannot move without pushing off a wall or object. This should wear off... eventually.
18	You get the hiccups. Small green bubbles float from your mouth as you speak. This should wear off, eventually.
19	The Potion works! But you become hopelessly addicted to it. You must consume a dose of the Potion each time you Rest or your Constitution is decreased by 2.
20	A power spreads throughout your body: one of your Ability Scores mutates. Roll a d6 to determine which Ability Score. Roll a d6 to determine if the Ability Score decreases (1-4) or increases (5-6) by 1.

13. ALCHEMY



Potions

There are 30 **Potions & Poisons** listed below (making them easy to randomize with a d30). Potions and Poisons can be Brewed or found as Treasure (see *Treasure*, p. 123).

- ❖ Alchemists can design and brew new unique Potions and Poisons with GM collaboration
- ❖ Difficulty (denoted by column D) on the following table are suggestions and may be adjusted by the GM based on the ingredients, situation, and/or available equipment

#	POTION / POISON	D	INGREDIENTS	DESCRIPTION
1	Antivenom	15	Foxglove, Snakeroot, Pure alcohol	Prevent HP loss from monster venom and Poisons.
2	Clairvoyance	13	Fairy dust, Eye of newt, Ground antelope horn, Spring water	Bestow the effects of the <i>Clairvoyance</i> Spell.
3	Cockatrice Venom	–	Concentrated cockatrice venom	Easy to brew... if you can get the venom. Causes 2d6 Damage when consumed or adds +2 Damage when applied to a bladed Weapon.
4	Control Dragon	17	Dragon eye, Elder flowers, Griffon feathers, Absinthe	Grants the ability to control any one Dragon until Resting.
5	Control Undead	14	Zombie flesh, Imp eggs, Spring water	Grants the ability to control any number of Undead until Resting.
6	Cure Disease	15	Belladonna, Echinacea flowers, Nymph tears	Curse all Diseases.
7	Enhanced Focus	17	Ginseng, Turmeric, Cayenne, Lion's mane fungi, Fine wine	Grant +1 Intelligence and +1 Wisdom for each dose consumed until Resting.
8	Flight	16	Dragon scale, Fly amanita, Griffon feathers, Fine wine	Uninhibited flight for a brief time. Better land before you fall.
9	Fountain of Youth	20	Elder flowers, Vampire blood, Enchanted spring water	Reduce age by d12 years. Not bad.

13. ALCHEMY

#	POTION / POISON	D	INGREDIENTS	DESCRIPTION
10	Growth	13	Giant spider eggs, Lion's mane fungi, Grog	Grow d12 inches.
11	Healing	14	Elder flowers, Blue cap mushrooms, Glow worms, Kale, Juiced goddess apples	Heal 2d6 HP.
12	Healing, Extreme	16	Elder flowers, Blue cap mushrooms, Rever essence, Kale, Juiced goddess apples	Heal 5d6 HP.
13	Infinite Sleep	14	Imp larva, Fairy dust, Red toad slime, Grog	Cause permanent sleep until reversed by <i>Dispel</i> or <i>Counterspell</i> Magic.
14	Invisibility	18	Ground Minotaur horn, Absinthe, Ghost shrooms, Crystal dust	Turn invisible, including anything carried or held. Any idea how long this will last?
15	Invulnerability	20	Dragon eye, Purple lotus flower, Zombie flesh	Become utterly invulnerable to all Damage for a brief time.
16	Love Potion	15	Fairy dust, Filtered dove blood, Salt, Ground hazelnut, Red wine	Fall madly in love with the next humanoid you see.
17	Nightvision	10	Glow cap mushrooms, Glow worms, Dryad tear	Grants full darkvision until Resting.
18	Polymorph	20	Squid ink, Giant spider eggs, Sheep brains, Lizard blood	Produces the effects of the <i>Polymorph</i> Spell.
19	Power Unbounded	15	Bone marrow, Ground ogre teeth, Yeti fur, Goat milk	Increase Strength 2d4 until Resting.
20	Purple Haze	17	Purple lotus flower, Filtered belladonna oil	Induce an astral projecting trance state, revealing the answer to a single question.
21	Regeneration	18	Ghost shrooms, Cayenne, Rever essence, Kale, Juiced goddess apples	Regain 1 HP per Turn. This must wear off...
22	Resist Cold	12	Blue cap mushrooms, Crystals, Pure alcohol	Immunity to cold for a brief period.
23	Resist Fire	12	Ginseng, Warg fangs, Pure alcohol	Immunity to fire for a brief period.

13. ALCHEMY

#	POTION / POISON	D	INGREDIENTS	DESCRIPTION
24	Snake Venom	–	Concentrated snake venom	A Poison causing d6 Damage when consumed or adding +1 Damage when applied to a bladed Weapon.
25	Spectral Transmutation	19	Ectoplasm, Bone marrow, Ground amber, Warg fangs	Transmute into a Spectre (see <i>Druid's Spectral Form</i> , p. 38), but maintain your humanoid shape.
26	Toxic Slime	13	Distilled slime monster	Instantly disintegrates organic material, causing 3d6 Damage.
27	Unstable Mutation	18	Frog legs, Fly amanita, Glow worms, Snake eggs, Lizard tail, Pomegranate seed juice to cut the taste	Violently grow d4 feet, ripping clothing and fracturing Armor. Increases Strength, Constitution, and Willpower by 4! On subsequent Turns roll a d8: Reduce Strength by 1 (1); Mutate lizard hands (2); Reduce Willpower by 1 (3); Grow fangs (4); Reduce Constitution by 1 (5); Shrink d12 inches (6); Pass out, ceasing further mutation (7–8). All effects are permanent.
28	Vitality	25	Echinacea flowers, Elder flowers, Bone marrow, Enchanted spring water	Gain +4 Constitution until Resting, including 4 max HP × Hit Dice.
29	Waterbreathing	14	Fish liver oil, Live tadpoles	Breath underwater until Resting.
30	Wyvern Venom	–	Concentrated wyvern venom	Deadly Poison causing instant death when consumed or adding 2D6 Damage when applied to a bladed Weapon.

13. ALCHEMY



Ingredients

Ya know, for Potions! You can attempt to find **Alchemy Ingredients** in the Wilderness and Civilizations by spending 1 hour **Gathering**:

#	GATHERING
1–15	Nothing comes up.
16–18	Roll on the Flora & Fauna table while in the Wilderness; roll on the Dealer's & Vendors table while in civilization—you'll need to pay for that.
19	Roll twice on the appropriate table.
20	Roll on the appropriate table, finding d6 quantity of the item.

#	FLORA & FAUNA
1	Antelope horn
2	Belladonna
3	Blue cap mushrooms
4	Echinacea flowers
5	Elder flowers
6	Fly amanita
7	Foxglove
8	Frog legs
9	Ghost shrooms
10	Glow cap mushrooms
11	Glow worms
12	Lion's mane fungi
13	Lizard
14	Newt eye
15	Purple lotus flower
16	Red toad slime
17	Snake eggs
18	Snakeroot
19	Spider eggs
20	Tadpoles

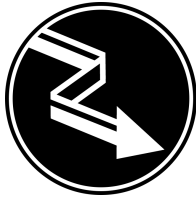
#	DEALERS & VENDORS
1	Absinthe
2	Amber
3	Bone marrow
4	Cayenne
5	Crystals
6	Fine wine
7	Fish liver oil
8	Ginseng
9	Goat milk
10	Goddess apples
11	Grog
12	Hazelnut
13	Kale
14	Pomegranate seeds
15	Pure alcohol
16	Red wine
17	Salt
18	Sheep brains
19	Squid ink
20	Turmeric

#	MONSTER PARTS
1	Cockatrice venom
2	Dragon eye
3	Dragon scale
4	Dryad tear
5	Ectoplasm
6	Fairy dust
7	Giant spider eggs
8	Griffon feathers
9	Imp eggs
10	Minotaur horn
11	Nymph tears
12	Ogre teeth
13	Rever essence
14	Snake venom
15	Toxic slime
16	Vampire blood
17	Warg fangs
18	Wyvern venom
19	Yeti fur
20	Zombie flesh



Encounters

Everything from common barkeepers to surprise encounters. NPC interaction may trigger a **Reaction**.



Reaction

NPCs do whatever the GM determines is the most appropriate for them based on their motives and the current situation.

Your GM might call for you to roll a **Reaction** for interactions regarding an attempted persuasion, deception, or intimidation.

- ❖ Check: Charisma Modifier + Reaction Bonuses

The GM consults the following table based on your current disposition (the top row) towards the NPC(s) to determine their Reaction (the roll's result).

#	FRIENDLY	SKITTISH	THREATENING	HOSTILE
1–4	Hostile	Hostile	Hostile	Hostile
5–8	Threatening	Threatening	Hostile	Hostile
9–12	Skittish	Skittish	Skittish	Hostile
13–16	Skeptical	Negative	Frightened	Flee
17–20	Friendly	Skeptical	Submissive	Flee



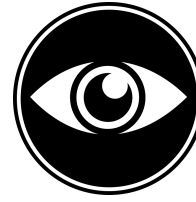
Loyalty

Followers, hirelings, and other NPCs will have varying loyalty to you. Many situations may call for a **Loyalty** Check.

Situations might include: asking an NPC to give you something of value, persuading an NPC to follow you contrary to their beliefs or best judgement, or remaining by your side in battle when things are looking grim.

The GM sets a Difficulty based on your relationship to the NPC and the current situation. The Difficulty may or may not be kept secret.

- ❖ Check: Charisma Modifier + Loyalty Bonuses
- ❖ On success, the NPC aids your cause! Otherwise, the NPC might Flee, resist, or attempt to deceive you



Perception

Your **Perception** measures your overall awareness of your environment. Detect noises, spot a tower in the distant horizon, or locate hidden doors and objects. Perception might be the difference between ambushing a Goblin or being their lunch.

- ❖ Check: Wisdom Modifier + Perception Bonuses



Wanderlust

Each Hex that is Explored (see *Exploration*, p. 115) has a chance for a wandering monster Encounter, using the following tables.

A Note On Fairies: Due to their invisible nature, and their natural appearance as mundane organic objects, such as stones, leaves, water, etc., Fairy encounters—marked with an asterisk (*)—typically go completely unnoticed. Spellcasters can often sense their presence, but know that if you don't bother them, typically they won't bother you.

14: ENCOUNTERS

Aquatic

Encounters while traveling between land are rare. 5% Encounter chance per-hex.

DAY	NIGHT	ENCOUNTER
01-50	01-50	Commoner (d30)
51-68	51-68	Fairy *
61-68	61-68	Shark
69-76	69-76	Imp
77-83	77-83	Merfolk
84-86	84-89	Infernal
87-89	90-95	Octopus, Giant
90-97	96-97	Siren
98-99	98-99	Kraken
100	100	Roll twice

Conjured

Manifestations of powerful Spellcasters.

DAY / NIGHT	ENCOUNTER
01-10	Animated Armor
11-20	Elemental, Air
21-30	Elemental, Earth
31-40	Elemental, Fire
41-50	Elemental, Water
51-60	Golem, Clay
61-70	Golem, Flesh
71-80	Golem, Stone
81-89	Mimic
90-100	Golem, Iron

Forest

Forest encounters range everywhere from prankster sprites to sleepy forest Dragons. 20% Encounter chance per-hex.

DAY	NIGHT	ENCOUNTER
01-20	01-20	Commoners (d30)
21-27	21-47	Bat, Giant Vampire
28-52	48-52	Fairy *
53-59	53-56	Bandit
60-65	57-60	Elf
66-71	61-64	Gnome
72-76	65-67	Imp
77-81	68-69	Troll
82	70-82	Wolf, Dire
83-85	83-84	Basilisk
86-88	85-87	Dark Elf
89-90	88	Dragon, Green
91-92	89	Dryad
93-94	90-94	Infernal
95	95	Nymph
96	96	Pixie
97	97	Sprite
98	98	Treant
99	99	Unicorn
100	100	Roll twice

14: ENCOUNTERS

Hills

Anything from small Halfling settlements to rampaging Cyclopes. 25% Encounter chance per-hex.

DAY	NIGHT	ENCOUNTER
01-15	01-15	Commoners (d30)
16-36	16-36	Fairy *
37-58	37-58	Halfling
59-83	59-83	Imp
84-93	84-85	Giant, Hill
94-95	86-95	Infernal
96-99	96-99	Cyclops
100	100	Roll twice

Mountains

Treacherous peaks and snowy ice-caps. 10% Encounter chance per-hex.

DAY	NIGHT	ENCOUNTER
01-05	01-05	Commoners (d30)
06-52	06-52	Fairy *
53-80	53-80	Imp
81-85	81-82	Dragon, White
86-89	83-84	Giant, Stone
90	85-93	Infernal
91-94	94	Roc
95-96	95-96	Dragon, Blue
97	97	Ettin
98	98	Giant, Frost
99	99	Yeti
100	100	Roll twice

Ruins

The discarded ruins of lost Civilizations.

DAY	NIGHT	ENCOUNTER
01-05	01-05	Commoners (d30)
06-07	06-21	Bat, Giant Vampire
08-18	22-23	Centipede, Giant
19-29	24-25	Fairy *
30-40	26	Rat, Giant
41	27-41	Skeleton
42-45	42	Bone Knight
46-49	43	Brain Sucker
50-52	44	Gargoyle, Stone
53-55	45	Gelatinous Cube
56	46-52	Ghoul
57-59	53	Imp
60-62	54-60	Thief
63-65	61	Troll
66	62-68	Wight
67-69	69	Wyvern
70-73	70	Basilisk
74-76	71	Dragon, Black
77-79	72	Dragon, White
80-82	73	Gargoyle, Glass
83-84	74	Ghost
85	75-80	Infernal
86-87	81	Vampire Minion
88	82-87	Zombie
89-90	88-89	Roll on the Conjured table
91-92	90	Cockatrice
93-94	91	Dragon, Red
95	92-93	Lich
96	94-95	Skeleton Warrior
97-98	96	Skull Knights
—	97	Vampire
99	98-99	Zombie Mutant
100	100	Roll twice

Subterrane

Lurkers of the dark underground realms.

DAY	NIGHT	ENCOUNTER
01-02	01-02	Commoners (d30)
03-07	03-11	Bat, Giant Vampire
08-13	12-17	Centipede, Giant
14-19	18-22	Fairy *
20-26	23-28	Goblin
27-32	29-33	Kobold
33-38	34-38	Ogre
39-41	39-41	Bone Knight
42-44	42-44	Brain Sucker
45-47	45-47	Bugbear
48-52	48-52	Dwarf
53-55	53-55	Gelatinous Cube
56-59	56-59	Gnome
60-62	60-62	Goblin Shaman
63-65	63-65	Gray Ooze
66-68	66-68	Hobgoblin
69-71	69-71	Imp
72-75	72-74	Dark Elf
76-78	75-76	Deep Gnome
79	77-79	Infernal
80-81	80-81	Minotaur
82-83	82-83	Mummy
84-85	84-85	Phase Spider
86-90	86-90	Conjured (d100)
91-92	91	Death Crawlers
93-94	92-93	Deep Dwarf
95-96	94-95	Dragon, Red
97-98	96-98	Lich
99	99	Void Beings
100	100	Roll twice

Swamp

Bogs obscured by mist—crawling with dangerous creatures. 40% Encounter chance per-hex.

