Introduction

This assumes you have a general idea of how a roleplaying game works: The player describes what their character does, and the referee describes how the world responds to the character. If there is conflict and or a chance for failure you are generally rolling dice. Rolling dice is dangerous, much better to come up with a workable solution to your problems.

This particular game focuses on fast character generation and playing to find out who your character is. Your character won't start with a long backstory, but if they survive long enough, we might learn who they are and what makes them a hero. Characters can die easily in this game, players might consider rolling up and running two characters (with their GM's permission).

I came from 5th Edition

This is going to feel different. Characters have far fewer hit points than D&D 5e, however so does everything else in this universe. A bandit has 4 hp, an orc has 6, a sergeant might have 9, some dragons have 45. Also, characters have fewer defined powers. your character sheet likely doesn't have the answer, be clever, be creative, be free.

Game Rules

What do stats do

You probably already know this, but no one explained it to me, so you have to listen to me talk about it. The pluses and minuses in OSR games are based on a 3d6 roll, and what is a standard deviation higher than normal. If you have a +1 in a stat, you are better than 84% of the population. If you have a +2, you are better than 97.7% of the population. If you have the vaunted +3, you are at the peak of performance for a humanoid. Think of an Olympian style strength and speed.

Scores over 18 are things that are beyond the ken of humanoids.

Strength: How hard you can hit, punch, shove. How many treasure chests (or cursed party members) you can drag from the Mountains of Madness. <u>Strength adds to your attack and damage with melee and thrown weapons</u>.

Dexterity: Your ability to dance, catch, dodge, and do intricate work while splattered with blood. <u>Dexterity adds or subtracts from AC when you wear light armor and adds to the attack bonus for ranged weapons (but not to damage)</u>.

Constitution: Your ability to swim for a long time, drink bad water (and not die), and take a knife under the ribs (and not die) after a poor choice of words. <u>Your constitution determines your hit points.</u>

Intelligence: Book smarts. How fast you absorb and process information... or at least pass a multiple-choice test covering it. Gain or subtract Magic Dice based on your intelligence modifier.

Wisdom: The ability to perceive. See traps. The ability to walk into a kitchen and just know what was made, even if they mostly cleaned up.

Charisma: Your ability to interact with others and get what you want. To get a nice room when you only have a few iron coins to spare or convince some other idiot to walk into a dungeon in front of you for not enough pay. Your charisma modifier determines the number of henchmen you can have.

Carrying Stuff

PCs have a total of Inventory Slots equal to their Strength. Only items carried count towards this limit. Horses, hirelings, and carts do not count. Clothing, minor non-magical jewelry, and other cosmetic items do not take up inventory slots unless they are particularly bulky.

An Inventory Slot can contain:
- 3 Light Weapons (daggers)
- 1 Medium Weapon (sword)
- 0.5 Two-Handed Weapons (hammers)
- 1 Bow
- 20 Arrows
- 3 Bottles or Flasks
- 1 Lantern
- 3 Books
- 3 Rations

3 Inventory Slots are Quick-Draw Slots and can be accessed at any time for free. It takes 1 round to retrieve an item from any other Inventory Slot.

Inventory management is crucial. Selecting and tracking problem-solving tools is a player skill.

Hirelings

Most people are not willing to adventure. However, there are a few brave, foolhardy souls that will accompany a party. All hired people should have a name, heritage, and profession (i.e. what they did before being hired by the characters). Probably 1 in 100 people would be willing to accompany a party of heroes.

Non-Combatant - Someone is willing to accompany the party, but not fight. They will hold a torch, look over animals, and carry 5 slots of gear. They will not participate in combat unless directly threatened, and will easily die if attacked. They carry no armor and only have a dagger for self defense. AC: 10, HP: 4, Attacks: +2, 1d4 dmg on hit. 1gp or 10sp a day.

Combatant - Someone willing to back up the characters in a fight. Combatants have some experience and would constitute an elite trooper or sergeant in the military. Roll for gear. HP: 9. Requires a half share of the treasure, plus 1 gp per day.

D6	1-3	4	5
AC	14	15	17
Melee	+3, 1d6+1	+3, 1d10+1	+3, 1d8+1
Ranged	+3, 1d4	+3, 1d6	+3, 1d6
Gear	Shield, Leather Armor, short sword, sling	Chain, polearm, shortbow	Chain, Shield, [roll on fighter's one-handed weapon sheet, shortbow

With enough experience, Combatants can level up just like characters

Level	XP	HP	+attack/+damage
2	1000	11	--
3	3000	13	+1/+1
4	5000	14	--

Loyalty. All hirelings start with loyalty of 7, plus the charisma modifier of the character that hired them. In general, additional gifts of treasure, magic items, or positive working environments can increase loyalty. Deaths of prior temps, low pay, being asked to do dangerous things that the characters won't do, or crappy supervisors will lower loyalty.

Anytime a hireling is asked to do something dangerous or foolhardy (beyond accompanying the party) the person giving the order needs to roll 2d6. If the roll is equal to or under a hireling's loyalty, they will do it, probably without too much grumbling. Regardless of loyalties, hirelings are not suicidal and expect the full support of the party including supplies and healing.

Along with their basic traits, the players should be able to articulate why the hireling was brave/foolish enough to join the party. Remember, Rath the half-orc with steely cold blue eyes who used to run an inn and is looking to take revenge against a local baron is a much more compelling character than Rath the meatshield.

Combat

Everything is narrative until someone can get hurt. Then it goes by rounds. If someone or a group acts with surprise, they get to act before any initiatives are rolled. Once all ambushers have acted, everyone rolls for initiative.

Initiative

The DM sets the difficulty of the initiative based on the situation. Each PC rolls a d20 and adds their dex modifier. If they succeed, they act before the monsters.

Difficulty	
10 or lower	Rabble
13	Organized Resistance
16	Elite

On their turn

Each round a PC can move 30' and do one of the following:
- Attack a target
- Cast a spell or use a magic item
- Retrieve an item for a non-quickdraw slot
- Reload a crossbow
- Try to trip, shove, or push a target
- Attempt to stabilize a dying ally

In short, you can do a big thing and move a bit. Talking, shouting, or dropping an item can be done freely, even during other turns.

Attack Rolls

Roll a d20, add the PC's relevant modifier, and if your total is equal to or over your target's armor class, you hit. If you are proficient with the weapon you add your proficiency bonus.

For example, a fighter, who is proficient with a sword, swings at an orc wearing chainmail (AC 15). The Fighter has a Strength modifier of +2 and a proficiency bonus of +2. The Fighter would need to roll an 11 or above to hit the orc.

On Death and Dying

When a character gets to 0 hp, they are incapacitated. They aren't necessarily unconscious (they may be gripping their bloody stump and screaming) but they can't move or do anything. A PC is dead when their constitution stat is reduced to 0. Constitution is reduced by:

- Dropping to 0 HP (lose 1d6 constitution)
- Damage taken at 0hp (each point of damage taken lowers con by 1 point)
- Starting your turn at 0 hp (lose 1d6 constitution)
- Monster abilities (generally undead)

Healing

Short rest. Heals a character for 1d6+level HP. It takes an hour, requires a safe place, and consumes one ration per person.

A good night's rest. Restores all HP and 1d6+level Constitution Damage. Requires 8 hours of rest, a safe place, a fire or heat source, and consumes one ration. You can only have one good night's rest every 24 hours.

Magical Healing. There are many sources of magical healing, the most common are a cleric's lay on hands or a healing potion heals HP

XP

Treasure. You get 1 XP for each silver piece looted (brought back to town).

Exploration: You are awarded 100xp for finding something interesting or exploring a hex

Quest: YOu are awarded 200-1000xp for completing a quest

Defeating/Surviving/subverting combatants: The XP awarded is based on the hp of the enemies. See below. (This is entirely made up and not playtested.)

Approximate HD/Level	Hp	XP
Less than 1	0-3	10
1	4-5	25
2	6-10	50
3	11-20	100
4	21-40	150
5	41-60	300
6	61-80	500
7	81-100	750
8	101-120	1000

If a monster has a special ability (acid breath, the ability to rust armor, etc) they are ranked 1 HD higher in terms of experience.

Magic

The Magic System in a Nutshell

You get one Magic Dice (always a 1d6) per wizard template plus a number of Magic Dice equal to your Intelligence modifier that can be used to cast a spell. These are refreshed by a good night's sleep.

You cast by investing your Magic Dice in a spell and then rolling them. The more dice, the stronger the spell. Each die that you invest has a 50% chance of being refunded back into your casting pool. Dice that roll a 1-3 are refunded to you. Dice that roll 4-6 are spent until you get a good night's sleep.

