

Advanced Unknown Role Playing Game Player's Handbook

This is a Role Playing Game by Richard L. Pilliard II aka. Justisaur. It is an attempt to take a game similar to Dungeons and Dragons and radically alter and rebalance it. It uses many concepts from every edition of D&D including newer ones, but leans toward older ones such as 0e, Holmes, and uses ideas from other OSR systems such as Labyrinth Lord, but many of the concepts are entirely new.

The Advanced version complicates and adds options to the game introduced in Basic. Some experience with RPGs is assumed with this version, though it is still a lite version compared to AD&D.

This is a living document and will be updated frequently. Many of the optional rules in this book are entirely untested and subject to change.

The Player's Handbook is for people playing, and meant to be otherwise fairly compatible with other OSR products other than the major departures it makes, and I suggest that any areas missing or otherwise lacking you use sections of your favorite RPG.

Character Creation

Everything you need to roll for a Character in a Spreadsheet [Unknown Tables](#)

If you don't wish to use the spreadsheet above to roll, follow this process:

- Roll your random High Ability first (to decide if you want a particular class that High Ability is good for, such as Intelligence for Spellcasters.) or choose a [Character Class](#) first then roll your random High Ability.
- Choose your 2nd High Ability.
- Roll [Occupation](#) (d20 & d10 on chart.) - Ask the Master for a specific one if you don't like the result.
- [Spellcasters](#) Roll for spells & choose 1 and roll for knowing a spell & cantrips if a
- [Mau](#) choose spells
- Choose [Role](#)
- [Adventurers](#) adjust starting equipment per subclass
- Roll 3 items from [Equip-O-Tron!](#)
- Roll [starting money](#)

Record HP & AC adjusting for equipment, high abilities, and role.

Character Sheets

[Character Sheets](#)

High Ability

Roll a d6 for one high ability as below. Choose a 2nd high ability. I suggest rolling a high ability, choosing a class, then choosing your second ability.

1. Strength +1 to damage with Melee Weapons and 50 pounds more of encumbrance
2. Dexterity +1 to hit with ranged weapons, +1 to AC
3. Constitution +1 hit point per level up to 10, +1 Physical saves.
4. Intelligence +1 spell per day & Magic save (May learn and cast a cantrip, and use scrolls if doesn't have spellcasting to begin with.)
5. Spirit +1 Thaumaturgy & Supernatural save (Even non invokers may use 1 per day)
6. Charisma +1 on reactions and morale, may receive discounts, starts with a mount.

Character Class

A character class is a general archetype of hero, each has their own strengths and weaknesses, which are covered by another. Classes are fairly general, and two characters of the same class may be entirely different, one Adventurer being a chivalrous knight, and another being a petty thief. Different classes need to work together to form a party, which is a set of characters that go on adventures together.

Level

Level	Experience	Save	Save or Die!
1	0	+4	10
2	750	+5	10
3	3,000	+6	10
4	8,000	+7	10

5	18,000	+8	10
6	36,000	+8	10
7	72,000	+8	9
8	144,000	+9	9
9	288,000	+10	9
10	576,000	+10	9
11	1,152,000	+11	8

All classes have the same progression of experience required, save bonus, and Save or Die roll.

Experience

Is rewarded by the GM at the end of each session or adventure, when you have more points than indicated by the level chart, you become the new level.

Save

A save is a roll of a d20 to avoid some or all of an effect, such as a fireball being cast in the area you are in, or accomplish some activity such as picking a difficult lock, typically called checks elsewhere. Avoiding an effect needs a modified roll of 20 or more unless otherwise indicated, while the number needed to succeed on another task will be adjudicated by the GM. Typically things that are accomplished by someone trained to do so will not require a save, such as an experienced basket weaver weaving a basket, and instead require some amount of time. Other typical numbers are based on how hard an average person at an apprentice level would find such a task, with a 5 being 95% success, a 10 being 75% success, a 15 being 50% success, a 20 being 25% success, and a 25 being 95% failure or more.

Helping If it's possible someone can help you, if they roll a modified 10 on a save they can add +3 to your roll.

7.

Adventurer

Adventurers are humans who range from knights to thieves, and covers anyone who relies on their own skill and abilities rather than on magic or supernatural aid.

Level	Experience	Save	Save or Die!	Title	HP	To Hit	Dam
-------	------------	------	--------------	-------	----	--------	-----

1	0	+4	10	Explorer	11	+2	+1
2	750	+5	10	Notable	17	+3	+1
3	3,000	+6	10	Intrepid	23	+4	+2
4	8,000	+7	10	Hero	29	+5	+2
5	18,000	+8	10	Swashbuckler	35	+6	+3
6	36,000	+8	10	Champion	41	+7	+4
7	72,000	+8	9	Exemplar	47	+8	+5
8	144,000	+9	9	Superhero	53	+9	+6
9	288,000	+10	9	Companion	59	+10	+7
10	576,000	+10	9	Paragon	65	+11	+8
11	1,152,000	+11	8		68	+12	+10

I recommend that Adventurers have both their high ability scores in Strength, Dexterity, or Constitution.

An Adventurer has 11 hit points at first level, and gains 6 hit points per level until 10th, gaining 3 at 11th and every level after.

Adventurers are experts in the use of all weapons, gaining bonuses to hit and damage with all.

Saves are made at +2 revolving around physical events such as avoiding a boulder or breaking a door down.

Flurry

An Adventurer of Notable (2nd) or higher level may divide his attacks in a flurry or sweep gaining multiple attacks, but only up to a number equal or less than his level. He attacks each time as normal, but divides his damage by the number of attacks, round down. He may not move while performing a flurry. For instance Paign, a 5th level fighter armed with a sword is surrounded by 5 Kobolds, being easy to kill, he decides to attack them all, he hits 3 of them, he rolls his damage, an 8, +5 for his level and gets 13. He divides this by 5 and does 2 to each of the 3 that he hit.

Specialty

An Adventurer chooses a specialty at creation. He becomes primarily that kind of Adventurer gaining some advantage over those who aren't, but still functions as an

Adventurer in all respects

Medium

Soldier, Mercenary, Guard. This is the default Adventurer. They have a pragmatic approach to fighting, while preferring medium armor and weapons, they have no attachment to them if something else is better for a particular situation. They gain +1 to hit with all weapons (Note this comes out the same as the Basic Adventurer)

Light

Scout, Skirmisher, Swashbuckler, Bandit, Barbarian, Duelist, Pirate, Seaman, Thief. I recommend Dexterity for their chosen High Ability. This Adventurer focuses on mobility, speed, manual dexterity and improvisation. While using small or thrown weapons and wearing no or light armor and weapons they get the following bonuses: +2 to hit and +1 to damage and AC, +5 feet movement per level, parry taking up to -1 to hit per level for +1 AC for each negative taken, and get +2 to saves involving quick thinking or reactions. Many prefer using two weapons and may take a separate attack with an off hand weapon instead of moving at a -2 penalty to hit, they do not add their adventurer bonus damage to that attack. The Light Adventurer starts with Light armor instead of Medium, as well as 3 thrown weapons instead of a one handed one.