DAY	NIGHT	ENCOUNTER
01-05	01-05	Commoners (d30)
06-19	06-19	Crocodile
20-31	20-31	Fairy*
32-43	32-43	Frog, Giant
44-52	44-46	Bone Knight
53-60	47-48	Imp
61-68	49-50	Lizardfolk
69-75	51	Snake, Giant
76	52-75	Wight
—	76	Will-o'-wisp
77-88	77	Dragon, Black
89	78-89	Infernal
90	90	Conjured (d100)
91-99	91-99	Hag
100	100	Roll twice

14: ENCOUNTERS

Urban

Every day people, strange acquaintances, and the supernatural who inhabit **Civilizations**.

DAY	NIGHT	ENCOUNTER
01-05	01-03	Bard
06-10	04-06	Cleric
11-13	07-08	Fairy *
14-17	09-10	Fighter
18-21	11-12	Goblin
22-25	13-14	Guard
26-29	15-16	Halfling
30-32	17-18	Horse
33-36	19-20	Human
37-39	21-22	Peasant
40-42	23-24	Priest
43-45	25-26	Rat, Giant
46	27-46	Skeleton
47-49	47-48	Soldier
50-52	49-50	Thug
53-56	51	Bandit
57-59	52-55	Cultist
60-62	56	Dwarf
63-64	57	Elf
65-66	58	Gargoyle, Stone
67-68	59	Gnome
69-70	60	Imp
71-72	61	Knight
73-74	62	Orc
75	63-66	Thief
76	67-70	Wererat / Ratkin
77	71-74	Werewolf / Werebear
78-80	75-78	Assassin
81-83	79	Dark Elf

DAY	NIGHT	ENCOUNTER
84	80	Gargoyle, Glass
85	81	Ghost
86	82-85	Infernal
87-88	86	Monarch
89-90	87	Paladin
91	88	Spawn
—	89	Spectre
92	90	Vampire Minion
93	91	Wizard
94	92	Wizard Apprentice
—	93	Wraith
95	94	Conjured (d100)
96-97	95	Doppelganger
98	96-98	Succubus / Incubus
—	99	Vampire
99-100	100	Void Beings

14: ENCOUNTERS

Wilderness

Raw, untouched biomes of the Earth: forests, canyons, deserts, grasslands, lakes, and rivers. 20% Encounter chance per-hex.

DAY	NIGHT	ENCOUNTER
01-05	01-05	Commoners (d30)
06-07	06-13	Bat, Giant Vampire
08-10	14-15	Centipede, Giant
11-13	16-17	Fairy *
14-16	18-19	Horse
17-19	20-21	Kobold
20-22	22-23	Ogre
23-25	24-25	Spider, Giant
26-28	26-27	Bandit
29-30	28	Bear, Dire
31-32	29	Berserker
33	30	Boar, Dire
34	31	Centaur
35-36	32-34	Cultist
37-38	35	Druid
39-40	36	Elf
41	37-39	Ghoul
42	40	Gnoll
43-44	41	Gnome
45	42	Griffon
46	43	Hobgoblin
47	44	Imp
48-49	45	Knight
50	46	Lion
51	47	Manticore
52-53	48	Orc
54-55	49	Orc Chieftain
56	50	Scorpion, Giant

DAY	NIGHT	ENCOUNTER
57	51	Troll
58	52-54	Wererat / Ratkin
59	55-57	Werewolf / Werebear
—	58	Will-o'-wisp
60	59-61	Wolf, Dire
61	62	Wyvern
—	63	Banshee
62-63	64	Basilisk
64-65	65-66	Dark Elf
66-67	67	Dragon, Green
68-69	68	Dryad
70	69-72	Infernal
71-72	73	Nymph
73-74	74	Owlbear
75-76	75	Phase Spider
77-78	76	Pixie
79-80	77-78	Ranger
—	79	Shadow Reaver
81-82	80	Spawn
—	81	Spectre
83-84	82	Sprite
85-86	83	Treant
87-88	84	Unicorn
—	85	Wraith
89	86-89	Zombie
90	90	Conjured (d100)
91-92	91	Archdruids
93-94	92-93	Cockatrice
—	94-95	Nightmare
95-96	96-97	Pegasus
97-98	98	Sphinx
99	99	The Faded
100	100	Roll twice

14: ENCOUNTERS



Exploration

While your GM may bring some preconceived aspects for your game world, Broken Sorcery encourages GMs to randomly generate your world in collaboration with you.



The World Map

Your GM displays a blank **Hex-Map** in the center of the table and asks if you wish to start the game in a Village, Town, City/Keep, or the Wilderness. Alternatively, you may opt for a random starting location. The hex-map may be pre-filled with coastlines and mountain ranges.

While exploring or gathering information, roll a d10 to determine the Hex's **Biome** (25% it is the same as a revealed adjacent Hex), and a d100 for the Hex's **Bioluminescence Level**. Your GM may secretly roll d30s for the Hex's **Points of Interest**, indicating if rumors exist.

Areas may appear mundane at first—you may unknowingly pass a secluded Wizard's Tower just a stone's throw through the brush. The GM should track undiscovered Points of Interest which you might discover later. Information gathering and rumors are your best allies to uncover secrets.

15. MAPS, TRAVEL, & TIME

#	BIOME	DESCRIPTION
1	Canyon (d4)	A deep canyon running north to south (1), east to west (2), northeast to southwest (3), or northwest to southeast (4).
2	Dark Forest	Shadowed and dark, this forest features massive trees, creeks, and thick undergrowth. Travel is slow and it's easy to get turned around.
3	Desert (d2)	A sandy region, rich with life (1), or a desolate landscape (2).
4	Grasslands	Wide open plains and grasslands.
5	Hills	A region of small hills and infrequent oak trees.
6	Lake (d2)	A lake (1), or a series of small interconnected lakes (2).
7	Mountains (d2)	A treacherous area to cross which contains a mountain pass (1), or is crossable only with skilled mountaineering (2).
8	River	The main feature of this area is a vibrant river which connects two nearby hexes.
9	Swamp	A vast swampland. This area is difficult to travel, containing tar pits, sinkholes, and mangroves.
10	Tranquil Forest	A quiet forest: butterflies, glowing shrooms, and calming brooks.

#	POINT OF INTEREST	DESCRIPTION
1	Abandoned Mine	A dark and ominous mine shaft; may contain precious metals or gems—probably uninhabited.
2	Ancient Observatory	An ancient mechanical sky observatory.
3	Ancient Temple	An ancient temple—nestled in a deep forest, carved into a mountain, or perhaps half sunken into a lake.
4	Bandit Hideout	This region of Wilderness harbors a dangerous bandit hideout.
5	Broken Landscape	Earthquakes and geothermal activity have fractured the land. Hot springs and steam geysers punctuate the landscape.
6	Castle / Keep	A populated stronghold.
7	Cave / Cavern	An ominous cave system or cavern is concealed nearby.
8	City / Megalopolis	A thriving or desolate civilization with a significant population.
9	Cottage (d4)	A quaint little cottage—abandoned (1), belongs to a Wizard or Witch (2), belongs to a hermit (3), or is home to a family (4).

15. MAPS, TRAVEL, & TIME

#	POINT OF INTEREST	DESCRIPTION
10	Dragon's Lair	A cavern or ruin harboring one or more Dragons.
11	Druid Cult	A secretive druid cult inhabits this portion of the Wilderness and may be the location of a Well of Power.
12	Dryad Tree	This region secretly harbors a Dryad Tree.
13	Fairy Glade	A region containing a small magical glade.
14	Fountain	A mysterious ornate fountain, flowing with water.
15	Giant Bones	A massive skeletal structure, partially buried underground, and clinging with moss and mushrooms.
16	Gnome Workshops	The region harbors a small Gnomish village of workshops.
17	Goblin Tunnels	This region is riddled with underground Goblin tunnels.
18	Graveyard	An ominous graveyard of headstones, crosses, and crypts.
19	Monastery	A region cultivated by farmland. At its center is a large monastery dedicated to one or more deities—providing study and sanctuary.
20	Necromancer's Tower	A dark and mysterious wizard's tower.
21	Old Battlefield	A massive battle took place here. The ground is littered with old skeletons, rusted weapons, and armor.
22	Orc Fortification (d4)	A permanent encampment (1), an underground mining operation (2), a Keep (3), or a commandeered ancient ruin (4).
23	Ruined Keep / Tower (d2)	An old ruined keep (1) or tower (2), likely uninhabited... by the living.
24	Sacred Grove	A magical grove of sentient trees and bioluminescent life.
25	Spawning Ground	This region contains one or more monster spawning grounds. Who knows what vile things exist in the shadows?
26	Standing Stones	A circle of mysterious standing stones.
27	Town	A quaint town of a few hundred inhabitants, living happily, ignorant of the dire threats of the wide world.
28	Village	A small group of families living in a remote, communal village.
29	Windmill	A lone farmhouse and windmill.
30	Wizard's Tower (d4)	A renowned Wizard (1), Cult (2), University (3), or Evil Wizard (4).



Travel

Long distance movement is measured in **Hexes**. Each Hex is approximately 6 miles.

A normal day's **Travel** consists of about 9 hours of hiking or riding—a few hours of which are spent resting and scouting. Your base movement on foot through plains, hills, and farmlands is **2 Hexes per Day**.

Travel is hastened or slowed depending on your mode, landscape, and conditions.

TRAVEL MODIFIERS	HEXES
Deserts, swamps, or forests	-1
Mountains or ice	-2
Forced march (Constitution Check)	+1
Established roads	+1
Mounted	+2
Heavy rain, snow, or extreme heat	-1
Hurricane or blizzard	-2



Time

Time should be recorded in **Days**. Your Earth has four seasons: Spring, Summer, Autumn, and Winter, each of which lasts a period of 90 days, with a total of 360 days in a year.

At the start of the campaign choose a **Season** (or roll a d4), roll 2d100 for the current year, and 3d30 for the current day.

Note the starting date for the campaign—for example, Day 45 of Winter, Year 123.



Weather

As seasons change, so does the **Weather**.

#	SPRING (day 1–90)	DURATION
---	-------------------	----------

1–2	Unchanged	–
3–4	Drizzling	d4 hours
5	Sunny & Calm	d4 days
6	Overcast	d12 hours
7	Thick Mist	d4 days
8	Clear & Windy	d12 hours
9	Soft Thunderstorm	d4 hours
10	Hailstorm	d6 hours
11	Late Frost	d4 days
12	Violent Rainstorm	d4 days

#	SUMMER (day 91–180)	DURATION
---	---------------------	----------

1–6	Unchanged	–
7–9	Warm & Clear	d4 days
10–11	Hot	d4 days
12	Thundershowers	d12 hours

#	AUTUMN (day 181–270)	DURATION
---	----------------------	----------

1–3	Unchanged	–
4	Crisp & Clear	d4 days
5	Steady Rain	d4 days
6	Cold & Overcast	d12 hours
7	Thick Mist	d4 days
8	Cold & Windy	d12 hours
9	Sleet	d4 hours
10	Snow Flurries	d6 hours
11	Rainstorm	d4 days
12	Cold Snap	d4 days

#	WINTER (day 271–360)	DURATION
---	----------------------	----------

1–6	Unchanged	–
7	Cold & Clear	d4 days
8	Steady Rain	d4 days
9	Light Snow	d6 days
10	Heavy Snow	d6 days
11	Blizzard	d4 days
12	Dire Frost	d4 days



Survival

You require food, water, and shelter.

Hunting

Hunting takes several hours and requires a ranged Weapon.

- ❖ Check: Perception
- ❖ If you have the *Hunting* Background, get an automatic success (d4 for 17–20)

A success provides enough to feed the party for one or more days.

#	RESULT
1–14	–
15–16	Squirrel stew tonight
17	Pheasant or waterfowl
18	Boar
19	Deer
20	Bear

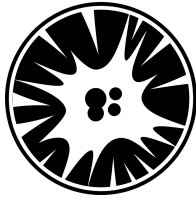
Foraging

Foraging for edible food and drinkable water takes a few hours.

- ❖ Check: Perception
- ❖ There is a small chance—noted in the column marked with an exclamation (!)—you’ll get sick: –1 Constitution and –2 max HP for d4 days
- ❖ If you have the *Herbalist* Background, get an automatic success (d4 for 17–20)

A success provides enough to feed d4 people for one day.

#	RESULT	!
1–14	–	–
15–16	Water	25%
17	Water	5%
18	Mushroom soup!	15%
19	Nuts & berries	5%
20	Stewed greens & roots	1%



Planes

The Universe holds ancient mysteries and places beyond imagination: The **Planes of Existence**, accessed only through Magic, such as the *Portal Spell*.

Material Plane: The physical world: Earth.

Elemental Planes: Earth, Fire, Water, and Air: Harsh environments dominantly composed of a single element. *Conjure Elemental* taps into these Planes and transfers energy and consciousness from the Elemental Plane to another.

Astral Plane: An amorphous galaxy Plane made of stars and cosmic fabric. When you gaze at the sky at night you look into the Astral Plane. Home to many Celestials who may descend to the Material Plane at will.

Ethereal Plane: A misty realm of smoke and vapor overlapping the Material and Elemental Planes in key locations, allowing travel between these places to those who can find it. Considered “Wells of Power” by the Druids.

Otherworld: The chaotic kingdom of the Fey—ripe with Magic.

Shadow Realm: A place of deep dwelling and darkness. Source of the Shadow Reavers.

Underworld: The hollow inner core of the Earth; lair to subterranean Beasts and Demigods.

15. MAPS, TRAVEL, & TIME



Treasure

You seek gold and ancient artifacts of power—
for greed, to donate, or for the power to protect those you love.

Treasure comes in two forms: **Pocket Change** and **Treasure Hoards**.

Monsters in the Bestiary (see *Bestiary*, p. 143) have Treasure (column T).

- ❖ When looting a marauding monster, the GM rolls for Treasure on the Pocket Change table *before* the Encounter. If the encounter carries Potions or Magic Items, they'll be sure to use them against you.
- ❖ When looting a monster's lair, you get to roll for a Treasure Hoard! Which also grants you XP (see *Experience*, p. 54).

Potions, Scrolls, and Magic Items have a varying percentage chance of being found (noted in parenthesis on the Treasure tables).

- ❖ **Gems:** Precious stones which may have been expertly cut and refined
- ❖ **Potions:** Magical Potions & Poisons which have been Brewed from organic and monstrous Ingredients
- ❖ **Scripts:** Scrolls, Tomes, and Recipes which contain arcane secrets
- ❖ **Magic Items:** Objects and Weapons of immense power, highly sought after by Treasure Hunters, Spellcasters, and Monarchs

16: TREASURE

Pocket Change

Your first Coin Purse is Free To Carry!

T	COINS	GEMS/JEWELS	POTIONS	SCRIPTS	MAGIC ITEMS
A	d20 – d12 GP	–	–	–	–
B	d20 – d6 GP	–	–	–	–
C	2d20 GP	–	1 Potion (10%)	–	1 Magic Item (5%)
D	2d30 GP	–	1 Potion (50%)	–	–
E	–	d4 Jewels	d4 Potions (80%)	1 Scroll (20%)	–
F	8d6 GP	–	–	1 Tome (30%)	–
G	–	2d4 Gems	–	1 Recipe (35%)	–
H	6d12 GP	d4 – d4 Jewels	–	d4 Scrolls (35%)	1 Magic Item (25%)
J	–	d4 Gems	d4 Potions (30%)	d4 Recipes (25%)	d4 Magic Items (15%)
K	–	–	d4 Potions (50%)	d4 Scrolls (25%)	1 Magic Item (10%)

Treasure Hoard

Ancient treasure, guarded by foul beasts and crooked tyrants. Grants XP!