The [dice] you use and their [sum] of their numbers determine the spell's effects. Each effect is different per spell. When you cast a spell and roll doubles you suffer a Mishap, when you roll triples you suffer a Doom. However, your spell still functions per the spell description.

Anyone can cast spells if they have a Magic Dice and a Spell to use. However, it is possible to have Magic Dice without a spell and a spell without Magic Dice, in those circumstances, you cannot cast a spell.

What is Magic?

A lot of magic can be written off by sleight of hand, preconceptions, bias, and just understanding how the natural laws of the world work. A Wizard may know the time of the next solar eclipse through observation and careful study, but to a peasant on the road, this prognostication is a dangerous magic.

Real Magic, dragging your hand along the river of time and stealing the chaos of creation into the material world, is something quite different than being a charlatan with an eclipse chart. Every wizard's power comes from somewhere, but no one knows exactly where. It could be the souls of demons, angels, or gods (but definitely not departed humans). It could be the Sun. You could be tickling the Vignorassh the Sleeping World Ender. However, all (safely dead) scholars agree on two main points:
1.   There is no way Magic could ever run out. Ever.
2.   It is 100% Safe. In laboratory conditions. Mostly.

Scrolls and Spellbooks

Spellbooks occupy a single inventory slot and can hold 10 spells, and are also protected by waterproof bags and metal covers.

Copying Spells and Creating Scrolls

Every tutorial on magic starts with "It helps to think of spells as things. Spells cannot be copied just as one cannot "copy" a hammer." Spells can be moved from one (spellbook) to another with an hour of work, performed by someone who has deciphered it. Wizards are assumed to be carrying the minor inks required, but blank spellbooks must be purchased separately. (And in a pinch, any method of writing will suffice:

blood, feces, scratches, pinhole patterns, braided knots, and teacup arrangement codes can all be used to store a spell).

Casting Pool

Each level of a spellcasting class gives you a casting die, up to a maximum of four casting dice at level 4, plus or minus their intelligence modifier. So a level 5 wizard with an intelligence of 16 (+2) would have 4 spell slots (each holding one spell) and 6 casting dice. If said wizard wore their wizarding outfit, they would have 7 casting dice.

Casting a Spell

Step 1: Pick one of the spells you have in your position (either in your spellbook or a scroll)
Step 2: Choose how many casting dice you want to invest in the spell, and remove them from your casting pool.
Step 3: Roll however the invested dice. The spell takes effect.
Step 4: Dice that show a result of 1-3 are returned to your casting pool. The more casting dice you roll, the more powerful the spell. Some spells have an effect based on the total number of dice you roll (listed as [dice] in spell descriptions) while others have an effect based on the sum of those dice (listed as [sum] in spell descriptions).

However, the more casting dice you roll, the greater the chance for mishaps and doom. If you roll doubles on your casting dice, you have incurred a mishap—a small negative magical effect that spilled out of the Ether due to the spell's contortions. If you roll triples, you have incurred a Doom: a creeping threat that will eventually destroy you.

A really good example: a level 1 wizard has a 13 intelligence (and a plus one intelligence modifier) so she has two casting dice, and then casts fingerbreaker on a creature while spending 2 Magic Dice. The rolls are 3 and 6. The spell could affect targets of 4hd or less and would do 9 damage. The wizard would get 1 Magic dice back, and the other would be expended.

If the target gets to make a save. The save DC is 10 + the number of wizard templates + wizard's Intelligence modifier.

Mishaps

When you suffer a Mishap, look up your school of magic and roll on the Mishap table. Most of them aren't too bad. A mishap takes effect immediately.

Dooms

It turns out that drawing magic from a variety of sources has consequences. Every apprentice knows that if they travel down the road of wizardry long enough, their doom will eventually claim them. It waits at the end of every wizard's career. A wizard does not know what Doom awaits them until the first doom is triggered. It is then, and only then that the wizard's actions draw notice.

- The first time you roll triples, you suffer your first Doom. Roll 1d10 on the Doom chart below to determine your doom track
- The second time you roll triples, you suffer your second Doom.
- The third time you roll triples, you suffer your third and final Doom.

1d10	Doom Track
1	The Beast God Calls
2	The Elements Revolt
3	The Fey Notice
4	Aeion Stirs
5	The Fiends Find you
6	Greetings from the Illusory world
7	The World Tree
8	Cut off from the Weave
9	Lord of Undead
10	The Queen of Spiders
11	Shadowplane
12	Roll again

While your first and second Dooms tend to be survivable, your final Doom usually spells the end of your career (usually through your death). There are two ways to avoid your Doom.
- Never use more than two casting dice at a time, forever limiting your magical power.
- Seek out a solution to your Doom. These are always unique quests that your DM designs for you. They are usually pretty epic.
- Pact yourself with whatever entity is shaping your doom. They will likely have different objectives than the wizard or the party.

Magic Robes

Wizards can wear armor without penalty. However, if they wear a magic robe, they get +1 casting dice, beginning in the morning when they wake up in the robe and lasting until they remove it. Anyone can wear a magic robe to get +1 casting die, even the Int 7 fighter. However, the fighter still cannot cast spells since they have no spells memorized (that requires spell slots).

Dooms

Some fates are worse than death.

The Beast God Calls

You have been noticed by a bestial god from Circle of the (d6) Desert, Forest, Tundra, Ocean, Plains, or City. The GM chooses an animal that represents or is a resident of that circle. For example, for the Ocean, the GM might choose a seal. For the city, they may choose a rat. You are beginning to change into one.

1. You transform into a hybrid of the chosen creature and a human for a day.
2. Some aspects of your transformation become permanent. You become crueler and greedier.
3. Your transformation becomes permanent. You become bestial and monstrous. You become a dangerous NPC.

Elements Revolt

Your magic has been draining elemental spirits. They have noticed. The very elements of the universe (rock, lightning, water, fire, etc) are beginning to revolt against you.
1. Take sufficient elemental damage to reduce you to 0 HP
2. Each time you cast an elemental spell, make a wisdom save (DC 8+magic dice used). If you fail, the spell flies out of control. If the spell likes you, the effects might not be too bad.
3. The elements turn against you. Expect 1d4+4 powerful spirits to arrive shortly. In the meantime, fire chases you, stones seek to crush you, and lightning bolts fall from the sky.

The Fey Notice

You have been drawing power from either the (1d2) Seelie or Unseelie courts. They have always known, but they haven't minded. Until now. They are slowly stealing your personality.
1. Lose the ability to cast spells for 1 day.
2. Lose the ability to cast spells, draw or fire a bow, or draw a blade for 3 days.
3. Lose the ability to cast spells permanently. You can wield only your nails and teeth. You can only speak in monosyllables.

Aion Stirs

TO: Aion
FROM: Prefect 375A
RE: Mortal 38476937244856
They are pulling magic from the cyclical nature of time itself.
The Cycles must be set right.
The Cycles must be set right.
Punish.
1. Become two-dimensional for 24 hours. Triple all damage received, but you can slide under doors. Beware of strong winds.

2. You become painfully magnetic for 1d6 days.
3. You are folded by the fundamental forces of nature. You vanish between time and space. In 1d6 hours, 1d6 Paradox Angels will arrive and scour the area for any trace of you.

The Fiends Find you

Few things can unite the heavens and hells and you've taken magic from both of them.
1. You are transported to Hell for 24 hours. You aren't tortured, but you are carefully examined and audited before being returned.
2. You cannot enter sanctified spaces. Touching silver inflicts 1 damage per round. Silver weapons deal 2x damage to you.
3. 1d4 angels and 1d4 demons, plus any religious figures they can find along the way, descend upon your location to drag you bodily to Hell.

Greetings from the Illusory world

Your magic comes from illusions and they are coming to claim you.
1. A 10' square mirror appears and you are compelled to enter. You lose a random item, gain a random item of approximately equal value, and have 0 HP. You return the next morning, shivering and afraid.
2. You turn into an illusion for a day. You can make no sound and cannot be felt. Solid impacts pop you. You lose 1d6 permanent HP and reform the next day.
3. You turn into an illusion permanently.

The World Tree

Perhaps the tree understood at first, but wizards always want more.
1. Feel the pains of trees throughout time. Burn until you reach 0hp
2. Repent your technological ways. You can no longer read maps or symbolic representations of places or non-magical languages (yes you can still read your spellbook).
3. Your memory fades. You cannot use magic spells. Save every hour or forget all details from the previous few hours.