Heavy

Knight, Hoplite, Phalanx, Berserker. I recommend High Strength and Constitution. Heavy Infantry prefers using heavy armor and shields, medium or large weapons, and fighting in close formation and quarters. When using a Shield or a weapon in two hands they gain +1 to AC. They may also shield another adjacent to them granting +2 AC. While using a weapon in two-hands they may take a up to a -1 penalty to hit per level for +1 damage. If using a larger weapon than an opponent they may strike first when first engaging an enemy. They can carry an extra 50 lbs.

Missile

Archer, Slinger, Crossbowman, Hunter. I recommend High Dexterity. Similar to light troops, they prefer shooting missiles at enemies, and typically use light armor and weapons only as backup to that. They also prefer using some form of cover and will often use a Heavy Adventurer to provide a shield, or use a pavise shield. While wearing light or no armor and using a missile weapon they get +2 to hit. Careful aim - An attack with a missile or small or thrown weapon may take a -1 to hit for +1 to chance of critical and +1 to the roll on the location, this requires careful aim, it may not be performed with a flurry. Missile troops are adept at using cover, gaining +2 to AC and saves where such cover could be useful such as hiding, saves against area spells, as long as wearing light or no armor. A missile

adventurer starts with light armor, no shield, a projectile weapon & 20 projectiles, and a small weapon instead of the standard adventurer armor & weapons.

Mounted

While all adventurers may fight mounted, those who have a Mounted specialty are more focused on their mounts. A mounted adventurer has another specialty; Light, Medium, Heavy, or Missile. The mounted adventurer may apply any bonuses from their other specialty to their mount. The Adventurer may apply half the damage they or their mount takes to the other, and both take half damage when targeted by an area effect when the adventurer is mounted. The mounted adventurer gains +2 to saves applying to a mount, and may use the more favorable of their mount's or their own saves. When dismounted the adventurer is disadvantaged taking -1 to hit and all saves that don't apply to their mount. The mounted adventurer starts with a palfrey.

Unarmored

Monk, Brawler, Wrestler. The unarmored adventurer is trained in the use of their body as a weapon. They gain +2 AC when unarmored, and +1 every odd level. They gain +5 feet movement per minute, and may broad jump 10%, and high jump 5% of their movement each level. When using no weapons they do d6 damage, and gain +2 to hit and +2 to damage, and gain an extra attack at the same damage with no damage modifiers. They may attempt a hold or throw with an attack instead of doing damage, if a throw their target must succeed on a save or be thrown down adjacent to the Adventurer. A hold prevents the target from moving if the save fails, however the Adventurer must use up one attack to maintain it, a second attack may be used to try to pin the target which prevents any physical attacks, the target may use any attacks it has to try to break out, if successful, they do no damage, a pin requires an additional successful attack to escape. Larger creatures get +1 to their saves to avoid being thrown or held for each doubling in size of vs. the Adventurer. Their unarmed attack counts as silver for hitting monsters vulnerable to it at 3rd level, their unarmed attack die becomes d8 at 5th level, at 7th level their unarmed attacks count as magic, at 9th their unarmed attack increases to d10, and at 11th they add a d6 of an elemental damage of choice to their attacks. They gain +2 to all saves where control of their body or mind would be beneficial, they also get to make an additional save against any effects that still have an effect on save such as half the damage from a fireball, if they succeed again, they are not affected. While they may use any weapon, they suffer a -2 to AC and attack while wearing armor or restrained in some way. They typically eschew material wealth, refusing or donating it, and start with only 3d6 cp, common clothes, a waterskin, and a sack.

Adventurer Equipment

The saves of an Adventurer gain a +1 bonus against physical sources such as opening a stuck door, poisoning, or avoiding a rock-fall.

Starting Adventurers have the following equipment

- Medium or Light Armor (AC 14 or 12)
- Shield (+2 AC)
- Small Weapon (d6, throwable)
- One Handed Weapon (d8)
- Backpack
- Bedroll
- Flint & steel
- Rations, trail, 7 days
- Rope, hemp 50'
- 3 Torches
- Waterskin with a half gallon of water.
- Common clothes.
- 3 items from the Equip-O-Tron.
- 3d8 cp
- 2d6 sp
- d4+1 gp

Invokers

Invokers are humans who call upon higher powers to work magic on their behalf, though some are the descendants of such beings and have the powers directly from themselves. Oftentimes called clerics, witch-doctors, shamans, etc.

Level	Experience	save	Save or Die!	Title	HP	LoH	Thaumaturgy	To hit
1	0	+4	10	Supplicant	8	12	0	
2	750	+5	10	Petitioner	12	18	1	+1
3	3,000	+6	10	Aspirant	16	25	2	+1
4	8,000	+7	10	Seeker	20	33	3	+2
5	18,000	+8	10	Adept	24	42	4	+2
6	36,000	+8	10	Eminent	28	52	5	+3
7	72,000	+8	9	Exalted	32	63	6	+3
8	144,000	+9	9	Enlightened	36	75	7	+4
9	288,000	+10	9	Celestial	40	88	8	+4
10	576,000	+10	9	Transcendent	44	102	9	+5
11	1,152,000	+11	8		46	117	10	+5

Invokers should start with High Ability in Spirit.

Invokers get +1 to hit per 2 levels with all weapons, and gain an additional +1 to hit with small or blunt weapons.

Saves are made at +2 dealing with supernatural effects such as possession or resisting the influence of a vampire as well as social situations such as convincing a mob to take up arms against a vampire.

A Invoker has 8 hit points at first level and gains 4 hit points per level to 10th, then gains 2 per level thereafter.

Laying on of Hands

A Invoker may cure hit point damage and various conditions by the Laying on of Hands (LoH). He can cure 1 hit point of damage per LoH point spent. Other ailments such as disease & poisoning may be attempted to be cured, the Master will provide the cost and effectiveness based on severity. Invokers may spend a maximum of 2 LoH + his level per minute. A Invoker starts with 12 points, and gains a number of points equal to his level +4 at each level cumulative, 18 total at 2nd, 25 at 3rd, 33 at 4th, and 41 at 5th which he regains each day.