T	COINS	GEMS/JEWELS	POTIONS	SCRIPTS	MAGIC ITEMS
R	d100 GP	–	d4 Potions (10%)	–	–
S	3d100 GP	–	–	–	1 Magic Item (5%)
T	d100 × 10 GP	–	–	–	–
U	2d100 GP	–	d4 Potions (80%)	1 Tome (20%)	–
V	2d100 GP	d4 Gems	2d6 Potions (60%)	1 Recipe (30%)	1 Magic Item (20%)
W	d100 × 10 GP	d4 Jewels	–	d4 Scrolls (35%)	–
X	d100 × 20 GP	2d6 Gems	d4 Potions (15%)	1 Scroll (50%)	1 Magic Item (30%)
Y	d100 × 30 GP	2d6 Jewels	–	d6 Scrolls (25%)	d4 Magic Items (15%)
Z	d100 × 40 GP	2d12 Gems	d4 Potions (80%)	d6 Tomes (25%)	d4 Magic Items (15%)



Gems

Highly sought after precious stones which allow for easy transport of vast amounts of wealth.

Gems have a 25% chance of being Un-Cut, which decreases their value by about half until properly refined.

#	VALUE	DESCRIPTION
1–25	10 GP	Agates, Blue Quartz, Lapis Lazuli, Malachite, Turquoise
26–50	50 GP	Bloodstone, Carnelian, Jasper, Moonstone, Onyx, Rose Quartz, Zircon
51–70	100 GP	Amber, Amethyst, Coral, Jade, Jet, Pearl
71–90	500 GP	Aquamarine, Garnet, Topaz
91–99	1,000 GP	Black Opal, Fire Opal, Topaz, Sapphire
100	5,000 GP	Black Sapphire, Diamond, Emerald, Ruby



Jewels

Ornate, highly valuable jewelry.

#	VALUE	DESCRIPTION
1–25	50 GP	Gold ring
26–46	100 GP	Gold necklace
47–63	150 GP	Gem-set ring
64–76	250 GP	Gem-set necklace
77–86	500 GP	Small, jeweled box
87–93	1,200 GP	Jeweled scepter
94–99	1,600 GP	Jewel crown
100	2,500 GP	Jewel encrusted helm



Potions

Magical elixirs, philters, and Poison. Randomly acquired **Potions** have a 5% chance of being from a Bad Batch, determined at time of consumption. Roll on the Potions & Poisons table (see *Potions*, p. 103).



Scripts

Scrolls, Tomes, and Recipes come in many Languages. You'll need to read and write the Language or seek a translator before you can use the Scroll, Tome, or Recipe.

- ❖ **Scrolls:** Roll on the Spells table (see *Spells, p. 87*)
- ❖ **Tomes:** Roll on the Spells table 2d6 times (see *Spells, p. 87*)
- ❖ **Recipes:** Roll on the Potions & Poisons table (see *Potions, p. 103*)

#	LANGUAGE
1–5	Common
6	Dwarvish
7	Elvish
8	Gnomish
9	Orcish
10	Goblin
11	Draconic
12	Demonic



Magic Items

Ancient artifacts from a forgotten time.

Magic Items can be recognized by their striking appearance, faint glow, subtle vibration, or radiating temperature.

The best way to identify a Magic Item's properties is through use; Bards, scholars, and Spellcasters may have alternative methods.

- ❖ 5% of Magic Items are **Cursed** (rolled secretly by the GM)
- ❖ Magic Items capable of casting Spells never fail and never trigger Chaos
- ❖ **Charges** can be recharged with *Enchant* or at Wells of Power

#	CATEGORY
1–20	Potions (d6)
21–35	Scrolls (d4)
36–50	Rings
51–57	Rods, Staves, & Wands
58–67	Garments
68–72	Arcane Devices
73–85	Armor
86–100	Weapons

Rings

Rings forged with magic, glowing faintly and radiating subtle warmth.

#	RINGS
1	Ring of Accumulation
2	Ring of Counterspell
3	Ring of Elemental Channeling
4	Ring of Fire Resistance
5	Ring of Ice Resistance
6	Ring of Intellect
7	Ring of Invisibility
8	Ring of Jumping
9	Ring of Mind Shield
10	Ring of Persuasion
11	Ring of Power
12	Ring of Protection
13	Ring of Regeneration
14	Ring of Speed
15	Ring of Telepathy
16	Ring of Teleportation
17	Ring of the Chameleon
18	Ring of the Feather
19	Ring of the Wise
20	Ring of Vitality

Rods, Staves, & Wands

Short rods, powerful staves, and delicate wands made of metal, wood, bone, and magic.

#	RODS, STAVES, & WANDS
1	Immovable Rod
2	Rod of Absorption
3	Rod of Authority
4	Rod of Passage
5	Rod of Resurrection
6	Staff of Explosions
7	Staff of Healing
8	Staff of Ice
9	Staff of Power
10	Staff of the Guardian
11	Staff of the Magi
12	Wand of Chaos
13	Wand of Conjuraton
14	Wand of Earth & Stone
15	Wand of Fireball
16	Wand of Ice Blast
17	Wand of Lightning Bolt
18	Wand of Magic Detection
19	Wand of Magic Missile
20	Wand of Polymorph

Garments

Magical clothing which adapts to the wearer.

#	GARMENTS
1	Boots of Elvenkind
2	Boots of the Hinterland
3	Cloak of Invisibility
4	Cloak of Protection
5	Cloak of Stoneskin
6	Cloak of the Arachnids
7	Cloak of the Bat
8	Cloak of the Fey
9	Robe of the Archmagi
10	Sandals of Slipperiness

Arcane Devices

Obscure objects of powerful enchantment.

#	ARCANE DEVICES
1	Amulet of Mind Reading
2	Amulet of Mind Shield
3	Amulet of Plane Shift
4	Bag of Explosive Marbles
5	Bag of Holding
6	Boat of Folding
7	Book of the Fey

#	ARCANE DEVICES
8	Book of the Vile
9	Bottle of Elemental Containment
10	Broach of Warning
11	Crystal Ball
12	Cubic Gate
13	Deck of Many Things
14	Flying Carpet
15	Genie Bottle
16	Glowing Gem
17	Horn of Shattering
18	Horn of Summoning
19	Incense of Meditation
20	Orbital Stones
21	Lenses of the Scholar
22	Lenses of True Seeing
23	Luckstone
24	Necklace of Health
25	Necklace of Water Breathing
26	Ointment of Detoxification
27	Philosopher's Stone
28	Pin of Loyalty
29	Portable Hole
30	Quiver of Unlimited Ammunition

Armor

Ornate Armor forged with ancient arts.

#	ARMOR
1	Armor of Invulnerability
2	Armor of the Rogue
3	Bracers of Defense
4	Bracers of Speed
5	Desecrated Armor
6	Dragon Scale Armor
7	Dwarven Plate
8	Dwarven Shield
9	Elven Chain Mail
10	Gauntlets of Dexterity
11	Gauntlets of Ogre Power
12	Helm of Telepathy
13	Helm of Teleportation
14	Holy Armor
15	Horned Helmet
16	Leather of Absorption
17	Mithril Shirt
18	Shadow Leather
19	Shield of Light
20	Shield of Morthag

Weapons

Heroic implements of war, infused with arcane Magic.

#	WEAPONS
1	Arrows of Dragon Slaying
2	Axe of Throwing
3	Bow of Elvenkind
4	Chain of Anguish
5	Clockwork Enhanced Crossbow
6	Dagger of Recall
7	Defender of Agatosh
8	Desecrated Sword
9	Dragon Slayer
10	Exploding Arrows
11	Exploding Bolts
12	Flaming Sword
13	Hammer of the Gods
14	Holy Sword
15	Ice Spike
16	Mace of Undead Desolation
17	Mirror Blade
18	Spear of the Serpent
19	Spectral Blade
20	The Devourer

Descriptions

Amulet of Mind Reading: An ornate amulet set with a black gem. As an Action the wearer can activate the amulet allowing them to briefly read one creature's mind who they can see. Use of the amulet increases the wielder's Chaos by d6. Charges: d6.

Amulet of Mind Shield: A gold chain with a bone pendant carved as a skull set with tiny ruby eyes. Places a permanent *Scry Ward* on the wearer.

Amulet of Plane Shift: An amulet set with 6 magical stones which, when depressed, opens a portal to the corresponding Plane of Existence.

Armor of Invulnerability: A suit of Half Plate enchanted with protective runes. Grants the wearer +1 Defense, +1 Magic Resistance, and immunity to Critical Hits (causing them to do normal Damage).

Armor of the Rogue: A pristine suit of black Studded Leather Armor, embroidered with dark red thread and embossed with magical glyphs. Grants +2 Defense.

Arrows of Dragon Slaying: d4 Arrows carved with a Dragon rune on the head which deal an extra d12 damage to Dragons on hit.

Axe of Throwing: A black steel Battle Axe (1) or Greataxe (2) which can be hurled up to Far Range dealing an extra d8 Damage on hit. The axe is instantly summoned back to the thrower's hand at the end of their Turn.

Bag of Exploding Marbles: A small leather pouch which contains 5d4 glass marbles. When thrown the marbles explode on impact dealing 3d6 Damage to all creatures in the targeted Combat Zone. Damage is avoided on Dexterity vs 15.

Bag of Holding: A common looking cloth sack which opens into an extra-dimensional portal where unlimited items can be stored. Storing items within does not affect the weight of the bag. The opening of the bag can be stretched up to a 3 foot diameter. Reaching into the bag and thinking of the desired item within conjures the item into the individual's hand. Living creatures placed inside the bag will suffocate (*see Suffocation, p. 79*).

Boat of Folding: A small wooden box with symmetrically opening doors. Opening the box presents another set of symmetrical folding flaps, followed by another, etc. The box can be expanded into multiple configurations:

- ❖ A small rowboat with a pair of oars
- ❖ A small sailboat with an anchor, mast, and lateen sail
- ❖ A medium longship with a shallow hull, 6 sets of oars, mast, and a square sail
- ❖ A large schooner complete with deck, cabins, cargo hold, 3 masts, rigging, 6 sails, a crow's nest, anchors, and helm

Each configuration takes exponential time to unfold and requires an appropriately sized and skilled crew to operate.

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Book of the Fey: A relic of the old world, bound in living wood which sprouts vines and leaves. Opening the book requires Wisdom vs 15 or the reader is Charmed and has an uncontrollable urge to return the book to the Otherworld by any means. The Charm dissipates once the book is returned. Once opened, the reader can magically interpret the Fey script, allowing them to cast any Abjuration Spell as an Action, which slams the book closed upon casting. Each use of the book increases the reader's Chaos by 1.

Book of the Vile: A relic of the old world, bound in humanoid flesh and embossed with ancient runes. Opening the book requires Wisdom vs 15 or the holder suffers 2d6 Damage. Once opened, the reader can magically interpret the Demonic script within, allowing them to cast any Necromancy Spell as an Action, which slams the book closed upon casting. Each use of the book increases the reader's Chaos by 1.

Boots of Elvenkind: Silver inlaid leather boots which allow the wearer to move with complete silence, granting Advantage to Stealth.

Boots of the Hinterland: Fur-lined boots decorated with gold lace which allow the wearer to travel with ease across snow and ice. Reduces Ice Damage by d6.

Bottle of Elemental Containment: A glowing glass bottle ornamented with gold wire. When activated as an Action, the bottle forces all Elementals in the vicinity into it via teleportation Magic if they fail Magic Resistance vs 15. Uncorking the bottle frees the Elemental(s) as if summoned by the holder casting *Conjure Elemental*. There is a 20% chance the bottle contains a random Elemental when found.

Bow of Elvenkind: An elegant Fey enchanted wooden Longbow (1), or Shortbow (2) which grants +1 Attack.

Bracers of Defense: Mythril bracers granting +1 Defense.

Bracers of Speed: Magical leather bracers which increase the wearer's Dexterity by 1.

Broach of Warning: An elegant gold broach set with a large red ruby. When danger is near the broach pulses softly with glowing red light.

Chain of Anguish: A 15-foot length of spiked chain that splits and strikes like a multi-headed serpent which can hit up to 3 targets in Close Combat Range as a single Attack. Anyone holding the chain automatically has Proficiency with it. Deals d8+3 Damage.

Cloak of Invisibility: A thin silvery cloak. As an Action the wearer can become invisible until Attacking or Spellcasting. Charges: d6.

Cloak of Protection: A finely woven dark blue cloak granting the wearer +1 Defense.

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Cloak of Stoneskin: A dark gray cloak which bestows +2 Defense to the wearer.

Cloak of the Arachnids: A black cloak with brown embroidery granting the wearer the ability to freely climb any surface vertically and even upside down. The wearer is totally immune to immobilization caused by spider webs or the *Web* spell.

Cloak of the Bat: A tattered black cloak which grants the wearer the ability to Shift into a Giant Vampire Bat at will. While transformed the wearer retains their HP but gains all other physical properties of the bat. Once used, the cloak will not allow Shifting a second time until the wearer has Rested (including new wearers). Grants +2 Defense.

Cloak of the Fey: A green tattered cloak. As an Action, the wearer can blend in seamlessly with their surroundings, granting them invisibility if they do not move and do not make any sound, and Advantage on Stealth while moving.

Clockwork Enhanced Crossbow: A magically enchanted Crossbow which grants a second Attack each Turn.

Crystal Ball: A glass ball about six inches in diameter containing a galaxy-like swirling of cosmic matter. Staring into the ball allows the individual to cast *Scry* as an Action.

Cubic Gate. A small metal cube of significant weight for its size. Each side is engraved with a rune corresponding to one of the Planes of Existence. Pressing a rune opens a portal to the Plane. There is a 10% chance something comes through the portal as it is opened.

Dagger of Recall: A finely crafted Dagger set with teal glowing gems, granting +1 Damage. When thrown, the Dagger is summoned back to the wielder's hand at the end of their Turn.

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Deck of Many Things: A magical deck of cards. Drawing a card (column C) may result in prosperity or extreme danger. Once drawn the card disintegrates. To create the deck, extract face cards, aces, and jokers from a deck of playing cards, then roll d6-2 (min 0) and randomly remove that number of cards (representing spent cards).

C	EFFECT
AD	Reveals the answer to any question, which must be asked immediately
KD	Conjures a random Magic Item
QD	Grants a wish
JD	Increases the chosen Ability Scores by 1
AH	Increases maximum HP by d12
KH	Summons a random hostile Beast
QH	Conjures a skeleton key which can unlock any lock—the key disintegrates after use
JH	Magic Resistance vs 20 or HP is permanently reduced by d8 (min of 1)
AC	The drawer loses d100 XP
KC	Teleports all creatures in the area to the Shadow Realm
QC	Summons d6 hostile Shadow Reavers
JC	All Magic Items, excluding the Deck itself, carried instantly shatter
AS	5d100 GP spills forth from the card
KS	All gold, gems, and jewels carried implode
QS	Decreases a random Ability Score by 1
JS	Roll 4d6 on the Chaos table
J	Draw twice

Defender of Agatosh: An elegant Longsword (1), Shortsword (2), or Greatsword (3) which grants +1 Defense.

Desecrated Armor: A ritualistic suit of Scale Mail (1), Chain Shirt (2), Half Plate (3), Chain Mail (4), Splint Mail (5), or Field Plate (6), which absorbs light and surrounds the wearer in swirling black smoke and shadows. The suit bestows +1 Defense and has a 10% chance to absorb Fire Damage, healing the wearer for the amount absorbed instead. Minor undead which see a Paladin in Desecrated Armor have a 5% chance to follow the Paladin immediately as if Charmed.