Cut off from the Weave

You have been pulling magic from the river of creation. The all-weave and you are being cut off like an errant strand.
1. Lose the ability to cast spells for 1 day.
2. Lose the ability to cast spells for 3 days.
3. Lose the ability to cast spells permanently.

Undead

Your power comes from the Lord of the Undead.

1. You die and spend the next 1d6 days wandering Creation as a feeble ghost. Your body will rot after 2 days unless preserved (pickling, salting, cold, embalming, etc.) If you inhabit a rotting body, you become undead.
2. You become undead, permanently. If you were already undead, you instead permanently lose 6 HP (to a minimum of 1)
3. You are claimed by the Lord of Undead. All corpses in 20 miles rise as skeletons and attempt to kill you. Average = 3d20 skeletons. The highest level skeleton is HD 1d4+4, accompanied by 1d3+1 lieutenant undead of HD 1d4+1. (For example, perhaps a nearby hill is the cairn of a long-buried skeletal giant and his two corpse mammoths. The hill just cracks open and spills out undead.) These undead were sent by someone you pissed off (the Underpope, a Satan, a powerful psychopomp) and will follow you to the ends of the earth. Until you destroy them, they will pursue you, and they will be joined by those that they kill.)

Queen of Spiders

Your power was drawn from the queen of spiders. This won't end well.
1. You transform into a spider (as spiderform) for 1 day.
2. You transform into a spider (as spiderform) for 3 days. Living creatures (other than spiders) find you exceptionally disgusting and will squish you if they can.
3. You transform into a spider (as spiderform) permanently. Each week you are a spider, you must Save or forget 1 year of your previous life. Living creatures (other than spiders) will go out of their way to squish or eat you.

Spiderform
R: 0 T: self D: [sum] hours
You transform into a spider the size of a pebble. You can □t through a keyhole. You have 1 HP and Defense 16 (as Plate). If you are reduced to 0 HP, you die. You move at normal speed, but you can climb as a spider, descend on a silk thread, and do other plausible spider things. You can cast spells you have memorized, but you cannot use any gear. You are not venomous unless you cast the gift of fangs spell. Your venom then deals 1d4 damage. You can see 30' in all light conditions.

Shadowplane

As you fade from existence, you realize your magic is from the shadowplane.
1. You fade from existence for a day, leaving only your shadow behind.
2. You fade from existence for 3 days, leaving only your shadow behind. Your shadow roams without you.
3. You permanently fade, leaving a ravenous shadow behind.

PC Generation

Let's make some characters. You are letting the dice tell a story. Embrace the good and the bad.

Roll Stats

If you are **normal**, roll 3d6 and total the dice. This is the total for your strength score. Do the same for Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Most humans within the game world roll 3d6 for their stats.

If you are **special**, roll 4d6, remove the lowest dice and total the remaining. This is your total strength score. Do the same for Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

If you have an idea of the class you want to play, you can swap two of your totals.

Heritage

Roll on the table below or choose to determine your heritage. <u>You reroll one of the indicated stats for your heritage and gain the other ability as listed</u>. This defined you as you grew up. Remember, this doesn't define your genetic background. A human with orcish ancestry can grow up among elves, thus having a high elf's bonuses.

d20	Race	Stats Reroll	Other
01-02	Dwarf	Con, Wis	Immune to poison
03-04	Elf	Dex, Int	+1 Magic Dice
05	Halfling	Dex, Cha	Reroll Nat 1s,
06-15	Human	Any	Template at level 5
16	Dragonkin	Str, Cha	Dragon Breath
17	Half-Elf	Any	+1 Magic Dice
18-19	Half-Orc	Str or Con	+1 dice on crit
20	Devilkin	Cha or Int	Immune to Fire

Determine Modifiers

Look at your total scores and determine the modifiers based on the table below:

Stat	Modifier	Stat	Modifier
3	-3	13-15	+1
4-5	-2	16-17	+2
6-8	-1	18	+3
9-12	+0		

Backgrounds

Normal characters roll a d20 to see who you were before adventuring. If you are **special**, roll 1d10+10.

d20	Background
1	Criminal
2-5	Laborer (see examples below)
6-9	Farm Laborer
10	Soldier
11	Artisan
12	Shopkeeper
13-14	Herdsperson
15-18	Farmer/Owner
19	[Other Middle Class]
20	[Noble]

If you rolled on Laborer, you need to expand on what that means. Any job that paid poorly, had minimal room for advancement, and could be done with minimal training or skill. Examples include ditch digger, gardener on an estate, woodsman, or scullion.

If you landed on Other Middle Class or Noble, roll on the appropriate table.

1d6	Other Middle class
1	Merchant
2	Lawyer

3	Religious Scholar
4	Sage
5	Bureaucrat
6	Choose Any

1d8	Noble
1-5	Gentlemen
6	Squire
7	Knight
8	Lord/Baron

Regardless of your background, you need to fill in a bit of the details. If you were a shopkeeper, what shop did you run? Don't add more than a couple of words or a whole sentence. If you need help with ideas, ask your friends at the table.

You add your proficiency bonus when you attempt checks that fall within the wheelhouse of your background.

Starting Funds and place in society
If you rolled a 1-10 on your background roll, you are poor. Daily life is concerned with the acquisition of enough food and security to meet your needs. Laws barely consider your existence, except to punish you. You got lucky and managed to scrounge your starting equipment (inheritance, theft, lucky break, a forgotten patron, etc), but you probably owe someone a debt. Anything is better than where you came from. You start with 1d6sp.

If your background roll was 11-19, you managed to eke out a middle-class existence. Life was easier than being poor, as you had some creature comforts and legal protections, and maybe even owned some land. But you kept your head down, because any noble could take it away. Regardless, you had a rival who envied your positionYou've left it all behind. Along with your starting equipment, you have your background d20 roll x 10sp.

If you rolled a 20, you are a worthy ruler. By the gods' grace, you have decided to leave your manor house (or vast estate) to assist society in its time of need as an adventurer. It is probably for the best, as you have made some enemies. Surely the bards will sing songs of your great deeds and exploits. The legal system exists to protect you and your brethren against those who threaten the established order and advocates of change. You start with 1000sp.

Initial Class Choice

Choose your class. If you want a random result, roll a d4 or d6. A d6 will prioritize fighters and clerics, while a d4 creates an even split.

1d4	1d6	Class	Useful Stats
1	1-2	Cleric	Wis (primary), Str, Con
2	3-4	Fighter	Str (primary), Con
3	5	Rogue	Int (primary), Dex, Con,
4	6	Wizard	Int (primary), Dex, Con

Tell us who you are

Look at your character sheet and say the sentence
"My name is [name] and I grew up a [heritage]. I used to be a [background], but now I am a [class] for [various reasons]. I adventure because [reason why]." Think about the beginning of what story that tells. If you survive a couple of sessions and level up, maybe we can explore that story together.

Other Levels

When you reach enough XP to level up, you can select a template. Templates must be selected sequentially if you are a Fighter A, you can select Fighter B or any other A template on your next level. Also, at each new level, you can increase an ability score by 1 at each level, but not above 18.

Character Progression Table				
Level	XP	Hp	Prof. Bonus	Templates
1		Con - 4	+2	1
2	2000	Con - 2	+2	2
3	4000	Con	+2	3
4	7000	Con + 2	+2	4
5	10,000	Con + 4	+3	

6	14,000	Con + 6	+3	
7	18,000	Con + 7	+3	
8	22,000	Con + 8	+3	
9	26,000	Con + 9	+4	

At levels 1-2 you are a nobody, although more competent than most other nobodies. Level 3, you are somebody, but not quite a hero yet. At level 5 you are a hero and might consider retiring after an epic quest (someone's gotta run that inn). By the time you are level 9, you are a danger to the established order, and or whoever is in charge of things should offer you lands, a castle, and a title to keep you in line.

<u>Maximum HP is 20 + 2 for every fighter template, -1 for every wizard template</u>. For example, a character with 2 fighter templates, and a wizard template could have a maximum of 23 hp.

When you multi-class, you do not get the starting equipment or starting saving throw, armor, or weapon proficiencies of that class.

Cleric

	Template
A	Deity, Lay on Hands
B	Turn Hostiles
C	Extended Deity
D	True Healing

Starting proficiencies

Weapons: Simple Weapons
Saving Throws: Wisdom, Charisma

Starting Equipment

Mace (1 wt), chain mail (3 wt), shield (2 wt), holy symbol (0 wt), 3 daggers (1 wt), basic pack (3 wt), 3 rations (1 wt). (total 11 wt)

Deity

Your chosen deity provides benefits. Roll or choose on the chart below.