Example possible costs of cures of non damage type ailments:

- **Calm** 3 - removes magical mental influences on the state of mind such as fear or confusion. (Dark arts: causes Fear as spell on 1 target if save failed)
- **Arrest Ailment** 5 - Things that are beyond curing for an invoker yet, such as poison, blindness, deafness, disease may be temporarily delayed for a day. (Dark Arts: Weaken - Saves vs. ailments are made at -2, save negates)
- **Cure Blindness/Deafness/Disease** 7 - Magical diseases such as lycanthropy typically require more. (Dark Arts: Blindness, Deafness or Disease may be chosen for 1 target, disease causes a wasting disease the victim can't recover hp through rest, and takes d6 damage per week, getting an additional save every week, or a specific disease may be chosen.)
- **Cure Poison** 9 - HP damage from poison is cured by points as normal, other effects such as paralysis require 9 points. (Dark Arts: poison may cause 5 hp damage per minute for a number of minutes equal to the invoker's level, or paralysis after 1 minute or duplicate other poisons the invoker is familiar with, a save negating)
- **Reincarnate** 11, as spell (Dark Arts: causes death from heart failure if a save or die! is failed. Only works on living non-supernatural creatures with a heart.)
- **Regenerate** 13, restores lost, disabled or withered limbs and organs (Dark Arts: causes a random limb (besides head) to wither and become useless, save negates)
- **Life Drain** 15 each level (Dark Arts: Drains 1 level or HD from a creature, no save until 24 hours have passed, after which a failed save makes permanent.)

Thaumaturgy

Invokers can perform thaumaturgy, summoning or requesting aid from higher powers. One thaumaturgic act per day for every level of experience he has may be made. Standard thaumaturgy is listed after spells in this book. New thaumaturgies may be requested at the time of invoking one. The Master will adjudicate any aid the Invoker asks for, if it affects others they may receive a saving throw, and asking for too much may result in no or lesser effect, such as wiping every goblin off the face of the earth resulting in no effect, and may have repercussions such as the deity of goblins bringing his wrath down upon the Invoker. Thaumaturgy has a duration of 24 hours divided by the number of targets unless otherwise stated, or has an instantaneous effect.

Additional or more powerful Thaumaturgy may be performed if sacrifices are made, Sacrifices are typically in the range of things of 500gp value.

Certain spells can be duplicated by Thaumaturgy, they are changed to a 24 hour duration divided by the number of targets, if they have a duration, with the exception of Dispel Magic which stays the same (see Thaumaturgy List section)

Awe

An Invoker may attempt to Awe supernatural creatures such as undead, demons, and other spirits. Awe is typically used to affect undead and others from beyond the veil. Compare the level of the Invoker to the level of the highest level creature in a group on the Awe table below and make one save for the group at base save to determine the outcome, lowest level creatures are affected first.

Creatures that aren't undead are affected as if one level higher, and intelligent creatures whether undead or not are affected as level higher, cumulative if both. One half the numbers rounded down for those types not cumulative, and individuals of those types each get a separate saving throw to avoid the effect altogether, unless there's only 1.

Additional Awe may be attempted each round as long as no group or individual saves were made, and there are none that haven't been affected yet.

HD difference	Save	Fail
-6 or less	4d6 Destroyed/Controlled	8d6 Destroyed/Controlled
-4 to -5	4d6 Flee	4d6 Destroyed/Controlled
-2 to -3	4d6 Held at Bay	4d6 Flee
-1 to +1	2d6 Held at Bay	2d6 Flee
+2 to +3	Unaffected	2d6 Held at Bay
+4 to +5	Unaffected	d6 Held at Bay - save every round
+6 or more	Unaffected	1 Held at Bay - save every round

Destroyed/Controlled creatures are either destroyed by the divine power wielded by the Invoker, or are controlled, doing his bidding as long as the Invoker concentrates, once concentration is ceased, the creature will not attack the Invoker or his allies as long as not

attacked, and may become henchmen if so inclined.

Flee at their maximum speed seeking to escape the Invoker, they will not attack anyone while so fleeing, and if cornered may only cower, attacking them does not end the effect. The effect lasts for 10 minutes, and typically turned undead will not seek to re-engage the Invoker, and may be treated as 'Held At Bay' if they return at the Invoker's option.

Held At Bay are unable to approach or attack the Invoker, however allies approaching it may be attacked, Any attacks by the Invoker or allies break being Held At Bay. The Invoker must concentrate foregoing other attacks while keeping the creature at bay, but may move forcing the undead back or move away allowing him to gain distance. Creatures are only kept at bay while in sight, but may be continued to be kept at bay when returning to sight if they have left it. Undead kept at bay will still usually seek to find ways to break the Invoker's concentration, or otherwise cause him and his allies harm, sometimes they will flee or retreat if unable to affect the Invoker or his allies.

Unaffected need never save against Awe from that Invoker again, and will always remain unaffected by him, unless he's progressed in level since the last attempt.

Creating Enchanted Water, Ointments & Potions:

These are examples only and the GM may have different or additional items.

- 3rd level - Blessed Water, 12.5 gp, 3 LoH & 1 Thau Requires font to make. (Heals 1 hp ten minutes after application, does 2d8 damage to undead, Delays effects of poison or disease for 3 hours.)
- 5th level - Healing Potion, 150 gp, 9 LoH & 3 Thau (heals 2d4+1 hp one minute after application)
- 7th level - Sweetwater, 50 gp 2 Thau. Purifies liquids making them into pure drinkable water. Purifies up to 2,000 gallons removing salt, alkaline and other contaminants including poisons, parasites & other diseases. Purifies up to 200 gallons of acid, or up to 20 gallons of magical liquids.
- 9th level - Extra Healing Potion, 400 gp & 27 LoH & 9 Thau (heals 1d8+1 hp immediately up to 3 times, can be used all at once or rationed out)
- 11th level - Healing Ointment, 5000 gp & 60 LoH & 25 Thau (heals 8+d4 hp, disease, or poison, 5 applications.)

Vows & Pacts (optional)

The Invoker can choose to make a vow or pact with a higher power and gain a benefit while sacrificing some ability. A vow or pact may be taken after character creation, but abandoning one can be difficult or impossible.

- **Ascetic:** The Invoker has sworn off material possessions and wealth. They must donate anything beyond bare necessities, and may not make any magic items. They function as if 2 levels higher in all respects other than hit points.

- **No Bloodshed:** blunt weapons only: 3 extra LoH +1 per level. (note, most magic weapons are swords, and only slings may be used for projectile weapons)
- **Non-Violence:** May not cause damage. 3 extra LoH per level. Gains an aura of peace, any attempt to individually attack the invoker requires a supernatural save.
- **Healer:** The Invoker gains no Thaumaturgy, but gets 5 extra LoH for each they would normally have, they can also spend 2 more LoH per minute.
- **Empath:** The Invoker can fuel extra LoH or Thaumaturgy by sacrificing hit points. Gaining 1 LoH for 1 HP, or 1 extra Thaumaturgy per 5 HP spent, which can't be healed until that Thaumaturgy expires or they have slept for a night, whichever is longer. Start with and gain 1 less LoH per level. The empath can also take any effect transferring it to himself, up to and including death.
- **Dark Arts:** The Invoker gets 1 less Thaumaturgy (or 5 less LoH if Healer), but can add damage with LoH or reversed LoH effects to an attack either by a touch or with a melee weapon.
- **Psychic Vampire:** The Invoker can absorb hit points from others each time they cause damage to another whether with weapons, thaumaturgy, spells, or other means. They gain up to 1 hit point per Invoker level not to exceed half the damage done. The Psychic Vampire does not regain LoH normally, but if they absorb HP beyond their maximum they get LoH points for each instead up to their maximum.