Desecrated Sword: A magical Longsword (1), Shortsword (2), or Greatsword (3) pulsing with smoke and shadow. Grants +2 Attack. As an Action, a Paladin can make a Spellcasting Check vs 15 (increasing Chaos on Fizzle) to gain temporary control of any Undead or Demon if they fail Magic Resistance vs 15. While held by a Paladin the blade deals an extra d6 Damage to Fey and Dragons.

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Dragon Scale Armor: A suit of pristine Scale Mail made from the metallic Dragon Scales. Grants the wearer +1 Defense. Additionally, roll a d6 for the type of Dragon scales:

#	COLOR	EFFECT
1	Black	Grants the wearer Darkvision
2	Blue	Grants the wearer +2 Ice Damage to Weapon Attacks
3	Green	Grants the wearer Fey Immunity (see <i>Fey Immunity</i> , p. 37)
4	Red	Grants the wearer +2 Magic Resistance
5	White	Grant the wearer immunity to all forms of Disease
6	Mixed	Increase each of the wearer's Ability Scores by 1

Dragon Slayer: A pristine ivory Lance which grants +1 Attack and +1 Damage. Against Dragons the Lance deals an extra d10 Damage.

Dwarven Plate: While not strictly magical, Dwarven Plate is a highly prized suit of Armor (see *Specialized Armor*, p. 64).

Dwarven Mythril Shield: A thick, circular steel shield engraved with Dwarven runes. Grants +3 Defense.

Elven Chain Mail: An exquisitely crafted suit of Chain Mail (1) or Chain Shirt (2) from the Fey Otherworld (see *Specialized Armor*, p. 64).

Exploding Arrows: d20 Arrows which deal an extra d12 Damage on impact.

Exploding Bolts: d20 Bolts which deal an extra d12 Damage on impact.

Flaming Sword: An elegant Longsword (1), Shortsword (2), or Greatsword (3) which, when activated, becomes wreathed in flames which deal an extra d6 Fire Damage on hit, or a d8 vs Blue and White Dragons.

Flying Carpet: A dusty rolled up carpet weaved with intricate embroidery. Rolling the carpet out, sitting upon it, and speaking the appropriate command word will activate hovering. The carpet can then be flown at great speed and height via verbal commands. Capacity varies up to 4 (d4).

Gauntlets of Dexterity: Magically fitting light-weight leather gloves which increase the wearer's Dexterity by 2 and grants an additional +2 to tasks requiring fine motor skills (Lock Picking, Forgery, Picking Pockets, etc).

Gauntlets of Ogre Power: Metal gauntlets which grant the wearer 18 Strength.

Genie Bottle: A clear glass bottle containing blue (1, Djinni) or red (2, Efreeti) swirling smoke. Opening the bottle releases the Genie. Flip a coin, heads the Genie is benevolent, tails they are hostile. A benevolent Djinni will transport the wielder on the wind to any location. A benevolent Efreeti will grant the wielder 3 wishes.

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Glowing Gem: A blue, red, or yellow gem which glows with subtle light. As an Action the wielder can activate the gem causing it to give off powerfully radiating light up to 100 feet. Creatures besides the wielder in the area are stunned for one Round unless they succeed Magic Resistance vs 15. The gem must remain held in the palm of the hand in order to radiate bright light.

Hammer of the Gods: A massive Warhammer which can be activated as an Action to cast *Chain Lightning*. Charges: 2d6.

Helm of Telepathy: A thick metal helmet which has no visible eye slits. In place of sight, the wearer can magically sense all creatures and objects around them with complete accuracy. The wearer has one-way telepathy with all humanoids they can sense. As an Action, the wearer can cast *Charm*.

Helm of Teleportation: A gold engraved metal helmet allowing the wearer to cast *Teleportation* as an Action.

Holy Armor: A blessed suit of Scale Mail (1), Chain Shirt (2), Half Plate (3), Chain Mail (4), Splint Mail (5), or Field Plate (6), which radiates holy power granting the wearer +2 Magic Resistance.

Holy Sword: A radiant magical Longsword (1), Shortsword (2), or Greatsword (3) coveted by Paladins. Grants +2 Attack. While held by a Paladin the light it gives off causes any Undead of Hit Dice less than the Paladin's Level to Flee instantly. Undead of Hit Dice equal to or greater than the Paladin Flee if they fail Magic Resistance vs 15. While held by a Paladin the blade deals an extra d6 Damage to Demons and Undead.

Horn of Shattering: A carved ram horn which emits a deafening sound dealing 2d6 Damage to everything in the area except the wielder which fails Magic Resistance vs 13. Physical objects it is directed at shatter instantly.

Horn of Summoning. Sounding this enchanted Minotaur horn summons d4 Minotaurs which fight relentlessly for the wielder until defeated or there are no more immediate threats, at which point they vanish into dust. Charges: d6.

Horned Helmet: A thick, black steel helmet with curving horns. Donning the helm causes the eye slits to glow red. The helmet is cursed and cannot be removed without a successful *Remove Curse* Spell. Although *Remove Curse* allows the helmet to be removed from the wearer, it does not permanently nullify the helmet's curse. As an Action, the wearer can cast *Detect Life*, or shoot fire from the eyes which causes 2d6 Damage if the target fails Magic Resistance vs 15. The helm increases the wearer's Strength by 2 and decreases Constitution by 2.

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Ice Spike: A blue-steel Longsword (1), Shortsword (2), or Greatsword (3) which causes an extra d4 Ice Damage on hit or a d8 vs Blue and White Dragons. There is a 10% chance to freeze the target on hit, forcing them to forfeit their next Turn.

Immovable Rod: A round copper iron rod with a button on one end. When the button is pressed, the rod becomes fixed in space and cannot be moved. Pressing the button a second time releases it.

Incense of Meditation: All Spellcasters who inhale this incense while Resting reduce their Chaos by an extra d6. Additionally, casters gain Advantage on their next Spellcasting Check. The incense is found in a bundle containing 2d4 blocks.

Orbital Stones: Magical stones (or other material) which come in many shapes, colors, and strata of minerals. Activating an Orbital Stone causes it to orbit the wielder's head, granting them supernatural powers. An orbiting stone can be attacked with a Called Shot (-8 Attack) and is shattered by 6 or more points of Damage.

#	STONE	EFFECT
1	Mythril	Increases Strength by 1
2	Topaz	Increases Dexterity by 1
3	Bone	Increases Constitution by 1
4	Agate	Increases Intelligence by 1
5	Jade	Increases Wisdom by 1
6	Ruby	Increases Charisma by 1
7	Wood	Increases Defense by 1
8	Ivory	Increases Magic Resistance by 2
9	Glass	Increases Perception by 1
10	Fairy Orb	Grants Regeneration (1 HP / Turn)

Leather of Absorption: Leather Armor stitched with dark red thread. Reduces all physical Damage by d4.

Lenses of the Scholar: A delicate set of eye-glasses that grants the wearer perfect vision, increased vision distance at will (as if using a spyglass), and the ability to read any language, script, or runes.

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Lenses of True Seeing: A pair of spectacles which grants the wearer the ability to cast *Detect Life*, *Detect Magic*, *Detect Poison*, or *Detect Undead* as an Action.

Luckstone: A polished agate. Once per Resting the carrier may re-roll a Natural 1.

Mace of Undead Desolation: A magically charged Mace (1) or Morning Star (2) which deals an extra d12 to Undead creatures.

Mirror Blade: A polished silver Longsword with a reflective surface. Grants +1 Attack. When the wielder makes a successful Magic Resistance Check they can expend a Charge to reflect the Spell back at the caster or source. Charges: d6.

Mithril Shirt: A Chain Shirt (categorized as Light Armor) which can be worn under normal clothing. Grants +3 Defense.

Necklace of Health: A small gem which rests on a delicate necklace. Grants the wearer immunity to contracting Diseases and increases the HP they gain when Resting by d6.

Necklace of Water Breathing: A simple silver chain necklace with a blue tear-drop pendant which allows the wearer to forego breathing indefinitely.

Ointment of Detoxification: A sealed ramekin containing 2d4 doses of magical ointment. When applied, the ointment nullifies the effects of Poison, cures any Diseases, and heals the recipient 2d6+4 HP.

Philosopher's Stone: A jet-black rock which appears to faintly absorb the light around it. As an Action, the wielder can cast *Alter Material*.

Pin of Loyalty: A small magical pin in the shape of a Longsword. Grants the wearer +2 Loyalty.

Portable Hole: A circular cloth—ever shifting between a psychedelic array of colors. When unfolded on a horizontal surface the cloth creates a 6 foot diameter inter-dimensional hole where an unlimited number of objects can be stored. Transporting the cloth and placing the hole allows objects to be retrieved. Living creatures placed inside the hole will suffocate (see *Suffocation*, p. 79).

Quiver of Unlimited Ammunition: This ornate leather quiver will duplicate any arrows or bolts placed inside it while Resting, up to a maximum of 60.

Ring of Accumulation: A Mythril ring containing d4+1 random Spells which the wearer can cast as an Action. A Spellcaster wearing the ring can charge the ring by successfully casting a Spell, which stores the Spell instead of casting it directly. The ring can hold a maximum of 5 Spells at once.

Ring of Counterspell: A gold ring set with an aquamarine stone. Allows the wearer to cast *Counterspell* as an Action. Charges: d4+2.

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Ring of Elemental Channeling: A gold ring with 4 precious stones set around the edge: diamond, amethyst, ruby, blue sapphire. Grants the wearer the ability to conjure a random Elemental (d4) under their control: Air (1), Earth (2), Fire (3), Water (4). Maintaining control of the Elemental requires Constitution vs 10 on each subsequent Turn (which does not count as an Action). On Failure the Elemental is instantly dismissed.

Ring of Fire Resistance: A solid ruby ring. Reduces Fire Damage by d12.

Ring of Ice Resistance: A solid blue sapphire ring. Reduces Ice Damage by d12.

Ring of Intellect: A platinum ring with a jade stud. Increases the wearer's Intelligence by 1.

Ring of Invisibility: A pure gold ring. Allows the wearer to cast *Invisibility* as an Action. Charges: d8.

Ring of Jumping: A silver ring, etched with geometric shapes. The wearer's ability to jump is magically enhanced. They can leap 20 feet forward with a running start or 10 feet vertically from standing. Any falling Damage suffered by the wearer is reduced by 30 feet before determining falling Damage.

Ring of Mind Shield: A bone ring, carved with runes, each set with a gold inlay. Places a permanent *Scry Ward* on the wearer.

Ring of Persuasion: A kingly ring set with several diamonds. Increases the wearer's Charisma by 1.

Ring of Power: A blocky, brass ring. Increases the wearer's Strength by 1.

Ring of Protection: A thick, bronze band. Grants the wearer +1 Defense.

Ring of Regeneration: A translucent green stone ring. The wearer regenerates 1 HP per Turn, will regrow lost limbs, and return from death after 24 hours, assuming the ring is not removed.

Ring of Speed: A thin steel, spring-shaped ring. Increases the wearer's Dexterity by 1.

Ring of Telepathy: An ornate serpent ring devouring its own tail. Grants the wearer one-way telepathy.

Ring of Teleportation: A steel band with strange runes carved around the outside. Allows the wearer to cast *Teleportation* as an Action. Charges: d20.

Ring of the Chameleon: A smooth jade band. As an Action, the wearer can blend seamlessly with their surroundings, granting them invisibility if they do not move and do not make any sound, and Advantage on Stealth while moving. The effect lasts for several minutes. Charges: d12.

Ring of the Feather: A bone ring made from the knuckle of a giant Owl. Allows the wearer to cast *Feather Fall* as an Action with up to 5 targets. Charges: d12.

Ring of the Wise: A copper ring with a spiral head. Increases the wearer's Wisdom by 1.

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Ring of Vitality: A ring made from petrified wood with a clear stone which contains a spinning galaxy-like vortex. Increases the wearer's Constitution by 1.

Robe of the Archmagi: An elegant robe which can change color upon command. Grants the wearer +5 Defense (while wearing No Armor, otherwise whichever Defense is greater is used, the robe or the Armor), +2 Magic Resistance, and +1 Willpower.

Rod of Absorption: A plain steel rod which can be wielded as a simple Club. When uncharged, the Rod of Absorption has a 25% chance to nullify all incoming Damage, charging it. Once charged, the wielder can release the stored energy to deal an amount of Damage on hit equal to the charge.

Rod of Authority: A metal rod etched with a series of runes and a studded head. Can be wielded as a Mace. Grants the wielder Advantage on Loyalty checks in battle.

Rod of Passage: A magically fused wood and bone rod. When activated the rod opens a portal to any Plane of Existence. Charges: d8.

Rod of Resurrection: A bone rod with a skull head. Touching this rod to a dead creature Resurrects it (see *Resurrection*, p. 79). Charges: d4.

Sandals of Slipperiness: A pair of sandals which strap to the wearer's foot, heel, and ankle and allow the wearer to glide across the ground when taking the Dash Action. While gliding the wearer gains an automatic success on their Constitution Check to Dash.

Shadow Leather: A dark suit of Studded Leather (1) or Leather (2) which absorbs light. Grants +1 Defense and Advantage on Stealth checks while in dim light or darkness.

Shield of Light: An ornate, metal, magical shield which grants +1 Defense and can be activated as an Action to radiate light up to 100 feet.

Shield of Morthag: A black steel shield engraved with red runes of skulls. Grants +1 Defense and the ability to cast *Detect Undead* as an Action.

Spear of the Serpent: A solid-steel Spear with a foot long blade which is intricately carved with a serpent wrapping around the shaft. The Spear grants +1 Attack and +1 Damage.

Spectral Blade: A ghostly dagger which channels the Ethereal Plane. The wielder can sense the direction of all Wells of Power, which tugs gently on their mind. Grants Attack +1 and Damage +1.

Staff of Explosions: A dark cherry Quarterstaff which radiates heat. As an Action, the wielder can cast *Explosive Rune* by slamming the staff onto a surface. Charges: d12.

Staff of Healing: A gnarly petrified wooden Quarterstaff set with a crystal. As an Action, the wielder can heal one creature in Close Combat 2d8+2 HP. Charges: d20.

16: TREASURE

Staff of Ice: A crystalline Quarterstaff reinforced with magical energy which is cold to the touch. As an Action, the wielder can cast *Ice Wall*. Charges: d12.

Staff of Power: This glowing ivory Quarterstaff grants the wielder +2 Attack and can be activated as an Action to shoot a magical bolt of energy dealing 2d8 Damage if the target fails Magic Resistance vs 18.

Staff of the Magi: A magically hardened glass Quarterstaff set with a large ruby. The wielder can cast the following Spells as an Action without expending a Charge: *Detect Magic*, *Light*, and *Open Lock*. The following Spells can be cast as an Action by expending a Charge: *Conjure Elemental*, *Fireball*, *Hold Portal*, *Hypnotize*, and *Locate*. Charges: d12.

The Devourer: A twisted black Greatsword with a spiked blade. Grants +1 Attack. When the wielder lands a killing blow, the sword consumes the victim's soul, healing the wielder for 2d8 HP.

Wand of Chaos: A semi-transparent obsidian wand. Activating the wand casts a random Spell. Charges: d8.

Wand of Conjunction: A thin twisting wooden wand. Each wand is enchanted with a specific Conjunction Spell (see *Spells By Sphere*, p. 95), which can be cast as an Action. Charges: d6.

Wand of Earth & Stone: A sleek Mythril wand. As an Action the wielder can displace large amounts of earth and stone with each expended Charge. Charges: d8.

Wand of Fireball: A simple wooden wand. Allows the wielder to cast *Fireball* as an Action. Charges: d20.