D4	Deity
1	Life
2	Light
3	Storm
4	War

Life. If anyone spends a short rest near you they gain +2 hit points in addition to any other healing.

Light. You can innately cast the *light* spell once per day as if with 1 Magic Dice

Storm: <u>Electric</u>. If you hit with your weapon, you can add 1d8 electric damage up to your Wisdom modifier (minimum 1) times per day.

War: <u>Warrior</u>. You are proficient with a martial weapon. Roll on the Fighter's One-handed Weapon table and replace your mace with the result.

Lay on hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a Long Rest. With that pool, you can restore a total number of Hit Points equal to your Wisdom score.

As an action, you can touch a creature and draw power from the pool to restore hit points to that creature, up to the maximum amount remaining in your pool.

Turn hostiles

Once per day, a cleric can attempt to ward off creatures hostile to your deity. To do so, you present your holy symbol and speak a prayer censuring all of your god's enemies. Each creature that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. This can affect your party members.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you.

Most deities loathe the undead, but this can include other groups of other creatures as well. A player should be able to explain why the targets have run afoul of their character's god. For example, a god of strength may rebuke those who choose to win by trickery. A god of the sun may censure those who live in caves (i.e. live far from the light of the sun).

Extended Deity

Life: Conduit: You know how to use your lay on hands in different ways. You can expend 5 Hit Points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending Hit Points separately for each one. You can also spend a hit point from your pool to cure ability damage

Light: Harbinger of the flame: You can cast *Ignite* once per day as if with 3 magic dice. Ignore mishaps and dooms.

Storm: Control Weather. You chant and call upon your deity to change the weather. If they agree, the effects are based on the time you chant. If you chant for
- 1 hour you can change the temperature by 10 degrees, or increment (e.g. sunny to cloudy)
- 2 hours call on seasonal precipitation
- 3 hours unseasonal precipitation
- 4 hours call on a seasonal storm
- 5 hours calls on an unseasonal storm
- 24 hours call up magical plagues (rain blood or frogs).

War: Extra Attack. You can attack twice per turn.

True Healing

Your HP pool for lay on hands is doubled (i.e. twice your wisdom score).

Fighter

	Template
A	Favored Weapon, Perry
B	Extra Attack
C	Dogged Perseverance, Hard to Kill
D	Three Attacks

Gain +1 hit points per each fighter template taken

Starting proficiencies

Weapons: All Weapons
Saving Throws: Strength or Dex, Con

Starting Equipment

You start with A basic pack (3wt), 3 rations (1 wt), chain mail (3wt), shield (2wt), light crossbow (2wt) and 20 bolts (1wt), 3 daggers (1 wt), 3 javelins (1 wt), and your signature martial weapon (1-2 wt). The total weight is 15-16.

Roll a d12 to determine your signature weapon. You have had practice using it. Alternatively, if you desperately need a one-handed or two-handed weapon, roll a d6 on either the one-handed or two-handed charts below to determine your martial weapon.

One-Handed Strength-Based Weapons				
d6	d12	Weapon	Damage	Notes
1	1	Battleaxe	1d8	Versatile (1d10)
2	2	Flail	1d8	

3	3	Longsword	1d8	Versatile (1d10)
4	4	Morning Star	1d8	
5	5	Warhammer	1d8	Versatile (1d10)
6	6	War Pick	1d8	

Two-Handed Strength-Based Weapons				
d6	**d12**	**Weapon**	**Damage**	**Notes**
1	7	Glaive	1d10	Reach
2	8	Greataxe	1d12	
3	9	Greatsword	2d6	
4	10	Halberd	1d10	Reach
5	11	Maul	2d6	
6	12	Roll again		

Favored Weapon

Each time you attain a total of 10, 20, 30, and 50 kills with a weapon type (such as 10 kills with a dagger), you unlock a new ability for that weapon, chosen from the list below. Keep track of your kills and special abilities on the back of your character sheet.

- Add a d4 to damage, if selected again, increase the die size (i.e. d6, d8, d10)
- Expanded critical range (+1)
- Special ability (negotiated with GM, one per weapon).

Examples: the ability to draw the weapon from any slot, knock a target prone on a critical, wield a two-handed weapon in one hand, gain a bonus to use the weapon as a tool, etc.

For example, a Fighter with 50 fail kills could add a d6 to damage, a critical range of (18-20), and the ability to stun an opponent for one round on a critical hit. The GM decides what counts as a kill.

If you selected fighter as your first template, you are assumed to have 10 kills with your starting signature weapon. Describe why it is the weapon you use.

Perry

Once per battle, you can choose to reduce incoming damage by 1d12 points. You can also choose to sunder your shield to reduce damage by 12 instead of 1d12.

Extra Attack

You can attack twice, instead of once, on Your Turn.

Dogged Perseverance

Once per day you can choose to reroll a failed saving throw.

Hard to Kill

Once per day when you are reduced to 0 hp, you can choose to drop to 1 hp.

Three Attacks

You can Attack three times, instead of twice, on your turn.

Rogue

	Template
A	Cunning, Skilled
B	Discern Realities
C	Improved Sneak attack
D	Plotting, Master of my fate

Starting proficiencies

Weapons: Simple Weapons, short bows, shortswords,
Tools: Thieves' tools
Saving Throws: Dexterity and Intelligence

Starting Equipment

Short sword (1 wt), short bow (2 wt) and 20 arrows (1 wt), leather armor (0 wt), 3 daggers (1 wt), thieves' tools (1 wt), basic pack (3 wt), 3 rations (1 wt). Total of 10 wt.

Cunning

You start with cunning equal to your number of Rogue templates, +INT (minimum of 1). When you take a short rest to brood in silence and plot your next move, reset your cunning to your current level, +INT (minimum of 1). You also gain 1 cunning if you don't wear heavy armor.

You may spend cunning on the following

Climb Sheer Surfaces
You may spend 1 cunning for every 100' climbed.

Hide in Shadows
When you are out of sight and remain quiet and still, you may spend 1 cunning to go completely unnoticed until someone is right on top of you.

Move Silently
If plausible, you can spend 1 cunning to sneak past enemies unnoticed.

Pick Pockets.
Spend 1 cunning to pilfer something from your mark. Spend 2 to prevent them from knowing.

Sneak attack
Whenever your target is fighting someone else, unaware of you, or distracted, you can spend 1 cunning to do an additional 1d6 damage.

Skilled

Regardless if your cunning applies (or if you have any left), you still add your proficiency bonus to anything involving roguish traits (open locks, use thieves' tools, find and remove traps, climb walls, move silently, hide in shadows, pick pockets, evaluate items, lie to an authority, know which floorboards on a moonless night will creak, or anything else involving roguish traits).

Discern Realities

If you closely study an situation, location, or person, you may spend 1 cunning to ask the DM one of the following questions:
- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

The DM must answer truthfully.

Improved Sneak Attack

Your sneak attack does 2d6 damage instead of 1d6

Plotting

Your cunning is now your (intelligence modifier + your rogue templates) times two.

Master of my Fate

You can use 2 points of cunning to reroll one of your d20s.

Wizard

	Spells	Other
A	Roll 1d30 x2	Spell Casting, +1 Magic Dice
B	Roll 1d40	+1 Magic Dice
C	Roll 1d50	Arcane Recovery, +1 Magic Dice
D	Choose 4	+ 1 Magic Dice

-1 hit points for every wizard template chosen.

Starting Proficiencies

Weapons: daggers, slings, quarterstaffs
Tools: none
Saving Throws: Intelligence, Wisdom

Starting Equipment

3 Daggers (1 wt), sling (1 wt), quarterstaff (1 wt), 20 stones (1 wt), spellbook (1 wt) ,basic pack (3 wt), 3 rations (1 wt), and wizard clothes (0 wt). (total of 9 wt)

Spell Casting

To cast a spell, select a number of Magic Dice (MD) you wish to invest, roll them, and add the numbers together. As a Wizard, you get +1 MD per Wizard template. Most spells depend on the number of [dice] invested and the [sum] they show.

Doubles generate Mishaps; triples generate Dooms.

Dice that roll 1-3 return to your casting pool and can be used again that day. Dice that roll 4-6 are removed from your casting pool for the day.
Your MD return if you get a good night's sleep. If you didn't sleep well, you can make a DC 10 Intelligence save for each MD to have them return to your pool anyway.

Magic Mishaps

Not... too... bad.