Example Patrons

- **Jupiter:** God of the Sky. Thaumaturgy to toss a javelin of lightning which does d6 damage per level if it hits, as well as duplicate the spells *Jump*, *Levitate*, & *Fly*
- **Atlas:** Titan of Strength. Thaumaturgy to perform an act of superhuman strength, such as moving a 10,000 lb. boulder, as well as duplicate the spell *Strength & Enlargement*
- **Epimetheus:** Titan of Afterthought. Thaumaturgy to alter a roll, either turning a failed save into a success or granting a reroll of a failed attack.
- **Gaea:** Goddess of Nature & Monsters. Summon an animal or monster appropriate to the area (GM choice), or duplicate the *Monster Summoning* spells.
- **Mars:** God of War. Thaumaturgy to incite fanaticism, those under the effect won't suffer morale failure and gain +1 to fear saves.
- **Mercury:** Messenger of the Gods. Thaumaturgy to double movement speed on self.
- **Mimas:** The thrice killed. Automatically reincarnate themselves after 1 day of their death usually into a giant.
- **Neptune:** God of the Seas. Thaumaturgy to summon mounts appropriate to the area and Invoker's level.
- **Pallas:** Goddess of Wisdom. Thaumaturgy to summon an Owl to scout, a shield of reflection, a helm of invisibility or another item to temporarily aid at the GM's option.
- **Pluto:** God of the Underworld. Thaumaturgy to locate nearby precious metals and gems.
- **Saturn:** God of Time. Thaumaturgy to reverse time up to a number of minutes equal to level. Requires a sacrifice.
- **Sol:** God of the Sun. Light as spell at triple the normal radius. Undead and other creatures affected by sunlight are affected by Awe as if one level lower.
- **Sunaru:** The Undead God. Thaumaturgy to curse to become undead under the

Invoker's control upon death, or to raise an already dead body as undead appropriate to the lower of the Invoker's or target's level. Requires spending Thaumaturgy every day to maintain control of the undead so created.

- **Venus:** Goddess of Beauty. Thaumaturgy to charm 1 intelligent creature. Requires spending Thaumaturgy every day to maintain control, though no save is allowed if it is spent and the invoker is of a preferred gender.
- **Vulcan:** God of Blacksmiths. Thaumaturgy to make or repair magic items (requires appropriate level and sacrifices)

Invoker Equipment

Invokers may wear any armor, and shields, and use any weapon, though many choose not to or stick to simpler armors and weapons.

Starting Invokers have the following equipment:

- Light armor (AC 12)
- Shield (AC +2)
- Small weapon (d6)
- Wooden holy symbol
- Blessed water
- Backpack
- Bedroll
- Flint & steel
- Rations, trail, 7 days
- Rope, hemp 50'
- 3 Torches
- Waterskin with a half gallon of water.
- Common clothes.
- 3 items from the Equip-O-Tron.
- 3d8 cp
- 2d6 sp
- d4+1 gp

Spellcasters

Human Spellcasters use magical formulae impressed upon their minds in order to alter the shape of reality.

Level	Experience	Save	Save or Die!	Title	HP	Spells/Day
1	0	+4	10	Prestidigitator	5	2
2	750	+5	10	Magician	8	3
3	3,000	+6	10	Conjurer	11	4
4	8,000	+7	10	Seer	14	5

5	18,000	+8	10	Evoker	17	6
6	36,000	+8	10	Enchanter	20	7
7	72,000	+8	9	Binder	23	8
8	144,000	+9	9	Sorcerer	26	9
9	288,000	+10	9	Magus	29	10
10	576,000	+10	9	Wizard	32	11
11	1,152,000	+11	8		33	12

A Spellcaster has 5 hp at first level and gains 3 per level until 10th, gaining 1 hp per level thereafter.

A Spellcaster gains +1 on saves vs. magic and occult knowledge such as avoiding a Fireball spell, or attempting to disable a magical ward.

Learning Spells

Before a Spellcaster can imprint and cast a spell, he must first decipher and understand it. The Spellcaster has a chance to learn new spells of a level equal or less than his own level on 3-6 on d6. A starting Spellcaster knows *Comprehend Language* and *Reckless Dweomer*, and rolls to see if he knows all other basic cantrips.

At each level, including first, he may choose one spell of a level equal to his own level or lower to attempt to learn, if he fails to learn that spell, he tries with a different one of choice. A beginning Spellcaster also knows 2 random spells of the First Level. A Spellcaster may attempt to learn spells from spellbooks and scrolls but is allowed but one chance from each spell contained in a book or scroll, and may not learn one of a higher level than his own. A spellcaster can also attempt to create new spells if he has access to a library and funds for research.

Imprinting Spells

Spellcasters can imprint spells into their mind, the spells themselves are almost alive living personalities separate from the spellcaster's own, struggling to be free, releasing their magic into the world. Sometimes this may be referred to as memorization or preparation. To imprint his spells a Spellcaster must get a good night's sleep and study his spellbooks for two hours. Only one of each spell may be in the Spellcaster's memory. Sleeping more than 8 hours in a day gives no benefit.

Casting Spells

To cast a spell from his mind the Spellcaster performs a number of gestures, repeats words of power, and provides materials used in the spell. Once performed the spell leaves his memory and takes effect.

Large amounts of ferrous metal on the person prevent spellcasting from working properly.

Casting a spell from a scroll erases the spell cast from it, but doesn't affect the number of spells he is able to imprint. This does not have a chance of causing a chaos effect normally. However, reading spells aloud this way of a higher level than the spellcaster's has a chance of causing a chaos effect on a cumulative 1 per difference, i.e. a 3rd level Spellcaster casting a spell of the 6th level will have a chaos effect on a 1-3 on d20.

Spells Per Day

The Spellcaster has a limited amount of magic to release each day, and can cast only 1 spell + 1 spell per level before exhausting his magic. Cantrips require only ambient magic and do not count against spells per day, though each is still released from memory when cast and must be imprinted again before casting again.

Scribing Spells.

Writing a spell into a Scroll or Book costs 50 gp per spell level plus 50 gp or having proper ingredients, and takes a week, plus a day per spell level, minus the level of the Spellcaster to a minimum of 1 day. For example a 3rd level Spellcaster writing a scroll with a 2nd level spell takes 6 days and costs 150 gp. Each level of spell takes up 1 page plus one page, thus a 2nd level spell takes 3 pages. When learning a new spell upon gaining a new level this cost is waived. A scroll is typically equivalent to 7 pages, while a typical spellbook has 100.

Spellcaster Equipment

Spellcasters typically carry only wooden, or small/thrown metal weapons due to the interference of large amounts of iron, though some resort to using silver or bronze versions of larger weapons. The restrictive nature of armor also prevents the somatic gestures required to cast a spell, thus even non-ferrous armors are usually not worn by Spellcasters with the exception of ultra-light armors like silk.