Wand of Ice Blast: A simple wooden wand. Allows the wielder to cast *Ice Blast* as an Action. Charges: d20.

Wand of Lightning Bolt: A golden wand. Allows the wielder to cast *Lightning Bolt* as an Action. Charges: d20.

Wand of Magic Detection: An ivory wand. Allows the wielder to cast *Detect Magic* as an Action. Charges: d20.

Wand of Magic Missile: A sleek beech wand. Allows the wielder to cast *Magic Missile* as an Action. Charges: d20.

Wand of Polymorph: A twisted oak wand. Allows the wielder to cast *Polymorph* as an Action. Charges: d6.

Curses

5% of Magic Items are Cursed (rolled secretly by the GM).

- ❖ A Cursed Magic Item's properties are revealed upon initial use, or may be identified by a *Detect Magic* or *Identify* Spell, or possibly other means
- ❖ Once used, a Magic Item's Curse can only be removed via a *Remove Curse* Spell on either the item or individual

16: TREASURE

#	CURSE	EFFECT
1	Elokar's Whispers	You are possessed by Elokar, Demon of the Shadow Realm. Elokar whispers sinister suggestions telepathically in your mind: Magic Resistance vs 14 or be forced to take the Demon's suggestion.
2	Leviathan's Dream	Beset by vivid hallucinations, you channel Leviathan's dreams when you attempt to sleep. You no longer receive the benefits of Resting.
3	Dire Weakness	Your muscles atrophy and you feel weak. Your Strength is reduced by d4
4	Clumsiness	Fumbling and tripping has never been easier. Your Dexterity is reduced by d4
5	Feblement	Exhaustion and fatigue beset you. Your Constitution is reduced by d4.
6	Mindnumb	Things once simple now seem forgotten. Your Intelligence is reduced by d4.
7	The Diminished	Paying attention has never been harder. Your Wisdom is reduced by d4.
8	Repulsion	You seem to have developed a stutter. Your Charisma is reduced by d4.
9	Vulnerability	You have become susceptible to magic. You suffer -2 Magic Resistance.
10	The Distracted	Something stings your mind, draining your focus. You suffer -2 Perception.
11	The Forgotten	People seem to ignore and dismiss you. You suffer -5 Loyalty & Reaction.
12	Ethereal Tax Collector	When Resting, an ethereal entity visits you in your dreams, demanding 10% of your GP, which is gone in the morning if given. If the tax is not paid, the entity inflicts d8 Damage (to a minimum of 1 HP) and you gain no HP from Resting.
13	Token of Bad Luck	Things are not going well. Your Natural 20 rolls are treated as Critical Failures.
14	Doppelganger	A duplicate of yourself manifests in front of you bearing a sinister smile, then dashes away. Now everywhere you go you find your reputation tainted.
15	Zombified	Touching this item causes you to contract a Zombie infection! Over the next 2d4 days you slowly devolve into an empty shell of a Zombie unless cured or the curse is lifted. The item however continues to infect any who touch it.
16	Dire Transformation	Touching this item curses you with lycanthropy. On the full moon you're transformed into a Werewolf (1), Werebear (2), or Wererat (3) and go on an uncontrollable killing spree. Though the Disease may be cured or the curse lifted, the item remains contagious.
17	Elemental Magnitism	Once per day make a Magic Resistance vs 14 or be attacked by an Elemental.
18	Life Drain	A psychic link to a Vampire reduces your maximum HP by 1 each day. Slaying the Vampire or lifting the curse restores you to your original maximum HP.
19	The Void	Upon waking each day you find one item from your inventory gone.
20	Utterly Miserable	You suffer Disadvantage on all Checks.



Bestiary

Danger lies behind every corner, hidden in the depths,
and lurking in strongholds.

The **Bestiary** is a GM resource and exists only as a starting point for building epic Encounters: modify, tweak, adjust.

- ❖ **Biome:** Use in conjunction with Random Encounter tables
- ❖ **Frequency:** How Common, or Rare, a Species is
- ❖ **Appearing:** Some monsters are Solitary—others travel in groups
- ❖ **Size:** Creature Size (*see Size, p. 17*)
- ❖ **Treasure:** Which treasure tables to use. Treasure Hoards are noted in parentheses.
- ❖ **Powers, Immunity, Spells, & Special Attacks:** See description
- ❖ Beasts with Spells listed under Powers can cast the Spell at will without a Spellcasting Check
- ❖ **Hit Dice:** Represents the monster's Level. Add or subtract Hit Dice to adjust Level.
- ❖ **Bonus:** Modifier used for Competitions and Magic Resistance
- ❖ **Attack(s):** Difficulty for Player Defense rolls (*see Defense, p. 70*). Multiple Attacks are denoted as "Attacks: 2".
- ❖ **Damage:** How much Damage they do. A value of **W** indicates any Weapon. A value of **S** indicates a Special Attack, noted at the end of the stat block.
- ❖ **Defense:** Difficulty for Player Attack rolls (*see Attack, p. 71*). A value of **A** indicates any Armor and/or Shield plus Bonus.



Commoners

Normal folk, like you and me (d30).

Assassin 1

A hired killer, clad in shadows and secrets.

Biome	Urban	Hit Dice	4d6
Frequency	Rare	Bonus	+2
Appearing	Solitary	Attack	18
Size	Any	Damage	W
Treasure	G (V)	Defense	15
On Hit	Poison: Weapon Damage + 3d4 on the target's next Turn, then 2d4, etc.		
Stealth Kill	×3 Damage on Surprise		

Bandit 2

Beady-eyed low-life in ragged leathers.

Biomes	Forest, Urban	Hit Dice	d6
Frequency	Uncommon	Bonus	+1
Appearing	d6	Attack	12
Size	Any	Damage	W +1
Treasure	D (R)	Defense	A

Bard 3

Colorful and energetic, a grin on their face, and their hand in your Coin Purse.

Biome	Urban	Hit Dice	2d6
Frequency	Common	Bonus	+2
Appearing	d6	Attack	13
Size	Any	Damage	W
Treasure	B (R)	Defense	11
Spells	2 Bard Spells		
Cutpurse	Perception 15 vs pickpocket		

Cleric 4

A spiritual devotee—clad in Armor and spreading the word of their deity (d12 for a Celestial deity).

Biome	Urban	Hit Dice	2d8
Frequency	Common	Bonus	+2
Appearing	d4	Attack	12
Size	Any	Damage	W
Treasure	C (V)	Defense	15
Spells	4 Cleric Spells		
Turn	Turn Undead (<i>see Turn Undead, p. 35</i>)		

Cultist 5

Tattoo faced fanatical humanoids—concealed under crimson hooded robes.

Biomes	Urban, Wilderness	Hit Dice	d10
Frequency	Uncommon	Bonus	+1
Appearing	3d6	Attack	13
Size	Any	Damage	W
Treasure	D, F (V)	Defense	10
Spells	3 Cleric Spells		

Dark Elf 6

A gray-skinned and white-haired subterranean Elf Species; powerful with Magic and deadly in Close Combat. Clad in Elven Chainmail, most Dark Elves Dual Wield Longsword and Dagger.

Biomes	Forest, Subterrane, Urban	Hit Dice	2d8
Frequency	Rare	Bonus	+2
Appearing	d12	Attacks: 2	14
Size	Medium	Damage	W
Treasure	C (V)	Defense	15
Spells	Any 4 Spells		

Druid 7

Powerful shamans who speak to forest animals and protect secret Wells of Power.

Biome	Wilderness	Hit Dice	2d8
Frequency	Uncommon	Bonus	+2
Appearing	d8	Attack	10
Size	Any	Damage	W
Treasure	D (R)	Defense	12
Spells	4 Druid Spells		

Dwarf 8

Subterranean humanoids who mine the Earth for ore and gems.

Biomes	Subterrane, Urban	Hit Dice	d8
Frequency	Uncommon	Bonus	-
Appearing	d12	Attack	10
Size	Small	Damage	W
Treasure	B, G (V)	Defense	A

Elf 9

Graceful fey-beings; Elves have quick reflexes and live thousands of years.

Biomes	Forest, Urban	Hit Dice	d8
Frequency	Uncommon	Bonus	+2
Appearing	d20	Attack	12
Size	Medium	Damage	W
Treasure	C (V)	Defense	A

Fighter 10

A specialized combat veteran.

Biome	Urban	Hit Dice	2d12
Frequency	Common	Bonus	+2
Appearing	d4	Attack	14
Size	Any	Damage	W +2
Treasure	D (S)	Defense	A

Gnome 11

Curious people who farm mushrooms, build great feats of Engineering, and brew Potions.

Biome	Forest, Subterrane, Urban	Hit Dice	d6
Frequency	Uncommon	Bonus	+2
Appearing	d12	Attack	11
Size	Tiny	Damage	W
Treasure	A, E (R)	Defense	A

Goblin 12

Goblinkind — Small and devious, Goblins are brilliant inventors and ruthless in battle.

Biome	Subterrane, Urban	Hit Dice	d6
Frequency	Common	Bonus	+1
Appearing	d12	Attack	12
Size	Small	Damage	W
Treasure	B (T)	Defense	A

Sensitive -1 Attack in direct sunlight

Goblin, Shaman 13

Goblinkind — Mystical leaders of Goblin tribes, eccentric in appearance; clad in skulls, teeth, and feathers.

Biome	Subterrane	Hit Dice	3d6
Frequency	Uncommon	Bonus	+3
Appearing	With tribe	Attack	13
Size	Small	Damage	S
Treasure	H (T)	Defense	12
Powers	Spellcasting		
Spells	5 from Conjuration, Enchantment, & Evocation		

Guard 14

A common warrior paid for security.

Biome	Urban	Hit Dice	d10
Frequency	Common	Bonus	+1
Appearing	2d6	Attack	13
Size	Any	Damage	W +1
Treasure	A	Defense	A

Halfling 15

Happy, fuzzy-footed farmers and borrowers!

Biome	Hills, Urban	Hit Dice	d6
Frequency	Common	Bonus	+2
Appearing	d6	Attack	11
Size	Small	Damage	W
Treasure	B (R)	Defense	A

Human 16

Boring, run of the mill, Human.

Biome	Urban	Hit Dice	d6
Frequency	Common	Bonus	-
Appearing	d20	Attack	10
Size	Medium	Damage	W
Treasure	C (R)	Defense	A

Knight 17

Armed and armor clad. A noble warrior.

Biome	Urban, Wilderness	Hit Dice	3d12
Frequency	Uncommon	Bonus	+3
Appearing	d8	Attack	15
Size	Medium	Damage	W +2
Treasure	C (T)	Defense	18

Monarch 18

A sovereign head of state.

Biome	Urban	Hit Dice	d6
Frequency	Rare	Bonus	-
Appearing	Leader	Attack	10
Size	Any	Damage	W
Treasure	H (U)	Defense	A

Orc 19

Orckind — Fierce tribal, marauding carnivores with tusks and light green skin.

Biome	Urban, Wilderness	Hit Dice	d10
Frequency	Uncommon	Bonus	+2
Appearing	2d10	Attack	12
Size	Medium	Damage	W +1
Treasure	D (R)	Defense	A

Sensitive -1 Attack in direct sunlight

Orc Chieftain 20

Orckind — Leader of a band of Orc warriors.

Biome	Wilderness	Hit Dice	2d10
Frequency	Uncommon	Bonus	+4
Appearing	With party	Attack	14
Size	Medium	Damage	W +2
Treasure	D (S)	Defense	A

Paladin 21

A knight, bestowed with supernatural powers.

Biome	Urban	Hit Dice	2d10
Frequency	Rare	Bonus	+4
Appearing	Solitary	Attack	16
Size	Medium	Damage	W
Treasure	C (S)	Defense	A +1

Spells 2 Paladin Spells

Peasant 22

Builders, growers, merchants, and storekeepers.

Biome	Urban	Hit Dice	d6
Frequency	Common	Bonus	-
Appearing	d12	Attack	10
Size	Any	Damage	W
Treasure	A	Defense	10

Priest 23

A non-confrontational spiritual Spellcaster.

Biome	Urban	Hit Dice	d8
Frequency	Common	Bonus	+1
Appearing	d8	Attack	11
Size	Any	Damage	W
Treasure	B (R)	Defense	A

Spells 2 Cleric Spells

Ranger 24

Solitary woodsmen sworn to protect their homelands from invaders.

Biome	Wilderness	Hit Dice	2d10
Frequency	Rare	Bonus	+2
Appearing	d12	Attacks: 2	14
Size	Medium	Damage	W
Treasure	B (R)	Defense	14

Soldier 25

Fed, paid, and battle trained.

Biome	Urban	Hit Dice	2d10
Frequency	Common	Bonus	+2
Appearing	4d6	Attack	14
Size	Medium	Damage	W +1
Treasure	B (R)	Defense	A

Spawn 26

Demonic mixed-breeds with translucent oily skin and horns.

Biome	Urban, Wilderness	Hit Dice	2d8
Frequency	Rare	Bonus	+2
Appearing	d4	Attack	12
Size	Any	Damage	W
Treasure	C (S)	Defense	A

Thief 27

Thieves come in all forms, a few may even be trustworthy.

Biome	Ruins, Urban	Hit Dice	2d8
Frequency	Uncommon	Bonus	+1
Appearing	d4	Attack	12
Size	Any	Damage	W
Treasure	D (S)	Defense	A

Thug 28

Blunt and armed; muscle for hire.

Biome	Urban	Hit Dice	2d6
Frequency	Common	Bonus	+1
Appearing	d8	Attack	12
Size	Any	Damage	W
Treasure	A	Defense	A

Wizard 29

Arcane Mages and Sorcerers.

Biome	Urban	Hit Dice	2d6
Frequency	Rare	Bonus	+2
Appearing	d4	Attack	10
Size	Any	Damage	S
Treasure	C, F (U)	Defense	10
Spells	Any 4		

Wizard Apprentice 30

An aspiring Wizard; awkward but dangerous.

Biome	Urban	Hit Dice	d6
Frequency	Rare	Bonus	-
Appearing	d2	Attack	10
Size	Any	Damage	S
Treasure	A	Defense	10
Spells	Any 2		



Beasts

Creatures of the Wilderness and secret underground labyrinths (d100).

Animated Armor 1

Magically animated Plate, Shield, and Sword.

Biome	–	Hit Dice	5d6
Frequency	Rare	Bonus	+5
Appearing	Conjured	Attack	15
Size	Medium	Damage	d8
Treasure	G, J	Defense	20

Immunity Sleep, Fear, Illusion Magic, etc.

Banshee 2

Undead – A ghostly wailing spectre.

Biome	Wilderness	Hit Dice	4d8
Frequency	Rare	Bonus	+4
Appearing	Solitary	Attack	15
Size	Medium	Damage	d8
Treasure	–	Defense	20

Immunity Charm, Sleep, & Hold Magic

On Hit Magic Resistance vs 15 or be Frightened for d4 Turns

Basilisk 3

Rooster–snake hybrid that kills with its gaze.

Biome	Forest, Ruins	Hit Dice	6d6
Frequency	Rare	Bonus	+6
Appearing	Solitary	Attack	16
Size	Medium	Damage	S
Treasure	–	Defense	16

Gaze Magic Resistance vs 15 or Turn To Stone

On Hit **Poison Breath:** 4d6 Damage on the target's next Turn, then 3d6, etc.

Bat, Giant Vampire 4

Blood sucking bats the size of Kobolds.