1d8	Mishap

1	MD only return to your pool on a 1-2
2	Take 1d6 damage
3	Minor Mutation for 1d6 rounds, Con (DC 8+MD used for the spell) save or permanent
4	Lose 1 MD for 24 hours
5	Stunned for 1d6 rounds
6	Cannot cast spells for 1d6 hours

Arcane Recovery

Once per day after sitting for an hour, you can regain the number of expended magic dice up to the number of wizard templates you have chosen.

Randomly Selected Spells

Roll on this chart to select your spells

Magic Spells			
1	Acid Arrow	31	Abjure
2	Anklecrusher	32	Drain Life
3	Charm Person	33	Dream Eater
4	Circle of Frost	34	Floral Salvage
5	Desiccate	35	Ignite
6	Dissolve	36	Light
7	Element [Breath]	37	Metal Chime
8	Fingerbreaker	38	Protection From Element
9	Magic Missile	39	Scorching Ray
10	Sleep	40	Choose 1-40

11	Clarity	41	Alter self
12	Detect Metals	42	Breathe [element]
13	Command Coins	43	Cure Wounds
14	Control [Element]	44	Fog
15	Enfeebling Sigil	45	Remove Curse
16	Control Water	46	Scry
17	Force Field	47	Serpents of the Earth
18	Forget	48	Sprite
19	Grease	49	Wind Scythe
20	Knock	50	Choose 1-50
21	Levitate	51	Cloud Kill
22	Crush Flames	52	Curse
23	Powerful Presence	53	Death Ward
24	Shrivel	54	Doom
25	Slam Portal	55	Fireball
26	Deflect Spell	56	Magic Cramp
27	Speak with Birds	57	Mighty Lungs
28	Stoneskin	58	Shocking Grasp
29	Telekinetic Shove	59	Wall of [element]
30	Choose 1-30	60	Choose any

Doom

It turns out that drawing magic from a variety of sources has consequences. A wizard does not know what Doom awaits them until the first doom is triggered. It is then, and only then that the fickle fates of magic decide what to do with our poor wizard's soul. Once the first doom is triggered the wizard should roll 1d10 on the following table.

1d10	Doom Track
1	The Fey
2	Elementalist
3	Garden
4	Geometer
5	Hells
6	Illusion
7	Orthodox
8	Shadow
9	Spiders
10	Undead

Wizard Spells

Spells for your friendly-overly bookish wizard.

Abjure
R: 100' T: creature or object D: [sum] rounds
Name and point at creature or object. The target cannot approach within [dice]x10' of you for the duration of this spell. The target can Save once at the start of the duration to negate.

Acid Arrow
R: 50' T: creature D: 0
Target takes [sum] damage, and [sum-4] damage over the next 2 turns unless washed.

Alter Self
R: 0 T: self D: [dice]x10 minutes
Alter your form to resemble that of another creature of your type (usually humanoid). You do not gain any special abilities from this transformation.

Anklecrusher
R: 50' T: [dice]x2 objects or creatures D: 0
Target creature or object is grabbed by the ground. Target takes 1d6 damage and is immobilized. Roll under Dexterity to negate, prone creatures automatically fail. Target is immobilized until it can win an opposed Strength test against the ground. The effective Strength of the ground depends on what it is made out of: Dirt 8, Clay 12, Limestone 16, Basalt 18.

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

Charm Person
R: 50' T: person D: [dice] hours
The target person regards the caster as a good friend and ignores the obvious spell you just cast on them. If you invest 4 [dice] or more into this spell, the duration becomes permanent.

Circle of Frost
R: self T: [dice]x10' radius D: 3 rounds
All creatures in the area take 1d4 damage, Save to Dodge for half. Everything that fails its Save is frozen to whatever surface they were touching. Boots are frozen to the ground, keys are frozen in their locks. Creatures can roll a strength save to break free at the start of each round.

Cloudkill
R: 30' T: [dice] 10' cubes D: 24 hours

Summon a cloud of ghastly yellow-green vapour. Creatures of 2 HD or less in the cloud are instantly slain (no Save). Creatures of 3 to 5 HD must Save or die each round. Creatures of 6 or more HD must Save or take 3d6 damage each round. The cloud is heavier than air and slowly drifts. It moves 10' per round in a gentle breeze. A strong wind disperses the cloud in 10 minutes.

Command Coins
R: 30' T: [sum]x100 coins D: [dice] hours
Coins will leap up and obey your single-word commands. Affects all unattended coins in 30' of you and lasts 1 hour. Coins can be commanded to follow you, hide in crevices, or serve as rollers for heavy statues. They are mindless and feeble.

Control [Element]
When you gain this spell, choose an element. You cannot change it later.
R: 50' T: example of [element] D: concentration
Each [dice] you invest increases the effects. One [die] is minor, 4 [dice] is a legendary display of elemental control.

Acid: Control a small amount of acid. At one [dice], (a) pop the cork out of a flask, (b) cause a bottle of acid to flow uphill, (c) fling all the acid off a person, or (d) concentrate all the acid in a bucket into a small area.

Air: Control a gust of wind. At one [die], use wind to (a) clear away fog or gas, (b) extinguish a fire no larger than a torch, (c) blow all the papers off a desk, or (d) with concentration, provide enough of a breeze to power a tiny sailboat.

Fire: Control a small fire. At one [die]: (a) cause the fire to double in size, power, and brightness, (b) create a huge amount of smoke, (c) extinguish a fire no larger than a torch, or (d) control the direction or speed of the fire's spread.

Ice: Control a bucket's worth of ice. At one [die]: (a) ask ice to support you while crossing a stream, (b) slide a block of ice 10', (c) drop an icicle spike on someone, or (d) fling up 30' of snow in all directions.

Lightning: Elementalists, as a rule, are discouraged from playing with lightning.

Stone: Control a fist-sized stone. At one [die]: (a) excavate a bucket's worth of gravel, (b) smooth and ▯ll the same amount, (c) tip over a small pillar, unstick a door, or break stone hinges, (d) rock the earth with a minor tremor.

Water: Control a bucket's worth of water. At one [die]: (a) propel a small boat, (b) carry a small item through the water, (c) allow someone to swim at 2x speed, (d) force someone to swim at half speed

Control Water
R: 50' T: a bucket's worth of water D: concentration
Control a bucket's worth of water. At one [die]: (a) propel a small boat, (b) carry a small item through the water, (c) allow someone to swim at 2x speed, (d) force someone to swim at half speed, (e) splash

something no more than 5' away, (f) dry something wet. Each [dice] you invest increases the effects. At 4 [dice], sink ships or move small lakes

Cure Wounds
R: touch T: creature D: 0
Target creature heals [sum] HP. It costs 4 HP to heal a point of constitution. This spell cannot restore lost limbs, remove injuries, or cure diseases.

Crush Flames
R: [dice]x20' radius T: area D: 0
Mundane flames in the area of this spell are extinguished with a great deal of smoke. Torches fill a 10' cube with smoke, bonfires fill a 30' cube with smoke. Wind dissipates the smoke in 10 minutes. If you cast this spell with 3 or more [dice], living creatures lose 1 HP per round while they remain in the smoke.

Curse
R: 50' T: mortal creature D: permanent
You inflict a Minor or Major curse on the target. Save negates. For a minor curse, you must invest 2 [dice]. For a major curse, you must invest 4 [dice]. Dice used to cast this spell are automatically exhausted. You cannot dispel your curses but you must set a thematically appropriate cure or method of breaking it.

Death Ward
R: touch T: self D: [sum] days
Designate a date up to [sum] days in the future. You cannot die until that date. You can be hideously mangled, burned, mashed, spread across the cobbles, or torn apart, but your soul will remain in your body (or its remains) until the date designated. On that date, you automatically fail all Saves.

Deflect Spell
R: 100' T: spell D: 0
You may cast this spell as a reaction. Save, with a bonus equal to [sum]. A roll of 1 always fails. If you succeed, an incoming spell is deflected to [dice]x10' away. The incoming spell must target you or a point within 10' of you.

Desiccate
R: 30' T: creature D: 0
Hydrated target within 30' takes 1d6+[dice] damage. Can also be used to turn meat into jerky or concentrate water-based liquids (wine, most acids), up to 2 gallons per [dice]. You can make a cup full of very strong brandy from a bottle of wine.

Detect Metals
R: 100' T: self D: [sum] minutes
Allows you to identify the eight true metals. In order of brightness: occultum, gold, silver, mercury, iron, and tin. Lead and copper are nearly invisible. You see them through walls and barriers as faint shifting afterimages, but the spell bleeds into your other senses. If you cast this spell with 3 or more [dice], your eyes turn gold and the effects are permanent.