Spellcasters may make magic items besides scrolls. The Master will determine the process for doing so.

A Spellcaster starts with

- Thrown weapon (d4)
- Spellbook (100 pages)
- Ink pot with ink
- Quill
- Distillates
- Backpack
- Bedroll
- Flint & steel
- Rations, trail, 7 days
- Rope, hemp 50'
- 3 Torches
- Waterskin with a half gallon of water
- Common clothes
- 3 items from the equip-o-tron
- 3d8 cp
- 2d6 sp
- d4+1 gp

Chaos Effects

Magic is unpredictable and random.

Each time an imprinted spell (with the exception of cantrips) is cast, roll a d20, on a 1 it has failed, backfired, or has strange effects, consult the Chaos Effect Chart.

Once the Spellcaster reaches 6th level the casting of spells of a level lower than half the level of the Spellcaster may be Empowered. Empowering spells doubles all effects of the spell; range, duration, area and damage. However it also doubles the chance of backfires, which occur on a 1 or 2.

Chaos Effect Table

d100

Roll Chaos Effect

01. Roll twice more
02. Spell completes, but makes targets affected by a horrific smell, causing all within 5 feet to suffer the effects of *Stinking Cloud* for the duration.
03. Caster fingers become snakes which shoot away from him up to 30' away unless encountering an obstacle, Each snake has 50% chance of being poisonous doing d6 damage per level of spell and save or be paralyzed within 1 minute, 1 hp, AC 13, and attacks at +0 doing 1 point of damage. Each snake has a 50% chance of attacking the nearest creature or slithering away each round. The caster remains missing fingers unable to cast spells or use items until all have slithered away or been killed.
04. A small tortoise which can only be seen by the Focus causes them to trip becoming prone and drop any items.

05. *Focus* emits bright light illuminating to 120', blinding themselves and any who fail a save while within 5' of them for 1 hour.
06. Spell effect has 60 foot radius centered on *focus*
07. A Phrase spoken by *focus* in the indeterminate future becomes true (GM determines)
08. *Focus*' hair grows six feet in length, and nails grow 3 inches.
09. *Focus* pivots 180 degrees
10. A 3 foot radius explosion immediately in front of the caster's hands leaves soot upon the area which can't be removed by any magical means, but can by mundane cleaning.
11. *Focus* develops allergy to magical items for an hour; cannot control sneezing until all magical items are removed.
12. *Focus*' head enlarges to twice its normal size, doubling any bite damage, and lowering AC by 2.
13. *Focus* permanently d2 1=grows, 2=shrinks d10 inches.
14. *Focus* falls madly in love with 1st gazed upon humanoid
15. Spell takes effect, but can't be canceled by the caster.
16. *Wall of Force* (or bubble if self targeted) appears between caster and target.
17. Colorful bubbles come out of *focus*' mouth for d6 minutes instead of words (words are released when bubbles pop); spells cast take effect 1 minute later than cast.
18. The speech of all within 60 feet of *focus* becomes incomprehensible babble for 1 hour, thaumaturgy & spellcasting are impossible by those affected.
19. Wall of fire encircles the *focus*.
20. *Focus*' feet enlarge, reducing movement to half.
21. Target and Caster are both affected..
22. *Focus* is affected by *Levitate* at 20 feet for d6x10 minutes.
23. *Fear* within a 60 foot radius centered on the *focus*; all in radius must make a save.
24. *Focus* speaks in a squeaky voice for 1d6 days.
25. *Focus* gains X-ray vision for 1d10 minutes, being able to see through most objects besides lead up to 60'
26. *Focus* visibly ages 10 years, hair becoming white etc.
27. A 10' wide pit 5' deep per level of the caster appears immediately in front of the focus
28. Gravity reverses within 15' radius of *focus* for just over a second, long enough for objects to fall 20 feet up, then back down again, typically taking 2d6 damage (either 1d6 both hitting the ceiling and floor or 2d6 falling back to the floor). save for half damage.
29. *Focus* becomes coated in slippery ectoplasm for 10 minutes, and must make a save to move or fall prone, and a save to attack or use an item or drop it.
30. Spell effect rebounds on caster.
31. *Focus* affected by *Invisibility*, though it cannot be canceled.
32. Dazzling rainbow colors erupt from the *focus*, as *Pyrotechnics: Fireworks*
33. Stream of butterflies pours from the *focus*' mouth, preventing spellcasting for one minute.
34. *Focus* leaves monster-shaped footprints instead of his own until a dispel magic is cast.
35. 3-30 crystals shoot from the caster's fingertips; each is worth 1d6 x 10 gp, Anything within a 30' cone of the caster may take 1 damage from the crystals hitting them if a save is failed.

36. Music fills the air within 100 feet of the target's location at time of casting for 2 hours
37. Food and water enough to feed 1 person for a day per spell level appear.
38. All normal fires within 60 feet of *focus* are extinguished.
39. One magical item within 30 feet of *focus* (GM determines) is permanently drained
40. One normal item within 30 feet of *focus* (GM determines) becomes permanently magical
41. All weapons within 30 feet of *focus* become more magical gaining +2 to hit and damage for 10 minutes
42. Smoke trickles from the ears of all creatures within 60 feet of the *focus* for 10 minutes
43. *Dancing Lights* controlled by *focus*.
44. All creatures within 30 feet of the *focus* hiccup preventing spellcasting and getting -1 to hit.
45. All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60 feet of the *focus* swing open
46. Caster and target exchange places
47. Spell affects random target(s) within 60 feet of *focus*
48. Spell fails but is not wiped from the caster's mind.
49. Monster Summoning instead of spell cast.
50. Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 hours.
51. Thunderclap, those within 60 feet of *focus* who can hear must save or be stunned 1d3 minutes, even saving leaves them deaf for 1d3 minutes.
52. Caster and target exchange voices.
53. A 30' diameter portal opens to a random place; 50% chance for monster(s) to come through it.
54. Spell functions, but makes a loud noise the entire time the spell is active.
55. Spell effectiveness (range, duration, area of effect, damage, etc.) decreases by 50%
56. Spell is reversed.
57. The spell takes physical form as free-willed elemental that cannot be controlled by the caster; it remains for the duration of the spell and its touch causes the spell effect.
58. All weapons within 60 feet of the *focus* glow for 10 minutes.
59. Spell functions; any applicable saving throw is not allowed
60. Spell appears to fail when cast, instead it starts d4+1 minutes later
61. All magical items within 60 feet of *focus* glow for 2d8 days
62. Caster and target switch personalities for 2d10 minutes
63. *Slow* centered on *focus*
64. The spell appears to take effect, but is only a mental illusion.
65. Lightning bolt shoots toward target
66. *Focus Enlarged*
67. *Darkness* centered on *focus*
68. All plants within 60' of *focus* double in size and growth, and produce ripe fruit or seeds if able, if no plants are within the area, any surfaces become coated with algae, lichen or mold causing it to become slippery, moving through the area requires a save or stop and become prone.
69. All non-living non-magical matter within 10 feet of the target vanishes into nothingness.