Biome	Ruins, Subterrane	Hit Dice	d6
Frequency	Common	Bonus	+2
Appearing	d20	Attack	12
Size	Small	Damage	d4
Treasure	–	Defense	12

Powers Flight

On Hit Attaches to victim dealing automatic Damage each Turn

Detach Strength Competition as an Action

Bear, Dire 5

A massive, aggressive, territorial bear.

Biome	Wilderness	Hit Dice	6d6
Frequency	Uncommon	Bonus	+4
Appearing	d2	Attacks: 2	15
Size	Large	Damage	d12
Treasure	–	Defense	15
Powers	Darkvision		

Berserker 6

Primitive beastman warriors who fight in a trance-like battle-rage.

Biome	Wilderness	Hit Dice	d12
Frequency	Uncommon	Bonus	+2
Appearing	d8	Attacks: 3	15
Size	Medium	Damage	d12
Treasure	C (S)	Defense	12

Boar, Dire 7

A giant, tusked boar the size of a horse!

Biome	Wilderness	Hit Dice	3d6
Frequency	Uncommon	Bonus	+3
Appearing	d2	Attacks: 2	13
Size	Large	Damage	d8
Treasure	–	Defense	12
Powers	Darkvision		

Bone Knight 8

Relentless skeleton warriors clad in metal—minions of the Skull Knights.

Biome	Ruins, Subterrane, Swamp	Hit Dice	4d8
Frequency	Uncommon	Bonus	+4
Appearing	d4	Attack	15
Size	Medium	Damage	d8+2
Treasure	C, H (X)	Defense	18
Powers	Spellcasting		
Spells	<i>Fireball, Flaming Weapon, Summon Steed (Skeleton Horse)</i>		

Brain Sucker 9

Small, flying, purple octopus creatures with multiple rows of teeth from the Astral Plane.

Biome	Ruins, Subterrane	Hit Dice	2d6
Frequency	Uncommon	Bonus	+2
Appearing	d4	Attack	13
Size	Small	Damage	d8
Treasure	(V)	Defense	10
Powers	Darkvision, Flight		
On Hit	Attaches to victim dealing automatic Damage each Turn		
On Suck	While attached, Magic Resistance vs 15 or the victim Attacks their allies on their Turn		
Detach	Strength Competition as an Action		

Bugbear 10

Goblinkind — Furry, muscular, giant Goblins with Bear-like faces, preferring to ambush their prey with Thrown Weapons.

Biome	Subterrane, Ruins	Hit Dice	3d6
Frequency	Uncommon	Bonus	+3
Appearing	2d4	Attack	13
Size	Large	Damage	W
Treasure	B, D (T)	Defense	A
Powers	Advantage to Stealth and Perception		

Centaur 11

Woodland equestrian humanoids.

Biome	Wilderness	Hit Dice	4d6
Frequency	Uncommon	Bonus	+3
Appearing	d8	Attacks: 3	13
Size	Large	Damage	W
Treasure	B, E (V)	Defense	15
Attack	Centaur's Kick with their front hooves in Close Combat, dealing d8 Damage with each on hit		
2 & 3			

Centipede, Giant 12

Grotesquely large crawling insects which drop on their prey from branches.

Biome	Wilderness, Ruins, Subterrane	Hit Dice	d6
Frequency	Common	Bonus	-
Appearing	2d12	Attack	11
Size	Small	Damage	d4
Treasure	-	Defense	11
On Hit	Constitution Check vs 12 or be Paralyzed for d4 hours		

Cockatrice 13

A small lizard-chicken capable of turning anything to stone.

Biome	Wilderness, Ruins	Hit Dice	2d6
Frequency	Very Rare	Bonus	+5
Appearing	d6	Attack	15
Size	Small	Damage	d4
Treasure	E	Defense	14
On Hit	Magic Resistance vs 15 or Turn To Stone		

Crocodile 14

Green scaled, jaw snapping, scaly reptiles which attack their prey on land from water.

Biome	Swamp	Hit Dice	3d6
Frequency	Common	Bonus	+3
Appearing	d12	Attack	13
Size	Large	Damage	d12
Treasure	–	Defense	15

Cyclops 15

Hulking giant with a single massive eye.

Biome	Hills	Hit Dice	7d12
Frequency	Very Rare	Bonus	+8
Appearing	d4	Attack	20
Size	Massive	Damage	3d12
Treasure	H (Y)	Defense	18

Deep Dwarf 16

Subterranean albino Dwarves bent by darkness populating deep cities of the Earth.

Biome	Subterrane	Hit Dice	d6
Frequency	Very Rare	Bonus	+1
Appearing	2d4+2	Attack	11
Size	Small	Damage	W
Treasure	D (V)	Defense	A
Powers	Darkvision		

Deep Gnome 17

Grey-skinned subterranean Gnomes who seek gems and farm bio-luminescent fungus.

Biome	Subterrane	Hit Dice	d6
Frequency	Rare	Bonus	+1
Appearing	4d4	Attack	11
Size	Tiny	Damage	W
Treasure	J (X)	Defense	A

Powers Darkvision, Meld

Meld Deep Gnomes can meld with stone, becoming invisible at will while underground

Doppelganger 18

Telepathic shapeshifters who mimic individuals with 90% accuracy for espionage and assassination. Rumored to be artificial agents of the Void Beings.

Biome	Urban	Hit Dice	4d6
Frequency	Very Rare	Bonus	+4
Appearing	d12	Attack	14
Size	Any	Damage	d12
Treasure	C (V)	Defense	15

Powers Shapechange at will

Immunity Sleep & Charm Magic

Surprise Advantage on Surprise

Dragons

Majestic flying, serpentine creatures who speak many Languages and wield ancient Magic. Dragons devastate countrysides, build armies of minions, and slumber for ages.

Dragon, Black 19

Angry, smoky, fire breathing, obsidian Dragons who hoard treasure.

Biome	Ruins, Swamp	Hit Dice	12d6
Frequency	Rare	Bonus	+10
Appearing	d2	Attacks: 3	20
Size	Massive	Damage	d12+6
Treasure	H (Z)	Defense	19
Powers	Darkvision, Flight, Spellcasting		
Spells	Any		
Attack 3	Firebreath: 4d6 Damage on hit		

Dragon, Blue 20

Azure scaled ice drakes who shoot lightning.

Biome	Mountains	Hit Dice	12d8
Frequency	Very Rare	Bonus	+10
Appearing	Solitary	Attacks: 3	21
Size	Massive	Damage	d20
Treasure	J (X)	Defense	18
Powers	Darkvision, Flight, Spellcasting		
Spells	Any		

Dragon, Green 21

Lazy, plump, roly-polly Dragons who slumber in the forests.

Biome	Forest	Hit Dice	12d6
Frequency	Rare	Bonus	+13
Appearing	Solitary	Attacks: 3	23
Size	Massive	Damage	d8+6
Treasure	G (Y)	Defense	20
Powers	Darkvision, Flight, Spellcasting		
Spells	Any		
Attack 3	Firebreath: 4d6 Damage on hit		

Dragon, Red 22

Fierce and greedy, Red Dragons rampage, conquer, and hoard treasure.

Biome	Ruins, Subterrane	Hit Dice	12d8
Frequency	Very Rare	Bonus	+13
Appearing	d4	Attacks: 4	23
Size	Massive	Damage	d12+6
Treasure	J (Z)	Defense	23
Powers	Darkvision, Flight, Spellcasting		
Immunity	Fire		
Spells	Any 5d6		
Attack 3	Firebreath: 5d6 Damage on hit		

Dragon, White 23

Shimmering ice drakes who freeze everything they touch.

Biome	Mountains, Ruins	Hit Dice	8d8
Frequency	Rare	Bonus	+10
Appearing	d4	Attacks: 3	20
Size	Massive	Damage	d8+6
Treasure	E (S, W)	Defense	19
Powers	Darkvision, Flight, Spellcasting		
Immunity	Fire & Ice		
Spells	Any		
Attack 3	Icebreath: 3d6 Damage on hit; Magic Resistance vs 15 or be Frozen for d6 Turns		

Dryad 24

Fey — Beautiful tree sprites wrapped in flowers and leaves. Dryads are bound to their Dryad Tree and wither if they are taken away from it or it is destroyed. Dryads can meld with trees, allowing them to teleport to their Dryad Tree.

Biome	Forest	Hit Dice	2d6
Frequency	Rare	Bonus	+1
Appearing	d4	Attack	11
Size	Medium	Damage	d4
Treasure	C	Defense	11
Powers	Casts a powerful <i>Charm</i> Spell		

Elementals

Beings of energy conjured by Spellcasters from the Elemental Plans to serve them. Elementals are extremely difficult to control and may be found wandering Earth with no mortal master.

Elemental, Air 25

Conjured from the wind—a humanoid cloud.

Biome	–	Hit Dice	6d6
Frequency	Rare	Bonus	+6
Appearing	Conjured	Attack	17
Size	Large	Damage	d10
Treasure	–	Defense	18

On Hit **Air Blast:** Sends its target flying two Combat Zones away

Elemental, Earth 26

Conjured dirt, stone, metal, and/or gem infused humanoid orbiting a central catalyst.

Biome	–	Hit Dice	6d6
Frequency	Rare	Bonus	+6
Appearing	Conjured	Attack	17
Size	Large	Damage	d20
Treasure	–	Defense	20

Elemental, Fire 27

Swirling flames fill a vaguely humanoid form with hollow eyes and mouth.

Biome	–	Hit Dice	6d6
Frequency	Rare	Bonus	+6
Appearing	Conjured	Attack	17
Size	Large	Damage	d12
Treasure	–	Defense	18
Immunity	Fire		

Elemental, Water 28

Liquid humanoid manifested from water.

Biome	–	Hit Dice	6d6
Frequency	Rare	Bonus	+6
Appearing	Conjured	Attack	17
Size	Large	Damage	d8
Treasure	–	Defense	20

Action **Tidalwave:** While fighting in water, projects a violent wave in all directions, capsizing boats and dealing 4d8 Damage to anyone in the water

Ettin 29

Two-headed, primitive and grotesque giants who argue with themselves.

Biome	Mountains	Hit Dice	8d8
Frequency	Very Rare	Bonus	+8
Appearing	d4	Attacks: 2	18
Size	Massive	Damage	2d6
Treasure	C (V)	Defense	17
Powers	Advantage to Perception		

Fairy 30

Fey — Fairies can be found everywhere. They often appear as tiny flying humanoids but can also take the form of small organic objects such as stones, leaves, pools, or mushrooms. Fairies can turn invisible at will and love to play pranks. They will often share information if you know the right questions to ask. Because Fairies' natural state is invisible, many Encounters with Fairies go completely unnoticed.

Biome	Any	Hit Dice	d4
Frequency	Common	Bonus	+1
Appearing	d12	Attack	11
Size	Tiny	Damage	1
Treasure	K	Defense	13
Powers	Spellcasting		
Spells	Abjuration, Enchantment, & Illusion		
Immunity	Fairies are particularly fond of Charm & Sleep Spells		

Frog, Giant 31

Enormous frogs with sticky tongues that consume their prey whole.

Biome	Swamp	Hit Dice	d8
Frequency	Common	Bonus	+1
Appearing	5d10	Attack	11
Size	Medium	Damage	2d4
Treasure	–	Defense	13
On Hit	Swallows its prey whole, dealing automatic Damage each Turn		
While Swallowed	Disadvantage to all Checks		

Gargoyle, Stone 32

Seemingly stone statues manifested to protect a specific location by ambushing unaware victims. Gargoyles can fly and will attack anything that moves 90% of the time.

Biome	Ruins, Urban	Hit Dice	4d6
Frequency	Uncommon	Bonus	+5
Appearing	d6	Attacks: 4	15
Size	Any	Damage	d4
Treasure	C (S)	Defense	15

Gargoyle, Glass 33

Glass Gargoyles ambush their victims by springing forth from stained glass in castles, monasteries, and ruins.

Biome	Ruins, Urban	Hit Dice	8d6
Frequency	Rare	Bonus	+5
Appearing	d6	Attack	18
Size	Any	Damage	2d12
Treasure	–	Defense	15
Powers	Advantage to Surprise		

Gelatinous Cube 34

Translucent cubes of ooze which move slowly down dungeon corridors, absorbing creatures and junk, disintegrating them with its toxic slime. Often spottable by floating debris.

Biome	Subterrane, Ruins	Hit Dice	4d8
Frequency	Uncommon	Bonus	+3
Appearing	Solitary	Attack	13
Size	Large	Damage	2d4
Treasure	B, F, J	Defense	12
Immunity	Fear, Holds, Paralyzation, Polymorph, Sleep, & Charm		
On Hit	Absorbs its prey dealing automatic Damage each Turn		
While Absorbed	Constitution Check vs 15 or be Paralyzed for d4 Turns		
Extract	Strength Check vs 15 as an Action		

Genie, Djinni 35

Summoned from the Elemental Plane of Air, made of mist and Magic. Blue-skinned muscular humans surrounded by swirling smoke and vapor, Djinni are called upon by Spellcasters and may be found trapped in bottles, lamps, or chests. Djinni are capable of transporting passengers on the wind.

Biome	–	Hit Dice	5d12
Frequency	Very Rare	Bonus	+6
Appearing	Solitary	Attack	17
Size	Medium	Damage	2d8
Treasure	H, J	Defense	16
Powers	Darkvision, Flight, Invisibility		

Genie, Efreeti 36

Genies from the Elemental Plane of Fire. Efreeti are malevolent giants formed of fire and ash wielding flaming scimitars. A captured Efreeti will grant you three wishes; careful what you wish for, they thrive on deception and misdirection.

Biome	–	Hit Dice	8d12
Frequency	Very Rare	Bonus	+9
Appearing	Conjured	Attacks: 3	18
Size	Large	Damage	3d8
Treasure	E, F, J, K	Defense	18
Powers	<i>Detect Magic, Enlarge, Polymorph, Fireball, & Fire Wall</i>		
Immunity	Fire		

Ghost 37

Undead — Lost, vengeful spirits trapped in the Material Plane.

Biome	Ruins, Urban	Hit Dice	4d8
Frequency	Rare	Bonus	+6
Appearing	Solitary	Attack	14
Size	Medium	Damage	S
Treasure	K	Defense	18
Fear	Anyone besides Clerics seeing a Ghost makes a Wisdom Check vs 15 or is Frightened for d4 Turns		
On Hit	Magic Resistance vs 18 or be Possessed for 2d4 Turns		

Ghoul 38

Undead — Rotting and deranged undead humanoids who serve a master.

Biome	Ruins, Wilderness	Hit Dice	2d8
Frequency	Uncommon	Bonus	+1
Appearing	2d12	Attacks: 2	11
Size	Medium	Damage	d4
Treasure	B, C	Defense	14
On Hit	Constitution Check vs 12 or be Paralyzed for d4 Turns		

Giants

Massive, greedy humanoids who live in solitary or small reclusive clans.

Giant, Frost 39

Evil mountain dwellers who build their keeps high in the icy peaks, ambushing their victims from beneath the snow.

Biome	Mountains	Hit Dice	12d8
Frequency	Very Rare	Bonus	+12
Appearing	d8	Attack	20
Size	Massive	Damage	d8+8
Treasure	J (V)	Defense	20
Immunity	Ice		
Hurling	In addition to using Weapons, Frost Giants can hurl massive boulders up to Extreme Range dealing 4d6 Damage		

Giant, Hill 40

Barbaric and dimwitted hulks preferring ambush from above.

Biome	Hills	Hit Dice	8d8
Frequency	Rare	Bonus	+5
Appearing	d6	Attack	18
Size	Massive	Damage	d12+5
Treasure	H (S, W)	Defense	18

Giant, Stone 41

Blunt faced, blue-grey skinned silent watchers of the mountains.