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

Doom
R: 50' T: creature D: concentration
The target feels cold. If you invest 3 [dice] or more, and you loudly pronounce doom on them for the next 2 turns (without being interrupted or breaking line of sight), the target dies on the 3rd turn. You need to truly hate the target for this spell to work or convince yourself that you hate the target. Even a sliver of pity cancels the spell.

Drain Life
R: 50' T: creature D: 0
Target living creature takes [sum] damage, Save for half. You heal for ½ [sum]. It costs 4 HP to Heal a point of constitution damage.

Dream Eater
R: 50' T: creature D: 0
A sleeping creature within 50' takes [sum] damage. The caster heals for the same amount. No Save. When you gain this spell, if you don't know sleep already, you learn it the next time you would roll to gain a spell. It replaces one of the spells you'd roll for.

[Element] Breath
R: [dice]x20' cone T: area D: 0
When you gain this spell, choose an element. You cannot change it later. This spell deals 1d4 damage to anything in the cone, Save for half damage. Wind or Water breath extinguishes all fires smaller than a bonfire. Fire breath sets things on fire. Acid breath bleaches the colour from objects and irritates eyes.

Enfeebling Sigil
R: touch, 50' T: object D: [sum] rounds
A writhing arcane symbol appears on an object you touch. Any creature within 100' of the sigil who looks at it must Save or be reduced to Strength 1 for [dice] rounds. Nothing can cause their Strength to drop lower than 1 while they are under the effects of this spell. The symbol vanishes after [sum] rounds. If you invest 3 [dice] or more, you can instead set the duration of this spell to permanent, provided no one looks at the sigil. Once it is seen, the duration becomes to [sum] round as usual.

Fingerbreaker
R: 100' T: creature of [dice]x2 HD or less D: 0
The target of this spell must have fingers. You snap your fingers and your target's fingers (or limbs) crack, break, and bend. They take [sum] damage and must immediately Save or drop whatever they are holding. You can choose to have the target take no damage, but they get +2 to their Save.

Floral Salvage
R: touch T: creature D: 0
Flowers (caster chooses the type) erupt from the target's wounds. Target takes 1 damage for every unhealed point of damage it has already taken, not exceeding [sum]x4. Save for half. If this damage kills the target, their corpse is entirely consumed by plant growth and turns into a beautiful tree covered in flowers. Height is 2d4 x creature's HD in feet.

Fog
R: 30' T: self D: [dice] hours
You breathe out a bunch of fog. Everything up to 30' away from you is obscured. Sunlight, wind, or heat dissipates the fog in 10 minutes. If you cast this spell with 3 or more [dice], other casters lose 1 MD while they remain in the fog

Forget
R: 10' T: creature of [dice]x4 HD or less D: 10 minutes
Target creature must Save or get the last 10 minutes. They may recall vague details but not useful information.

Grease
R: 50' T: object, surface D: [dice]x2 rounds
Can be cast directly on a creature or a 10' x 10' x [dice] surface. All creatures affected must Save vs Dex or drop held objects, or, if moving, drop prone.

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

Light
R: touch T: object or creature D: [dice]x2 hours
Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can choose the color of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

Magic Missile
R: 200' T: creature D: 0
Target takes [sum] + [dice] damage, no Save.

Metal Chime
R: touch T: metal object D: [dice] days
You touch and enchant a piece of metal to make a terrific noise the next time it strikes a solid surface or is struck. All creatures within 50' (except you) must Save or be deafened for 1 minute. If used as a signal, it can be heard up to a mile away.
Magic Cramp

R: 100' T: creature D: 0

Target takes 1d4+1 damage per the maximum number of MD (magic dice) they possess, or 1d4 damage per HD for magical creatures (unicorns, dragons, etc.). Additionally, they lose [dice] MD for [dice] rounds. Save for half damage and to negate MD loss. Nonmagical creatures, or creatures that have no spellcasting ability, are unaffected by this spell.

Mighty Lungs
R: 0 T: self D: 0

Your next inhalation allows you to inhale 10x the normal amount of air. Not only does this allow you to hold your breath for 10x as long, but if you exhale forcefully it will release a blast of air strong enough to knock pigeons out of the air and polish your teeth. A human-sized creature travels 10' per [dice] and takes 1d6 damage for every 10' traveled. A creature or object blown at another creature requires an Attack roll to hit and inflicts 1d6 damage for every 10' traveled. This spell will also blow open all the closed but unlocked doors in a room, shatter all the windows in a building, or knock the thatched roof off a peasant's shack. If you cast this spell with 3 or more [dice], Save, or your teeth shatter.

Powerful Presence
R: 0 T: self D: [dice] hours

You seem to grow in magnificence and poise and gains +2x[dice] bonus to Save vs Domination, Charm, or Fear effects. Easily frightened creatures (horses, mice, guilt-ridden murderers) must test Morale or flee.

Protection from [Element]
R: touch T: [dice]x[dice] targets D: 10 minutes / 8 hours

When you cast this spell, choose an element. Reduce all damage of the chosen type by 4 for the next 10 minutes. Alternatively, the spell protects its targets from the negative effects of the element (desert heat, arctic chill) for the next 8 hours.

Regeneration
R: touch T: creature D: [dice] hours

Target regenerates 1 HP every 10 minutes. If a sufficiently magical object (a troll heart, a unicorn horn, an aboleth eye, etc.) is used in the casting, the target also regrows missing limbs or damaged organs

Serpents of the Earth
R: touch T: section of natural soil or stone D: concentration

[Sum] enormous serpents of HD 1d4 crawl up from the dirt. Serpents are not controlled by the caster. They're just pissed off snakes.
HD: 1d8
Attack: 14
Defense: 14
Damage: 1d6+HD damage. If HD is 1, 1 damage + Save or die poison instead.

Scorching Ray
R: 100' T: creatures or objects D: 0

Fire a ray at a target, dealing 1d10 fire damage with a successful attack roll. Each [dice] you invest in this spell allow you to fire an additional ray at the same target or a new target. Creatures are not set on fire, but very flammable objects such as candles, dry straw, or paper will catch fire 1 round after being struck. Instead of using this spell to deal damage, you can instead use it to light all the candles in a single room.

Scry
R: [dice]x100' T: point in space D: concentration
You conjure an invisible, intangible, floating eyeball to a point in space that you designate. Unlike most spells, you do not have to have a line of sight to cast it. As long as you maintain concentration, you can see through this sensor with your normal senses. This spell requires something to scry on, usually a mirror, quiet pool, clouds, or bonfire. If you invest 2 or more [dice], you can also hear through the sensor (it grows an ear). If you invest at 3 or more [dice], you can also speak through the sensor (it grows a dribbly little mouth). If you use an actual crystal ball when casting this spell, the range is instead [dice] miles. Crystal balls are rare enough that they are never offered for sale, but are worth upwards of 3,000gp. Most are ancestral relics.

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

Shrivel
R: 50' T: [dice] creatures D: 1d6 rounds / permanent
Target loses half of its current HP and loses 6 Strength (affecting the damage it deals). Save negates. When the spell ends, the lost HP and Strength return. If this spell is cast this spell with 3 or more [dice] against a single target, the lost HP does not return, and the Strength damage is permanent. The apparent age of the target increases considerably for the spell's duration.

Slam Portal
R: 100' T: door or doors D: 0
Slams a door shut and/or locks it (if it has a lock). Most wooden doors will get stuck shut, and require a Strength check to open. Works on any number of doors within 100', but only doors. If you invest 2 or more [dice] and target a single door, it becomes magically locked for [sum] hours. If you invest 3 or more [dice], you may magically lock any number of targeted doors for [sum] hours.

Sleep
R: 50' T: [sum] HD of creatures D: 10 min / permanent
Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap. Save negates. Non-alert, unaware targets do not get a Save. If [sum] is at least 4 times the creature's HD, the duration becomes permanent (until slapped) and the creature no longer needs to eat or drink while sleeping. If you also invested 3 [dice] or more into this spell, the duration becomes permanent, and you can set the only condition that will cause the creature to awake (the sunrise before the apocalypse, true love's kiss, etc.)

Speak with Birds
R: 200' T: birds D: 20 minutes
You can talk to birds and they can talk back. If there is a party of 3-6 adventurers moving through the forest nearby, a random songbird has a [sum]x10% chance of knowing where they are and if they're doing anything extra weird. Birds of prey are rarer but more observant. Most birds are neurotic but easily bribed.