70. *Fireball* centered on *focus*
71. *Focus* turns to stone (or flesh if non-living)
72. Spell is cast; material components and memory of the spell are retained.
73. Everyone within 10 feet of *focus* is fully healed of all damage.
74. *Focus* becomes dizzy for 2d3 minutes. -4 AC, to hit, and cannot cast spells)
75. *Focus* goes berserk, attacking the nearest creature it can see until a save is made.
76. *Focus Levitates* 20 feet off of surface for 1d4 x 10 minutes
77. *Focus* suffers blindness (-4 to hit)
78. *Focus* is affected by *Charm* from the opposite *focus*, even if not normally able to be affected.
79. *Focus* forgets the entirety of the last 24 hours.
80. A Gazebo up to 15' diameter (smaller to fit in space, or larger if a bigger creature) appears over the *focus*, If injured or attacked the Gazebo animates and attacks, with 2 HD per level of the spell.
81. An aberration (see UMG) appears in front of *focus*
82. *Focus* is *Cursed*
83. A permanent chaos magic zone is created within 15' r of the focus or the spell area if larger.
84. *Focus* changes sex
85. Small black rain cloud forms over, follows, and drizzles on *focus* for d10 hours
86. *Stinking Cloud* centers on *focus*
87. Heavy object (boulder, anvil, safe, etc.) appears over *focus* and falls for 2d20 points of damage
88. *Focus* begins sneezing and is unable to cast spells, concentrate, or be silent for 1d6 minutes
89. Spell effect has 60 foot radius centered on target (all within suffer the effect)
90. *Focus* becomes itchy, and suffers -1 to all attacks and saves for 10 minutes.
91. A permanent magic dead zone is created 15' radius of the *focus* or the area of the spell if larger.
92. Target turns ethereal for 2d4 rounds, being able to walk through solid objects, but not affect anything either physically or with objects.
93. *Focus Hasted*
94. *Focus* is turned into a sheep (or other harmless creature at GM's prerogative) until making a save on its turn, which becomes permanent if 3 saves are failed, if killed while a sheep explodes doing 3d6 damage save for half to those within 15' radius.
95. Target sprouts leaves (no damage caused, can be pruned without harm)
96. Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until dispel magic is cast
97. Target changes color permanently (canceled by dispel magic) d10 = 1 red, 2 orange, 3 yellow, 5 green, 6 blue, 7 purple, 8 black, 9 white, 10 gray, 11 roll d10 twice more in polka-dots, 12 roll d10 twice more in stripes.
98. Spell has a minimum duration of 10 minutes (e.g.: a fireball creates a ball of flame that remains for 10 minutes doing damage to all within each minute) or double duration, whichever is longer.
99. The spell is cast again immediately and you may choose new target(s).
100. Spell range, duration, area of effect, damage, etc. are doubled.

Focus

If the caster is the target of the spell, he is the *focus*, otherwise, roll d6, 1-3 this is the caster, 4-6 this is the target(s).

(If the Master doesn't want to use Chaos Effects, the Spellcaster gets 1 less spell to imprint a day)

Grenadier

Spellcasters are adept at using grenades and magically enhancing their properties. They gain +1 to hit and damage when using grenades every even level, and can prepare, light and throw distillates in a minute.

Cynocephalus

Sometimes going by other names, Iwiw, Anuboid, etc. A race of humanoids with heads resembling those of dogs. Cynocephalus live natively in caves or small nomadic tribes, and have a strong sense of order, and high morale. They have taken well to living among humans and are prized as guards, soldiers, hunters and cooks, but oft will be feared or attacked when encountered by people not familiar with them mistaking them for gnolls or werewolves. They've been speculated to perhaps be descendents of cursed humans, and there are stories of them being restored to full humanity after a life dedicated to weal. Many find their morphology superior, and wouldn't want to be absorbed by humanity.

Level	Experience	Save	Save or Die!	HP	LoH	Thaumaturgy	To hit	Melee Damage
1	0	+4	10	9	0	0	+1	
2	750	+5	10	13	6	0	+2	
3	3,000	+6	10	18	12	0	+3	+1
4	8,000	+7	10	22	18	1	+4	+1
5	18,000	+8	10	27	25	2	+5	+2
6	36,000	+8	10	31	33	3	+6	+2
7	72,000	+8	9	36	42	4	+7	+3
8	144,000	+9	9	40	52	5	+8	+4
9	288,000	+10	9	45	63	6	+9	+5
10	576,000	+10	9	54	75	7	+10	+6
11	1,152,000	+11	8	57	88	8	+11	+7

I recommend a Cynocephalus have High Ability of Spirit and Constitution.

Cynocephalus start with 9 hp and gain 5 hp on odd levels and 4 on even, until after 10th when they gain 3 on odd and 2 on even.

Due to a strong stomach and general vigor they get +1 on saves and Save or Die! vs. poison, disease, and other saves that could be affected by such a strong constitution, such as how long they could swim.

They can bite as a dog gaining an additional attack for d6 damage, however to do so they must leave their mouth unarmored which reduces their armor by 1 unless that would lower it below 12.

Cynocephalus have a strong sense of smell and poor eyesight. They may not use propelled weapons – bows, slings, etc. Though they may use thrown weapons such as spears and axes they do so more poorly and suffer -1 to hit.

Due to their strong sense of smell they may pinpoint invisible creatures within 30 feet suffering only a -2 to hit. Cynocephalus are only surprised on a 1 on d6. They may also track by scent.

Cynocephalus are good fighters and have +1 to hit each level, and bonus to melee damage at higher levels.

Cynocephalus are able necromancers, having a strong connection with death and afterlife. They progress as an Invoker at two levels lower for Lay on Hands, and Thaumaturgy, gaining the ability of LoH of 6 points at 2nd level, and 1 Thaumaturgy at 4th. They may take Vows & Pacts as do Invokers at such a time as they can pay for the restrictions

There may be sub breeds which have different abilities such as giving up the scent ability for improved sight, or heavily wrinkled loose hide which grants AC 12 (14 for the head)

Cynocephalus start with the following equipment:

- Medium Armor (AC 14)
- Small Weapon (d6, throwable)
- Large Weapon (d10)
- Backpack
- Bedroll
- Flint & steel
- Rations, trail, 7 days
- Rope, hemp 50'
- 3 Torches
- Waterskin with a half gallon of water.
- Common clothes.
- 3 items from the Equip-O-Tron.
- 3d8 cp
- 2d6 sp
- d4+1 gp

Mau

Mau are a secretive nocturnal cat-like race of humanoids, typically somewhat smaller than humans, males averaging 5' and 100 lbs, and females 4' and 75 lb, though some specimens are as large as humans and others near the size of a bobcat.