Biome	Mountains	Hit Dice	10d8
Frequency	Rare	Bonus	+10
Appearing	d6	Attack	20
Size	Massive	Damage	d8+8
Treasure	D, E, F (V)	Defense	20

Gnoll 42

Green-grey hyena-like humanoids who maraud the Wilderness in unorganized packs.

Biome	Wilderness	Hit Dice	2d6
Frequency	Uncommon	Bonus	+1
Appearing	2d6	Attack	12
Size	Large	Damage	W
Treasure	B (R)	Defense	A

Golems

Golems are Magical constructs, brought to life from sculptures of raw materials. Golems are bound to their creator's Magic and are destroyed instantly if their creator perishes. There is a 1% cumulative chance per Turn a Golem will break free and become a berserker, attacking everything in sight, calculated independently each Combat.

Golem, Clay 43

A distorted, animated statue of a human. Incapable of thinking or tactics, Clay Golems follow orders explicitly.

Biome	–	Hit Dice	6d8
Frequency	Rare	Bonus	+8
Appearing	Conjured	Attack	19
Size	Medium	Damage	3d10
Treasure	–	Defense	13
Immunity	Fire, Ice, & Electricity		

Golem, Flesh 44

Disgusting, rotting, re-animated collection of flesh and bone. Incapable of thinking or tactics, Flesh Golems follow orders explicitly.

Biome	–	Hit Dice	5d6
Frequency	Rare	Bonus	+6
Appearing	Conjured	Attacks: 2	19
Size	Medium	Damage	2d8
Treasure	–	Defense	11

Golem, Iron 45

An empty, animated suit of iron armor twice the height of a normal human.

Biome	–	Hit Dice	10d8
Frequency	Very Rare	Bonus	+10
Appearing	Conjured	Attack	22
Size	Large	Damage	4d10
Treasure	–	Defense	17
Weakness	Takes double Damage from Electrical Attacks		

Golem, Stone 46

Animated stone statues with incredible strength who attack with stone fists.

Biome	–	Hit Dice	8d8
Frequency	Rare	Bonus	+8
Appearing	Conjured	Attack	20
Size	Medium	Damage	3d8
Treasure	–	Defense	15

Gray Ooze 47

A slimy surface which appears as wet stone or sedimentary rock which slides and drips along dungeon floors and walls. A snake-like appendage lashes out from the Ooz puddle when it attacks.

Biome	Subterrane	Hit Dice	3d10
Frequency	Uncommon	Bonus	+3
Appearing	d4	Attack	13
Size	Medium	Damage	4d4
Treasure	–	Defense	12
Immunity	Fire & Ice		
Corrosion	Corrodes metal in one Round of contact		

Griffon 48

Majestic lion-eagle hybrids. Hunters by nature who hunger for horseflesh—and will readily attack mounted adventurers for it.

Biome	Wilderness	Hit Dice	6d8
Frequency	Uncommon	Bonus	+7
Appearing	d6	Attacks: 3	17
Size	Large	Damage	2d6
Treasure	(V)	Defense	17

Hag 49

Wretched bog beings who look like old women with long frayed hair and black teeth. Hags have hatred of all things, practicing dark magic and curses.

Biome	Swamp	Hit Dice	6d8
Frequency	Very Rare	Bonus	+6
Appearing	d3	Attack	16
Size	Medium	Damage	S
Treasure	E, J (V)	Defense	14
Powers	Spellcasting		
Spells	Any, always Attacks with Magic		
Shift	Hags can appear as beautiful maidens at will		

Hobgoblin 50

Goblinkind — Fierce, burly humanoids who wage perpetual war and live off plunder.

Biome	Subterrane, Wilderness	Hit Dice	d8
Frequency	Uncommon	Bonus	+1
Appearing	2d20	Attack	11
Size	Medium	Damage	W
Treasure	B (S)	Defense	A

Horse 51

Roaming herd animals, since domesticated.

Biome	Urban, Wilderness	Hit Dice	3d6
Frequency	Common	Bonus	+1
Appearing	5d6	Attacks: 2	13
Size	Large	Damage	d6
Treasure	–	Defense	13

Imp 52

Demon — Tiny malicious bat-like humans.

Biome	Any	Hit Dice	2d8
Frequency	Uncommon	Bonus	+2
Appearing	d12	Attack	11
Size	Tiny	Damage	d4
Treasure	C (F, G)	Defense	18
Immunity	Fire, Ice, & Electricity		
On Hit	Constitution vs 15 or be Poisoned for 2d4 Damage on the target's next Turn, then d4 on the following		
Regen	Regenerates 1 HP per Turn		

Infernal 53

Demon — Fiendish, diabolical humanoids with giant bat wings, wreathed in smoke, shadows, and fire.

Biome	Any	Hit Dice	4d8
Frequency	Rare	Bonus	+4
Appearing	d6	Attack	15
Size	Any	Damage	W
Treasure	K	Defense	15
Powers	Darkvision, Flight, Spellcasting		
Spells	<i>Fireball & Fire Wall</i>		
Immunity	Healed by Fire Damage		

Kobold 54

Glowing red eyes set into tiny rat-like humanoid faces. Kobolds hate Spellcasters and will try to eliminate them first.

Biome	Subterranean, Wilderness	Hit Dice	d4
Frequency	Common	Bonus	–
Appearing	4d4	Attack	10
Size	Small	Damage	W
Treasure	A (R)	Defense	11

Kraken 55

God-like colossal octopus manifestations from Leviathan's slumber.

Biome	Aquatic	Hit Dice	20d8
Frequency	Very Rare	Bonus	+10
Appearing	Solitary	Attack	20
Size	Massive	Damage	2d12
Treasure	(X, Y, Z)	Defense	18

Lich 56

Undead — Necromancers lost in Magic who have transmogrified into vile undead. Liches seek riches and power and employ minions.

Biome	Ruins, Subterrane	Hit Dice	10d8
Frequency	Very Rare	Bonus	+8
Appearing	Solitary	Attack	18
Size	Medium	Damage	W
Treasure	H (U, W)	Defense	20
Powers	Darkvision, Spellcasting		
Spells	Any		
Gaze	Magic Resistance vs 15 or Fear		
On Touch	Deals d10 Damage; Magic Resistance vs 15 or become Paralyzed for d6 Turns		

Lion 57

Wilderness cougars who stalk their prey.

Biome	Wilderness	Hit Dice	3d8
Frequency	Uncommon	Bonus	+3
Appearing	d4	Attacks: 2	15
Size	Medium	Damage	d8
Treasure	–	Defense	15

Lizardfolk 58

Savage, semi-aquatic alligator people.

Biome	Swamps	Hit Dice	2d8
Frequency	Uncommon	Bonus	+2
Appearing	d8	Attack	12
Size	Medium	Damage	W
Treasure	D (S)	Defense	15

Manticore 59

Face of a human, body of a lion, wings of a bat, and tail tipped with iron spikes.

Biome	Wilderness	Hit Dice	6d6
Frequency	Uncommon	Bonus	+7
Appearing	Solitary	Attacks: 2	17
Size	Massive	Damage	d8
Treasure	E (T)	Defense	16
Powers	Flight		
Action	Fires d6 tail spikes dealing d6 Damage each		

Merfolk 60

Armed aquatic mermaids and mermans who wield tridents, underwater crossbows, and use grappling hooks to attack ships.

Biome	Aquatic	Hit Dice	d8
Frequency	Uncommon	Bonus	+1
Appearing	2d20	Attack	11
Size	Medium	Damage	W
Treasure	C (S)	Defense	12
Powers	Waterbreathing		

Mimic 61

Magically created trap monsters who appear as a chest, box, or barrel but are covered with a sticky goo and morph into ferocious mouths.

Biome	–	Hit Dice	6d6
Frequency	Rare	Bonus	+7
Appearing	Conjured	Attack	17
Size	Medium	Damage	3d4
Treasure	H	Defense	13
On Hit	Attaches to victim dealing d8 automatic Damage each Turn		
Detach	Strength Checks vs 15 as an Action		

Minotaur 62

Large muscular humanoids with the horned head of a bull, dwelling in underground mazes.

Biome	Subterrane	Hit Dice	6d8
Frequency	Rare	Bonus	+4
Appearing	d8	Attacks: 2	17
Size	Large	Damage	W +6
Treasure	B (S)	Defense	14
Powers	Can move an extra Combat Zone each Turn		

Mummy 63

Undead — Decrepit cloth warped corpses which have been re-animated through Necromancy.

Biome	Subterrane	Hit Dice	8d6
Frequency	Rare	Bonus	+6
Appearing	d8	Attack	16
Size	Medium	Damage	d12
Treasure	C, G (V)	Defense	17
Weakness	Double Damage from Fire		
On Hit	Constitution Check vs 15 or become Infected		
Infected	An infected's wounds rot and stink—they cannot be Healed or regain HP until the Disease is cured		

Nightmare 64

Demon — A majestic black stallion surrounded by black fire. Inflicts freakish dreams from the Shadow Realm upon sleeping creatures in their vicinity.

Biome	Wilderness	Hit Dice	6d8
Frequency	Very Rare	Bonus	+3
Appearing	Solitary	Attacks: 3	13
Size	Large	Damage	d6 +4
Treasure	–	Defense	23
Powers	Noxious Vapor: Constitution Check vs 15 or suffer Disadvantage on all Checks		
Immunity	Fire		

Nymph 65

Fey — Beautiful, graceful fey beings who cause onlookers to go blind.

Biome	Forest	Hit Dice	3d8
Frequency	Rare	Bonus	+3
Appearing	d4	Attack	13
Size	Medium	Damage	S
Treasure	K (X)	Defense	11
Powers	Spellcasting		
Spells	<i>Portal</i> , plus any 6 Spells		
Gaze	Looking upon a Nymph for the first time triggers Magic Resistance vs 12 or blindness		

Octopus, Giant 66

Huge octopus predators who attack ships. Giant Octopus typically Attack with six of their tentacles while stabilizing themselves with the remaining two. Each of a Giant Octopus' tentacles can be Attacked individually and is severed by causing 12 points of Damage.

Biome	Aquatic	Hit Dice	8d8
Frequency	Rare	Bonus	+6
Appearing	Solitary	Attacks: 6	17
Size	Large	Damage	d6 +2
Treasure	(X)	Defense	13
On Hit	Grapples victim dealing automatic Damage each Turn; Giant Octopus can maintain up to 6 grapples		
Detach	Strength Check vs 15 as an Action		
Action	Consume: Creatures grappled by a Giant Octopus are immediately attempted to be eaten causing d12 +2 Damage on Hit		

Ogre 67

Big, dumb, ugly, and very strong. Ogres often lead bands of smaller humanoids, leading raids on unsuspecting victims.

Biome	Subterrane, Wilderness	Hit Dice	4d8
Frequency	Common	Bonus	+3
Appearing	d20	Attack	15
Size	Large	Damage	W +6
Treasure	D, K (S, V)	Defense	15

Owlbear 68

Crossbreed creation of a twisted Wizard; a bear with the head and claws of an owl.

Biome	Wilderness	Hit Dice	5d8
Frequency	Rare	Bonus	+5
Appearing	Solitary	Attacks: 3	15
Size	Large	Damage	d8 +4
Treasure	(R, S)	Defense	15

Pegasus 69

Magnificent, winged, intelligent horses who communicate telepathically.

Biome	Wilderness	Hit Dice	4d8
Frequency	Very Rare	Bonus	+3
Appearing	d10	Attacks: 3	13
Size	Large	Damage	d8
Treasure	(X)	Defense	14
Powers	Flight, Telepathy		

Phase Spider 70

A massive spider who exists somewhere between the Material and Ethereal Planes. Minions of the Void Beings.

Biome	Subterrane, Wilderness	Hit Dice	4d6
Frequency	Rare	Bonus	+4
Appearing	d6	Attack	16
Size	Large	Damage	S
Treasure	K	Defense	13

Powers Shift between Planes

On Hit **Poison:** 4d6 Damage on the target's next Turn, then 3d6, etc.

Pixie 71

Fey — Tiny sprite beings who delight in playing tricks on humanoids in their forest. Pixies carry tiny Shortswords and Shortbows which they use to fire Magic Arrows.

Biome	Forest	Hit Dice	d4
Frequency	Rare	Bonus	+2
Appearing	d20	Attack	14
Size	Tiny	Damage	S
Treasure	H	Defense	15

Powers Flight, Invisibility, Spellcasting

Spells *Polymorph, Dispel, Hallucinate Sound, & Hallucinate Vision*

On Hit **Magic Arrows:** Sleep, cause amnesia (cured with *Dispel*), or d4 +1 Damage

Rat, Giant 72

Rodents of unusual size.

Biome	Ruins, Urban	Hit Dice	d8
Frequency	Common	Bonus	–
Appearing	d20	Attack	10
Size	Small	Damage	d4
Treasure	(R)	Defense	13

On Hit **Disease:** 5% chance of contracting plague which reduces the victim's Constitution by 2 until cured

Roc 73

A gargantuan eagle-like bird of prey who ambushes their targets then carries them off to their lair for devouring at leisure.

Biome	Mountains	Hit Dice	10d8
Frequency	Rare	Bonus	+5
Appearing	Solitary	Attacks: 2	15
Size	Massive	Damage	3d6
Treasure	(X)	Defense	16
Powers	Flight		

Scorpion, Giant 74

Horse sized scorpions with highly venomous poison stingers!

Biome	Wilderness	Hit Dice	4d8
Frequency	Uncommon	Bonus	+5
Appearing	d4	Attacks: 3	15
Size	Large	Damage	d10
Treasure	(R, S)	Defense	17

Attack 3 **Poison:** 3d4 Damage on the target's next Turn, then 2d4, etc.

Shadow Reaver 75

Monsters of the Shadow Realm who have slipped through the cracks of reality. Reavers appear as an amorphous moving cloud of shadow and smoke—hunched over wolverine like beasts with glowing red eyes. Reavers are teleported back to the Shadow Realm when defeated or exposed to daylight.

Biome	Wilderness	Hit Dice	4d8
Frequency	Rare	Bonus	+4
Appearing	d4	Attacks: 2	16
Size	Large	Damage	d8 +2
Treasure	B, J	Defense	18

Shark 76

Large predatory fish of the ocean.

Biome	Aquatic	Hit Dice	2d8
Frequency	Uncommon	Bonus	+3
Appearing	d20	Attack	16
Size	Large	Damage	d12
Treasure	–	Defense	13

Siren 77

Beautiful women-like beings with light green or blue skin who prey on sailors and pirates.

Biome	Aquatic	Hit Dice	4d8
Frequency	Rare	Bonus	+3
Appearing	Solitary	Attack	13
Size	Medium	Damage	W
Treasure	K (V)	Defense	17
Powers	Waterbreathing, Spellcasting		
Spells	<i>Charm, Polymorph, & Invisibility</i>		

Skeleton 78

Undead — Magically animated minions created as guardians through Necromancy. Their bones magically float in suspension. They have no eyes, skin, or organs and wield dirty rusty Weapons.

Biome	Ruins, Urban	Hit Dice	d8
Frequency	Common	Bonus	+1
Appearing	2d10	Attack	11
Size	Any	Damage	W
Treasure	A, C (R)	Defense	13
Immunity	Sleep, Charm, Hold, Confusion, & Fear Magic		

Skeleton Warrior 79

Undead — Powerful lords of the undead with glowing eyes set into empty skulls. Skeleton Warriors are clad in Armor and wield nasty Weapons. Often under the direct control of a Necromancer.