Spite
R: 50' T: creature D: [sum] varies
Whenever the target creature would roll a critical success, it becomes a critical failure instead. Target will also feel anxious and irritable for the spell's duration. Duration: 1 [dice]: rounds, 2 [dice]: days, 3 [dice]: weeks, 4 [dice] months.

Stoneskin
R: touch T: creature D: 10 min
Reduce all physical damage the target takes by [dice]x2. The target cannot swim, jump, or run.

Telekinetic Shove
R: 50' T: creature or object D: 0
An object or creature within range is hurled through the air. Save negates. A human-sized creature travels 10' per [dice] and takes 1d6 damage for every 10' traveled. A creature thrown at another creature requires an Attack roll to hit and inflicts 1d6 damage for every 10' traveled. This spell will also blow open all the closed but unlocked doors in a room, shatter all the windows in a building, or knock the thatched roof off a peasant's shack.

Transfer Disease
R: touch T: two creatures D: 0
Touch a diseased creature and a healthy creature. [Dice] diseases move between targets. If the recipient is unwilling they get a Save. If the disease is magical it also gets a Save.

Wall of [Element]
When you gain this spell, choose an element. You cannot change it later. You summon the element to form a 10' by 10' panel per [dice]. You can mold the wall, similar to cutting holes and notches in a sheet of paper. Walls may or may not block the line of sight. Some deal 1d6 elemental damage to anything that passes through it and may have other effects at the GM's discretion.

Wind Scythe
R: 50' T: object or creature D: 0
Apply a melee attack from a slashing weapon in your hand to a target within 50'. If you are unarmed, it counts as a dagger (1d6). Gain +2 to Attack and deal +[sum] damage. Even on a miss, human-sized targets must Save or be knocked prone.

Armor and Weapons

Armors

Light Amor			
Type	AC	Cost	Slots
Leather	12	10 gp	0
Chain Shirt	13	50 gp	2
Heavy Armor			
Chain	15	75 gp	3
Splint	16	200 gp	4
Plate	17	1500 gp	6
Shields			
Buckler	+1	5 gp	1
Shield	+2	10 gp	2

Light Armor. Light and flexible enough for sneaking around.

Heavy Armor. Heavy and uncomfortable unless you are strong. Makes noise. While wearing it, you cannot be stealthy. You also don't get the bonus or penalty to AC for your dexterity.

Weapons

Simple Melee Weapons			
Name	Cost	Dmg	Other
Club	1 sp	1d4	
Dagger	2 sp	1d4	Thrown, Finesse
Greatclub	2 sp	1d8	Two-handed
Handaxe	5 gp	1d6	Thrown
Javelin	5 sp	1d6	Thrown
Light Hammer	2 gp	1d6	Thrown

Mace	5 gp	1d6	
Quarterstaff	2 sp	1d6	Versatile (1d8)
Sickle	1 gp	1d4	
Spear	1 gp	1d6	Thrown, Versatile (1d8)
Martial Melee Weapons			
Battleaxe	10 gp	1d8	Versatile (1d10)
Flail	10 gp	1d8	
Glaive	20 gp	1d10	Reach, Two-Handed
Greataxe	30 gp	1d12	Two-Handed
Greatsword	50 gp	2d6	Two-Handed
Halberd	20 gp	1d10	Reach, Two-Handed
Longsword	15 gp	1d8	Versatile (1d10)
Maul	10 gp	2d6	
Morningstar	15 gp	1d8	
Pike	5 gp	1d10	Reach, Two-Handed
Rapier	25 gp	1d8	Finesse
Scimitar	25 gp	1d6	Finesse
Shortsword	25 gp	1d6	Finesse
Warpick	5 gp	1d8	
Warhammer	15 gp	1d8	Versatile (1d10)
Whip	2 gp	1d4	Finesse Reach,

Reach. The weapon can reach 10 ft.

Two-handed. The weapon requires two hands to use effectively.

Thrown. Weapons can be thrown at targets. Use Strength for attack and damage.

Finesse. Can use dexterity for attack (you still have to use strength for damage).

Versatile. When held with both hands, use the indicated damage.

XX/XX ranges. Targets in or at the first range have no penalty. Attacks at targets between the first and second range increment are rolled at disadvantage.

Ranged Weapons			
Name	Cost	Dmg	Other
Lt. Crossbow	25 gp	1d8	Two-handed, 80/320
Hvy. Crossbow	50 gp	1d10	Two-handed, 100/400
Shortbow	25 gp	1d6	Two-Handed, 80/320
Longbow	50 gp	1d8	Two-Handed, 150/600
Sling	1 sp	1d4	30/120

Gear

Food and Sundries	
Animal Feed (per day)	5 cp
Beer (gallon)	2 sp
Beer (pint)	4 cp
Meal, Banquet	10 gp
Meal, Fancy	6 sp
Meal, Standard	1 sp
Wine, Common (pitcher)	2 sp
Wine, Fine (pottle)	10 gp
Lodging, Modest	5 sp
Lodging, Fine	2 gp
Cheese (5lbs)	1 gp
Dried Fruit (bag)	4 sp
Eggs	2 sp
Herbs	1 sp
Lard (5 lbs)	2 cp
Rations (3/slot)	5 sp
Soap	2 cp

Clothing	
Peasant	5 sp
Working/ Traveler's	2 gp
Noble	15 gp
Costume	5 gp

Wizard's Outfit	50 gp

Wizard's outfit. Floppy hats, flowing robes, capes, and whatever else that channels your magic ability. Use of the wizard's outfit provides +1 Magic Dice, but cannot be worn with any armor.

Light and such	
Candle (1 hour)	1 cp
Lamp (3 hours, 3/slot)	5 sp
Lantern, Bullseye	10 gp
Lantern, Hooded	5 gp
Lamp Oil	1 sp
Torches (3 hours each, 3/slot)	1 cp

Adventure Gear	
Air Bladder	
Ball Bearings (bag of 1000)	1 gp
Basic Pack	5 gp
Caltrops	1 gp
Climbing Gear	25 gp
Crowbar	2 gp
Fishing Gear	1 gp
Grappling Hook	2 gp
Hunting Trap	5 gp
Ladder, 10'	1 sp
Mirror, Steel	5 gp
Pole, 10'	5 cp
Rope (Hempen)	1 gp

Spike (Iron, 10)	1 gp
Vial (empty)	1 gp
Waterskin	2 sp
Whistle	5 cp

Basic Pack Wt. 3
A backpack containing everything you need to cook food, start a fire, maintain your weapons and armor, and get a good night's sleep in the wilderness (i.e. bedroll, tent, mess kit, tinder box, whetstone, etc).

Helpful Tinctures, Tonics, and Toxins	
Acid (2d6 acid dmg)	25 gp
Alchemist's Fire (1d4 dmg per round)	50 gp
Antitoxin	25 gp
Holy Water (2d6 radiant against undead)	25 gp
Healing Potion (1d4+2 healing)	50 gp
Perfume	5 gp
Poison, Basic (+1d4 dmg if applied to a weapon	100 gp
Quicksilver (1 dose)	100 gp

Quicksilver
A highly rare, powerful, and addictive substance that increases your magic potential. If you consume 1 dose, add +1 magic dice to your pool for the next spell you cast. Also called Moon dust, no-no powder, residuum, silver salt, red sand, spice, and a dozen other names.

Trade Goods	
100 lbs of wheat, 50 lbs of flour, 50 chickens, 2 lbs of copper, 1 lb of ginger, 1 goat.	1 gp
100 lbs of Iron; 1 sq yrd. Of silk; bottle of wine/whiskey*, 40lbs of salted meats,	10 gp

500 lbs of salt; 1 lb of "pipe weed"*	25 gp
3lbs of saffron, 1lb of gold	50 gp
Bolt of silk, Case of fine wine/whiskey*,	100 gp
Bar of silver bullion (50lbs); a rack of martial weapons in good condition.	250 gp
1lb of platinum	500 gp
Bar of gold bullion (30 lbs);	1,500 gp
1 lb of mithril	2,500 gp
1 lb of adamantium	5,000 gp

* a pseudo-legal intoxicant, omit if your players are impressionable youths (or adults).

Kits	
Artisan's Tools	20 gp
Disguise Kit	25 gp
Forgery Kit	15 gp
Herbalism Kit	5 gp
Healer's Kit	5 gp
Poisoner's Kit	50 gp
Thieves' Tools	25 gp

Currency Calibration. 100 copper pieces (cp) = 10 silver pieces (sp) = 1 gold piece = $100 dollars, American in 2020. Prices set per 5e ish

Bestiary

Monster Conversion Rules

Two choices.