Level	Experience	Save	Save or Die!	HP	To Hit	Surprise Dam
1	0	+4	10	7	+1	+1
2	750	+5	10	11	+2	+2
3	3,000	+6	10	15	+3	+3
4	8,000	+7	10	19	+4	+4
5	18,000	+8	10	23	+5	+5
6	36,000	+8	10	27	+6	+6
7	72,000	+8	9	31	+7	+7
8	144,000	+9	9	35	+8	+8
9	288,000	+10	9	39	+9	+9
10	576,000	+10	9	43	+10	+10
11	1,152,000	+11	8	47	+11	+11

High Abilities in Dexterity and Intelligence are recommended. Mau have 7 hp and gain 4 per level until after 10th when they gain 2 hp per level.

Mau have excellent senses able to navigate in darkness through night vision, hearing and smell as well as humans can in daylight, and suffer half penalty from invisible or hidden creatures or objects, and are surprised only half as often. Being extremely stealthy when alone they surprise 2x as often (1-4 on d6). While conscious they suffer little damage from falling, suffering only 1 hp per 10' beyond the first 10'. i.e. no damage from falls of less than 20'. They can jump up to 40' horizontally and 15' high. They can climb quite well and quickly, scaling most walls up to 30' in a minute. In addition to walking and running a Mau may sprint for one minute in every ten covering five times its normal movement.

Due to their smaller size and frame not built for extra weight they can carry only ½ of what a human would, 30 pounds of extra equipment if using the standard encumbrance rule, or 25 pounds per movement category with the precise encumbrance rule.

Mau have the ability to cause magical effects innately. Though their spell effects are the same as Spellcasters they require no books or material components, do not imprint spells, and their spells are performed only mentally, and have no chaos effects. Each spell they have can be cast once each day. They start having 3 cantrips of choice. They gain 1 first level spell at 2nd level and each level thereafter of up to one level lower than their level.

They may never have any spell which does damage directly such as *Zap* (starred in list). Each spell and cantrip they have may be used once per day. They do not need to save to see if they know spells, but they may not learn nor create spells on books or scrolls. They are able cast spells, even ones causing direct damage, from books and scrolls if they have read the magic with *Comprehend Language*.

Mau are highly dexterous and covered in protective fur, as such they naturally have an AC of 14. They also make saves at +2 vs. anything involving quick reactions or stealth. They do not wear armor of any kind nor clothes, which restricts their movements, and find most shields too unwieldy to use, though some use bucklers or parrying daggers. If they should be forced to wear clothes or armor they lose all benefits of their dexterity and senses, as well as being miserable, until it's removed. Hats which leave the ears free, gloves, boots, backpacks, and belts don't affect them this way, though they may not use their claws while wearing gloves.

Mau have trouble with heavier weapons, and receive -1 to hit and damage with any medium weapons, -2 to hit and damage with larger ones, and an additional -1 to hit and damage with axes & blunt weapons. Mau are naturally able to use two weapons of sizes they are comfortable with at no penalty, doing full damage with each. Mau gain +1 per level to hit. They also receive +1 damage per level when attacking with surprise. Due to their keen senses they also receive +1 to hit with thrown weapons. Mau may also use their claws and teeth doing d2, d2, and d3 damage with each if they hit. They may not bite if both hands aren't free as they bite as part of a pounce

Mau have 9 lives, such that if an attack or failed save would incapacitate or kill them they may reroll a save, or force an attack to be rerolled until it doesn't, or until they run out of extra lives. Due to their curiosity and confidence with their 9 lives, they tend to live dangerously and go through those lives until nearing their last 3, but avoid places and things that cause the loss of life.

Mau are fully carnivorous, and prefer to eat live animals, or fresh kills, but preserved meats such as jerky, salted or pickled fish, they'll reluctantly eat for longer journeys.

Mau may start play with the following equipment:

- Belt
- Belt pouch
- 3 throwing knives (thrown)
- 2 daggers (small)
- Sack
- 7 days trail rations
- Boots
- 3 rolls from the Equip-O-Tron.
- 3d8 cp
- 2d6 sp
- d4+1 gp

Mau may choose not to have some or any of their starting equipment, as some eschew gear.

P'Kaw

P'Kaw are a race of large magical birds. They vary extremely in size, coloration and morphology, so much so that some have been mistaken for small dragons, and even pixies. They average 3 feet tall, weighing 20 lbs with a 6 foot wingspan, but have been known to be up to twice or half that size.

Level	Experience	Save	Save or Die!	HP	To Hit and Damage from Above	Thaumaturgy
1	0	+4	10	6	+1	0
2	750	+5	10	9	+2	1
3	3,000	+6	10	13	+3	2
4	8,000	+7	10	16	+4	3
5	18,000	+8	10	20	+5	4
6	36,000	+8	10	23	+6	5
7	72,000	+8	9	27	+7	6
8	144,000	+9	9	30	+8	7
9	288,000	+10	9	34	+9	8
10	576,000	+10	9	37	+10	9
11	1,152,000	+11	8	38	+11	10

High Intelligence and Spirit are optimal for P'Kaw.

P'Kaw start with 6 HP and gain 4 HP on odd levels and 3 on even, gaining 1 hp per level after 10th.

They can carry a scant 10 lbs while flying, and only fly poorly, similar to a wild turkey, being able to fly at most 300 feet of level flight total each day resting at least 1 minute after each 30 feet of flying. They may also glide with at least a 30 degree angle down any distance without taking damage while conscious. When not flying they can carry up to 20 lbs. P'Kaw find the use of any weapon problematic when on the ground which causes a -2 to hit and damage, but have been known to fit their beaks with specially made sword like armaments that do d6 damage and cost 10 gp, and weigh 1 lb, with no penalty to hit or damage, though doing so is rarely done due to weight and awkwardness in performing manual manipulation with their beaks. They can also bite normally without penalty, doing d3 damage with it. They are able to drop spears (small or thrown weapons) or rocks (count as projectile) very accurately, gaining +1 to hit per level. They also gain +1 damage for each 10' above a target

they are, to a max of 1/level.

Cantrips: Pkaw can cast the following cantrips at will, up to 7 per day in any combination: *Comprehend Languages, Detect Magic, Light, Jump, Pyrotechnics, Ventriloquism, Zap.*

Thaumaturgic Spells: In addition to standard Thaumaturgy, they can use them to duplicate flashy, or air spells of lower than their level, but not those normally allowed to Thaumaturgy. Specifically they can duplicate:

1st: *Feather Fall, Darkness*

2nd: *Audible Glamer, Fire Orb*

3rd: *Continual Light, Levitate, Mirror Image, Spirit Bolts, Stinking Cloud, Web*

4th: *Ball lightning, Explosive Runes, Least Monster Summoning, Phantasmal Forces.*

5th: *Fireball, Fly*

6th: *Hallucinatory Terrain, Monster Summoning*

7th: *Stormcloud*

8th: *Wall of Fire*

They can also cast spells from scrolls if they have used Comprehend Languages on it, and may make scrolls of the thaumaturgic spells they can cast.