Biome	Ruins	Hit Dice	6d8
Frequency	Very Rare	Bonus	+5
Appearing	Solitary	Attack	16
Size	Medium	Damage	W
Treasure	C (R, S)	Defense	A

Snake, Giant 80

A massive serpent—truly a demon of nature.

Biome	Swamp	Hit Dice	4d6
Frequency	Uncommon	Bonus	+4
Appearing	d2	Attack	15
Size	Large	Damage	d4
Treasure	–	Defense	15

On Hit **Poison:** 2d4 Damage on the target's next Turn, then d4

Spectre 81

Undead — A ghostly undead spirit who haunts a desecrated place.

Biome	Urban, Wilderness	Hit Dice	5d8
Frequency	Rare	Bonus	+10
Appearing	Solitary	Attack	17
Size	Medium	Damage	d8
Treasure	E	Defense	18

Immunity Sleep, Charm, Hold, Confusion, Ice, & Fear Magic

Weakness Holy Water, *Animate Dead*

On Hit **Drain:** The Specter Heals itself for each Damage dealt; victims cannot be Healed or otherwise regain HP until the Spectre is dead

Sphinx 82

Large cat-bodied and winged creatures with the face of a human, ram, or hawks. Sphinx can speak many languages, love riddles, and may know a great deal of secrets.

Biome	Wilderness	Hit Dice	8d8
Frequency	Very Rare	Bonus	+8
Appearing	Solitary	Attacks: 2	18
Size	Large	Damage	2d6
Treasure	G (V)	Defense	18

Action **Roar:** Constitution vs 15 or be Paralyzed for d4 Turns

Spider, Giant 83

Dog sized spiders who quickly weave webs around their victims.

Biome	Wilderness	Hit Dice	d10
Frequency	Common	Bonus	+2
Appearing	d8	Attack	13
Size	Small	Damage	d6
Treasure	–	Defense	14

On Hit **Poison:** 3 Damage on the target's next Turn, then 2, etc.

Sprite 84

Fey — Shy, magical fairy beings of the forest.

Biome	Forest	Hit Dice	d6
Frequency	Rare	Bonus	+1
Appearing	10d10	Attack	11
Size	Tiny	Damage	d2
Treasure	C (X)	Defense	12
On Hit	Magic Arrows: Magic Resistance vs 15 or fall into a deep Sleep for d6 hours		

Succubus / Incubus 85

Demon — Winged demonic nightmare of the Shadow Realm who seduces its targets to further its sinister goals.

Biome	Urban	Hit Dice	4d8
Frequency	Very Rare	Bonus	+5
Appearing	Solitary	Attack	15
Size	Any	Damage	W
Treasure	E (V)	Defense	13
Powers	Darkvision, Flight, Spellcasting		
Spells	<i>Chain Lightning, Chaos, Charm, Darkness, Forget, Hypnotize, Portal, Sleep, & Telepathy</i>		

Treant 86

Slow, peaceful, tree-beings. Their humanoid faces are wrought with bark and their limbs can reach and grasp things around them.

Biome	Forest	Hit Dice	6d10
Frequency	Rare	Bonus	+7
Appearing	d20	Attacks: 2	16
Size	Massive	Damage	2d6
Treasure	(V)	Defense	20
Powers	Cannot be Surprised		

Troll 87

Fearsome and frightening lean-bodied humanoid beasts with long noses and massive hands. Trolls lumber slowly, hunched over, and breathe heavily. Trolls are able to regenerate any lost body parts.

Biome	Forest, Ruins	Hit Dice	6d6
Frequency	Uncommon	Bonus	+5
Appearing	d2	Attacks: 2	17
Size	Large	Damage	2d4
Treasure	F, G (X)	Defense	16
Weakness	Cannot Regenerate Fire or Acid Damage		
Regen	Regenerates 3 HP per Turn		

Unicorn 88

Fey — Elusive and majestic, Unicorns are horned guardians of forest sanctuaries.

Biome	Forest	Hit Dice	4d8
Frequency	Rare	Bonus	+5
Appearing	d6	Attacks: 2	15
Size	Large	Damage	d6
Treasure	G	Defense	18
Powers	Teleport		
Immunity	Sleep, Charm, & Hold		

Vampire 89

Undead — Silent undead hunters of the night. Vampires feed on the living, typically maintain a stronghold and minions, and typically possess great wealth.

Biome	Ruins, Urban	Hit Dice	6d8
Frequency	Very Rare	Bonus	+9
Appearing	d4	Attack	19
Size	Any	Damage	W
Treasure	H (Z)	Defense	A +4
Powers	Darkvision, Flight, <i>Polymorph</i> , Spellcasting, Create Familiar (Magic Resistance vs 15)		
Immunity	Sleep, Charm, & Hold Magic, Poison, & Paralysis		
Weakness	Garlic, Holy Symbols, Holy Water, Sunlight		
Spells	Any		

Vampire Minion 90

A helplessly possessed minion of a Vampire, which is granted limited powers: enhanced strength, speed, and regeneration.

Biome	Ruins, Urban	Hit Dice	2d8
Frequency	Rare	Bonus	+2
Appearing	d12	Attack	13
Size	Any	Damage	W
Treasure	D	Defense	A
Powers	<i>Telekinesis</i> & Turn to Mist		
Regen	Regenerates 1 HP per Turn		

Werewolf / Werebear 91

Lycanthrope — Cursed humanoids who transform into Wilderness creatures, becoming violently uncontrollable during a full moon—though it's rumored that some have mastered Shifting between forms at will.

Biome	Urban, Wilderness	Hit Dice	4d8
Frequency	Uncommon	Bonus	+4
Appearing	d12	Attack	15
Size	Any	Damage	d6 +3
Treasure	D	Defense	15
Immunity	Mundane Weapons: Harmed only by Silver or Magical Weapons		
Regen	Regenerates 1 HP per Turn		

Wererat / Ratkin 92

Lycanthrope — Thin, wiry humanoids who can transform into human-sized ratpeople and Giant Rats. Wererats are cunning and deceiving, always looking for an advantage. They appear nervous, their eyes dart around, and they constantly rub their hands together while talking to themselves.

Biome	Urban, Wilderness	Hit Dice	3d6
Frequency	Uncommon	Bonus	+3
Appearing	d6	Attack	13
Size	Any	Damage	W
Treasure	B, K (W)	Defense	A
On Hit	1% chance of becoming a Wererat		

Wight 93

Undead — Extremely powerful undead minions—a nightmare version of their former selves with bloodshot eyes and green skin.

Biome	Ruins, Swamp	Hit Dice	4d8
Frequency	Uncommon	Bonus	+5
Appearing	d8	Attack	15
Size	Medium	Damage	d4
Treasure	C	Defense	15
Immunity	Sleep, Charm, Hold Magic, & Ice		
Weakness	Holy Water, <i>Animate Dead</i> , Sunlight		
On Hit	Death Touch: Magic Resistance vs 14 or permanently lose d4 HP		

Will-o'-wisp 94

Dazzling sparkling lights which float in the air and lure unsuspecting victims so they can feed on their energy.

Biome	Swamp, Wilderness	Hit Dice	7d6
Frequency	Uncommon	Bonus	+9
Appearing	Solitary	Attack	19
Size	Small	Damage	2d8
Treasure	K	Defense	22
Powers	Flight, Invisibility		
Immunity	Magic		

Wolf, Dire 95

Massive k-9 pack hunters with sleek gray, white, and black fur.

Biome	Forest	Hit Dice	4d6
Frequency	Uncommon	Bonus	+3
Appearing	4d4	Attack	15
Size	Large	Damage	d4 +4
Treasure	–	Defense	14

Wraith 96

Demon – A black undead cloud spirit drawn to life energy, bent on draining it.

Biome	Urban, Wilderness	Hit Dice	4d8
Frequency	Rare	Bonus	+4
Appearing	d6	Attack	15
Size	Medium	Damage	d6
Treasure	K	Defense	17
On Hit	Drain: The Wraith Heals itself for each Damage dealt		
Weakness	Sunlight		
Regen	1 HP per day		

Wyvern 97

A fierce, demi-dragon with a poison stinger.

Biome	Ruins, Wilderness	Hit Dice	7d8
Frequency	Uncommon	Bonus	+7
Appearing	d6	Attacks: 2	17
Size	Large	Damage	2d8
Treasure	D (Y)	Defense	17
Powers	Flight		
On Hit	Poison: 3d4 Damage on the target's next Turn, then 2d4, etc.		

Yeti 98

Ape-like humanoid snow beast.

Biome	Mountains	Hit Dice	4d8
Frequency	Very Rare	Bonus	+3
Appearing	d6	Attacks: 2	15
Size	Large	Damage	d6
Treasure	E	Defense	14
Powers	Advantage on Surprise		
Immunity	Ice		

Zombie 99

Undead – Flesh dripping, infected undead scourge on the earth—animated by twisted Necromancers.

Biome	Ruins, Wilderness	Hit Dice	2d6
Frequency	Rare	Bonus	+2
Appearing	3d6	Attack	12
Size	Medium	Damage	d8
Treasure	B	Defense	12
Immunity	Sleep, Charm, & Hold Magic		
Weakness	Holy Water		
On Hit	Constitution Check vs 12 or become Infected		
Infected	Disease: Infected slowly become a Zombie themselves over the next several days unless cured		

Zombie Mutant 100

Undead — A bloodthirsty mutated Zombie—fast, powerful, and grotesque.

Biome	Ruins	Hit Dice	6d8
Frequency	Very Rare	Bonus	+5
Appearing	Solitary	Attack	17
Size	Large	Damage	d8
Treasure	H	Defense	15
Powers	Can move an extra Combat Zone each Turn		
Weakness	Holy Water		
On Hit	Constitution Check vs 15 or become Infected		
Infected	Disease: Infected slowly become a Zombie themselves over the next several days unless cured		



Celestials

Ancient beings of power who traverse the Planes of Existence—meddling in the affairs of mortals (d12).

While the physical manifestation of a **Primordial** or an **Ancient One** may be defeated, they are immortal and are not so easily banished from the Planes of Existence.

Demigods on the other hand are products of the physical world. Though they may live forever, they can truly be slain.

Archdruids 1

Demigods — Ancient circle of Druids. More spirit now than flesh.

Biome	Wilderness	Hit Dice	10d10
Frequency	Very Rare	Bonus	+12
Appearing	Solitary	Attack	25
Size	Medium	Damage	S
Treasure	H, J, K	Defense	22
Powers	Shift, Spectral Form, Spellcasting		
Spells	Any		

Death Crawlers 2

Demigods — Ancient spider Gods who dwell deep within the mountains—hoarding treasure and victims.

Biome	Subterranean	Hit Dice	12d12
Frequency	Very Rare	Bonus	+11
Appearing	Solitary	Attack	25
Size	Large	Damage	2d20
Treasure	J, K (X, Y, Z)	Defense	25
Powers	<i>Darkness, Death, Teleport, Portal,</i>		
On Hit	Poison: 5d6 Damage on the target's next Turn, then 4d6, etc.		
Action	Project Web: Strength vs 20 or be Held; a Strength check can be attempted each Turn		

Hydra 3

Ancient One — Relic of the ancient world. Impossible to defeat: severing one head spawns two. God of **Evocation**.

Biome	Any	Hit Dice	20d8
Frequency	Unique	Bonus	+8
Appearing	Solitary	Attacks: 9	23
Size	Massive	Damage	S
Treasure	(V, W, X)	Defense	25
Powers	Poisonous blood dealing d20 Damage on contact		
On Hit	Firebreath: 4d6 Damage		
Regen	Regenerates 2d8 HP per Turn		

Leviathan 4

Primordial — The one which eternally slumbers. The dreamer of reality. God of **Divination**.

Biome	Ethereal	Hit Dice	18d10
Frequency	Unique	Bonus	+15
Appearing	Solitary	Attacks: 8	25
Size	Massive	Damage	2d12
Treasure	–	Defense	25
Powers	Unhindered manipulation of reality		

Moria 5

Ancient One — Ancient, immortal Dryad Tree. God of **Abjuration**.

Biome	Forest	Hit Dice	9d10
Frequency	Unique	Bonus	+12
Appearing	Solitary	Attack	–
Size	Massive	Damage	S
Treasure	–	Defense	26
Powers	Spellcasting		
Spells	Any		

Morthag 6

Ancient One — Silent colossal skeleton: channeled by Necromancers, revered by the vile undead. God of **Necromancy**.

Biome	Subterrane	Hit Dice	20d6
Frequency	Unique	Bonus	+9
Appearing	Solitary	Attacks: 2	23
Size	Massive	Damage	d20
Treasure	J, K (X, Y, Z)	Defense	22
Powers	Darkvision, Spellcasting, Necromancy Magic		
Spells	Any		

Phoenix 7

Primordial — Endlessly cycling destruction and rebirth—as all things must flow. God of **Transmutation**.

Biome	Elemental	Hit Dice	14d8
Frequency	Unique	Bonus	+8
Appearing	Solitary	Attacks: 2	18
Size	Massive	Damage	S
Treasure	–	Defense	22
Powers	Flight, <i>Healing</i> , <i>Resurrection</i>		
Immunity	Healed by Fire Damage		
On Hit	Fire: 4d6 Damage		

Skull Knights 8

Demigods — Flaming eyes set deep within fragmented skulls. The vile agents of Morthag. Masters of **Chaos**.

Biome	Ruins	Hit Dice	8d12
Frequency	Very Rare	Bonus	+7
Appearing	Solitary	Attack	20
Size	Large	Damage	W +8
Treasure	J, K (Z, Y, Z)	Defense	22
Powers	Darkvision, Spellcasting, Skull Knights never trigger Chaos		
Spells	Conjuration, Evocation, & Necromancy Magic		

The Deepness 9

Primordial — The life-force of Earth itself. Many who follow say they hear her whispering. God of **Conjuration**.

Biome	Subterranean	Hit Dice	22d8
Frequency	Unique	Bonus	+12
Appearing	Solitary	Attack	—
Size	Unknown	Damage	S
Treasure	—	Defense	25
Powers	Conjuration Magic		

The Endless 10

Primordial — The Ouroboros serpent— forever devouring itself. God of **Illusion**.

Biome	Astral	Hit Dice	18d10
Frequency	Unique	Bonus	+10
Appearing	Solitary	Attacks: 5	20
Size	Massive	Damage	4d8
Treasure	—	Defense	20
Powers	Abjuration, Illusion, & Transmutation Magic		

The Faded 11

Demigods — Immortal Wizards who wander the landscape, meddling in mortal affairs.

Biome	Wilderness	Hit Dice	12d6
Frequency	Very Rare	Bonus	+10
Appearing	Solitary	Attack	17
Size	Medium	Damage	S
Treasure	G, J, K	Defense	18
Powers	Spellcasting		
Spells	Any		

Void Beings ¹²

Demigods — Doppelganger-like creatures able to teleport vast distances and replicate individuals. Void Beings hate all other gods and seek to destroy them. Masters of **Enchantment**.

Biome	Urban, Subterrane	Hit Dice	8d6
Frequency	Very Rare	Bonus	+7
Appearing	Solitary	Attack	18
Size	Any	Damage	W
Treasure	F, G, H, J	Defense	19
Powers	<i>Portal, Teleport, Polymorph, Enchantment Magic, Spellcasting</i>		
Spells	Any		

CREDITS & ATTRIBUTION

Broken Sorcery was written by AJ, a Human Sorcerer at Mystic Waffle (<https://www.mysticwaffle.com>). Nothing is created in isolation. Broken Sorcery, like so many TTRPGs, builds on the creative work of countless others—standing on the shoulders of giants.

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