OSR
This hack should work with classic OSR monsters as long as you use ascending armor class and attack bonuses.
To determine the ascending armor class use the following equation: 19 - Descending AC. For example, a giant scorpion has a descending AC of 2, their Ascending armor class is 17.
To determine the to-hit bonus, take 19 - THAC0. For example, a giant scorpion has a THAC0 of 16, thus it has a +3 to hit.

Bonus Rule: Any situation where a monster has less than a +0 to hit, and they are trained with their weapon, should have at least a +2 to hit, or +3 if they have some natural ability. Use other stats as necessary. Monsters have +HD to their saves.

The overly complicated method
Here we are going to mash together information from monsters in 5e and OSR clones. If you want a world where the monster math matches the player character math you should use this system.

Armor Class: Per Equipment/Per 5e if it uses natural armor.
HD: If there is a 1st Edition/OSR clone version use that as the number of hit dice. Change hit dice per size. Humanoids are 1d8, ogres 1d10, dragons 1d12, etc.

HP: Use half of an HD roll (4.5 for 1d8, 5.5 for 1d10, etc). Round down fractions when calculating HP (1d8=4, 2d8=9, 3d8 is 13, etc). Add a 1-time bonus due to a monster's 5e con score when ran through the OSR stat array. For example, an Orc has a con of 16, thus we would add +2 to the total of their HP.

Attack Bonus: Take the monster's 5e attack stat (say strength) and run it through the OSR stat array provided above. Add a proficiency bonus based on their hit dice if they are trained. For example, an orc has 16 strength in 5e. This equates to a +2 bonus in melee attacks due to their strength in an OSR game. Orcs are proficient with the weapons they use, so add +2 for their proficiency bonus. Thus an orc has an attack of +4 with melee or thrown weapons.

A monster's proficiency bonus is determined by hit dice.

Hit Dice	Bonus
0-4	+2
5-8	+3
9-12	+4

13-16	+5
17-20	+6

Damage: Use dice damage only, unless you want the monster to be exceptionally deadly.
Other traits: Add and delete as appropriate.

Here is the OSR ability score chart. Take note, humanoids generally cannot go beyond an 18.

Stat	Modifier	Stat	Modifier
3	-3	13-15	+1
4-5	-2	16-17	+2
6-8	-1	18-20	+3
9-12	+0	21-23	+4

Balancing Encounters
This hack limits the power gain of characters. For reference, The highest attack bonus (without magic) is +7 (18 in the stat for a +3 and +4 proficiency bonus) at Level 9, which lands in between a level 6 or Level 7 fighter. The highest HP for a fighter is 28 which again lands around level 6 or 7 in an OSR fighter.

Weapons

Dmg	Examples
1d4	Improvised: dagger, sling, club
1d6	Easy to use and throw: Shortswords, scimitars, staff, spear, Shortbow, Hand axes, Javelins
1d8	Battle Weapons: Axe, Longsword, Longbow, Light Crossbow, etc
1d10	Two Handed with Reach: Polearms
1d12	Two Handed Great Axe
2d6	Two Handed great sword

Monsters

Ant, Giant, Worker (soldier)
No. Enc: 2d4 (4d6)
AC: 14, 15
HP: 9 (2d8), 13(3d8)
Stats/Saves: Str, Dex +1; Else +0
Attacks: 1 (2)
Mandibles: +3, 1d6, +4(2d4, 3d4)
In some rare instances, giant ants will inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces worth of raw gold nuggets.

Bandit (Human)
AC: 12 (leather)
HP: 4 (1d8)
Stats/Saves: All +0;
Attacks: +2, dmg 1d6 (3) or per weapon

Bandits come in all shapes and sizes and carry all kinds of weapons and armor. Feel free to add heritage traits (such as a tiefling's innate hellish rebuke, a halfling's lucky ability, or a +1 in a stat or save).

Leaders have 2HD (10 hp) attack at +3, and +1 in all stats and saves
Commanders have 4HD (20 hp)attack at +4, and +2 in all stats and saves

Dragon (Adult Red)
AC: 19
HP: 72 (10d12+7)
Stats/Saves: Str, Con, Cha +7; Else +3;
Attacks:
Multi Attack: Claw, Claw, Bite
Bite: +11, 2d8, +2d8 fire damage
Claw: +11, 1d8
Breath: 8d6, save for half DC 19

Cat, Large
AC: 12
HP: 17 (3d10+1)
Stats/Saves. Str +2; Else +1,
Attacks
Multi Attack: Claw Claw Bite
Bite: +3, 1d8
Claw: +3, 1d6

Cocktrice
AC: 11
HP: 17 (5d6)

Stats/Saves:
Attacks: Peck +2, 3 (1d6)
If a creature is hit by or touches a Cockatrice, they must make a DC 11 saving throw to avoid being petrified
On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified.

Goblin
AC: 13 (Leather)
HP: 3 (1d6)
Stats/Saves: Dex +1, Con +0; Else, -1
Attacks: +3, dmg 1d6 (3) or per weapon

Guard (Human)
AC: 16 (Chain Shirt, Shield)
HP: 4 (1d8)
Stats/Saves: Str, Dex +1; Else +0
Attacks: +3, dmg 1d6 (3) or per weapon

Guards come in all shapes and sizes and are better equipped than their bandit brethren. Feel free to add heritage traits (such as a tiefling's innate hellish rebuke, a halfling's lucky ability, or a +1 in a stat or save).

Kobold
AC: 10
HP: 2 (1d6-1)
Stats/Saves: Dex +1, Else -1;
Attacks: +3, 1d4 or per weapon (-1)

Ogre
AC: 11 (Hide)
HP: 24 (4d10+2)
Stats/Saves: Str +3; Con +2; Else -1;
Attacks: +5, 2d8 (9) or per weapon

Orc
AC: 13 (Hide)
HP: 6 (1d8+2)
Stats/Saves: Str +2, Con +2; Else +0
Attacks: +4, 1d8 (4) or per weapon

Orcs can be found with any kind of equipment.
Orc Sergeants have 2HD (11hp) and
Warchiefs have 4HD (30 hp) and substantially better equipment (chain and a shield for 18 AC) and +3 in str and Con

Orog
AC: 18 (plate)

HP: 15 (3d8+2)
Stats/Saves: Str +3; Con +2; Else +1;
Attacks: +5, 1d12 (6) or per weapon

Skeleton
AC: 13 (scraps akin to leather)
HP: 4 (1d8)
Stats/Saves: Dex +1; Con +0; Else -2;
Attacks: +3, 1d6 (3) or per weapon

Always silent until they attack.

Wight
AC: 14 (or by equipment)
HP: 15 (3d8+2)
Stats/Saves: Con +2; Else +1;
Attacks: +3, 1d6 (or per weapon) half of damage applied to Constitution score

Wights take half damage from normal weapons. Full damage from silvered or magic.

Wolf
AC: 13
HP: 13 (3d8)
Stats/Saves: Dex +1; Else +1
Attacks +3, dmg 1d6

Zombie Humanoid
AC: 8
HP: 13 (2d8+4)
Stats/Saves: Con +2; Str +1; Else -2
Attacks: +3, dmg 1d6 (3)
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Zombie Monster (Ogre, Minotaur, etc)
AC: 10
HP: 36 (6d10+3)
Stats/Saves: Str, +3; Con +3; Else -2;
Great Club: +6, 2d8

Works Copied

Substantial portions of this document are copied and modified from the following sources:

- Kemp, Arnold, The Glog, Version 1, http://goblinpunch.blogspot.com/2016/05/the-glog.html
  The post that started it all.
- Kemp, Arnold, The Glog Wizards version 1, http://goblinpunch.blogspot.com/
  This includes all intricate rules on spell casting including wearing wizards gear, etc
- Skerples, Spiked Goblin Punch: Many Rats on Sticks,
  https://coinsandscrolls.blogspot.com/2019/10/osr-glog-based-homebrew-v2-many-rats-on.html
  A better organized realized version of the GLOG

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The Rogue template is a giant mess of CC-BY-NC-SA, CC-BY, and CC-BY-SA

- Latorra, Sage and Adam Koebel, Dungeon World for the "Discern Realities" portion of the Rogue
  templates are CC-BY
- Lutes, Jason, Freebooters on the Frontier 1st ed. Provides the concept of "cunning" for the Rogue
  Portions highlighted in grey are considered CC-BY-SA and are highlighted in grey.

Inspiration

Necrotic Gnome, Old School Essentials
Wizards of the Coast, Dungeons and Dragons, Fifth Edition