P’Kaw Pacts & Patrons. Pkaw can’t take Invoker Pacts, Vows and Patrons. Typical Patrons are Kukulkán, Benu, Raven, and Pazuzu, but give no extra powers. P’kaw can take the following Pacts:

- **Chaos’ Pact:** Deal +1 damage per 2 levels with spells that cause damage, including *Zap*, but have to roll for chaos effects as a spellcaster does on all Thaumaturgy, also gains the use of *Reckless Dweomer* once per day.
- **Healer’s Pact:** Give up 1 Thaumaturgy to get the ability to Lay on Hands at 1 level below an invoker, starting with 6 at 1st level.

P’Kaw start with

- Belt
- Belt pouch
- Sack
- 7 days trail rations
- 3 rolls from the Equip-O-Tron.
- 3d8 cp
- 2d6 sp
- d4+1 gp

Occupation

An occupation is what a character was doing before taking up the adventuring life. Roll a d20 and a d10 and look up the occupation on the following table. The character gains +2 on saves that involve the occupation or guild. If the occupation rolled doesn’t fit the character,

the Master may allow you to pick another occupation that fits the concept or class of the character.

d20	d10	Occupation	Guild
1	1	Soldier: Engineer (War Machines)	Mercenary or Army
	2	Alchemist	
	3	Apothecary (Herbalist)	Apocatheries
	4	Armorer	Armourers & Brasiers
	5	Baker	Bakers
	6	Basketweaver (baskets & wicker items)	Basketweavers
	7	Blacksmith	Blacksmith (rival with Ironmongers)
	8	Blacksmith	Ironmonger (Rival with Blacksmiths)
	9	Bookbinder (creates books)	Stationers
	10	Bookseller (copies books)	Stationers
2	1	Bowyer	Bowyers
	2	Brewer	Brewers
	3	Broderer (embroidery)	Broderers
	4	Butcher	Butchers
	5	Card Maker (playing cards)	Playing Card Makers
	6	Carpenter (wood furniture with nails)	Carpenters
	7	Cartwright	Cartwrights/Wainwrights
	8	Clockmaker	Clockmakers
	9	Cobbler (shoes)	Cobblers (rival Pattenmakers)
	10	Constructor (buildings)	Constructors
3	1	Cook	Cooks
	2	Cooper (barrels)	Coopers
	3	Cordwainer (Leatherworking)	Cordwainers
	4	Cutler (guild) (bladed tools - scissors, knives, razors, cutlery)	Cutlers
	5	Distiller (Guild: Vintner)	Distillers
	6	Dyer (both making dye and applying it)	Dyers
	7	Fans	Fan Makers
	8	Fletcher (guild)	Fletchers
	9	Founder (brass & bronze items)	Armourers & Brasiers
	10	Fuller (guild) (making cloth from woven wool)	Fullers
4	1	Furrier	Furriers
	2	Gemcutter	Goldsmiths #5
	3	Girdler (belts & girdles)	Girdlers
	4	Glassblower	Glass Sellers
	5	Glazier (glass window making & staining)	Glaziers
	6	Glover	Glovers
	7	Goldsmith (jewelry & items made from precious metals)	Goldsmiths #5
	8	Hatmaker	Felters
	9	Horner (leather & horn bottles)	Horners

	10	Illuminator (Illuminates books)	Stationers
5	1	Joiners (wood furniture with glue)	Joiners
	2	Knitter	Knitters
	3	Locksmith	
	4	Loriner (the metal parts of horse saddles, bridles, harnesses)	Loriners
	5	Mason	Masons
	6	Miller	Millers
	7	Musical Instruments	
	8	Needlemaker	Needlemakers
	9	Oculoust (spectacles, crystal balls, prisms)	Spectacle Makers
	10	Paper & Ink	Stationers
6	1	Pattenmaker (wooden clog shoes)	Pattenmakers (rival Cobblers)
	2	Pavier (roads)	Paviers
	3	Perfumes	
	4	Pewterer	Pewterers
	5	Plasterer	Plasterers
	6	Plumber	Plumbers
	7	Pottery	
	8	Rope/Netmaker	
	9	Saddler	Saddlers
	10	Salter (preparing salt & spices for use in food & preserving meats)	Salters #9
7	1	Shipwright	Shipwrights
	2	Silver & Gold Wire Drawers (making silver & gold wire for embroidery)	Silver & Gold Wyre Drawers
	3	Skinner	Skinners #6
	4	Spinner	Woolmen
	5	Tailor	Merchant Tailors #7
	6	Tallow Chandler (tallow candles & soap)	Tallow Chandlers
	7	Tanner	
	8	Thatcher (thatch roofs)	
	9	Tiler & Bricklayer (make & install roofing tiles & building bricks)	Tylers & Bricklayers
	10	Tinker (repairs tools such as pots, blades)	
8	1	Tobacconist (making pipes & blending tobacco)	Pipe Makers & Tobacco Blenders
	2	Turner (lathe woodwork)	Turners
	3	Upholder (upholstery & mattresses)	Upholders
	4	Vintner	Vintners #11
	5	Wax Chandler (wax candles)	Wax Chandlers
	6	Weapon Smith	
	7	Weaver (tapestries, rugs, cloth)	
	8	Wireworker (anything with wire: fish hooks, cages)	
	9	Perform: Acrobat	
	10	Perform: Courtier/Courtesan	
9	1	Perform: Dancer	
	2	Perform: Juggler	
	3	Perform: Magician	
	4	Perform: Musician	Musicians

	5	Perform: Speaking (Acting/Oratory/Poetry)	
	6	Perform: Sport: Athletics (swimming, running, playing ball)	
	7	Perform: Sport: Exhibition Fighting (Boxing, Fencing, Wrestling, Jousting)	
	8	Perform: Sport: Jockey (racing horses)	
	9	Explorer	
	10	Animal Breeder	
10	1	Animal Handler	
	2	Animal Tamer	
	3	Arbitrator	
	4	Architect	
	5	Artist (sculpture & painting)	
	6	Assayer	Goldsmiths #5
	7	Barber	Barbers
	8	Barrister	
	9	Car Man (cart operator)	Car Man
	10	Caravaneer	
11	1	Carriage Driver	Carriage Drivers
	2	Cartographer	
	3	Chimney Sweep	
	4	Chiurgeon	
	5	Clerk	Parish Clerks
	6	Councillor (Wise Man)	
	7	Dentist	
	8	Drill Instructor (trains weapon use)	
	9	Entertainer: Singing	
	10	Farrier (horse shoes)	Farriers
12	1	Fisherman	
	2	Forrester	
	3	Fortune Teller	
	4	Fruiterer (fruit & nut farming)	
	5	Gambler	
	6	Gardener (vegetable farming)	Gardeners
	7	Grain Farmer	
	8	Grave Digger	
	9	Guard (private or police)	
	10	Guide	
13	1	Herald	
	2	Herder	
	3	Hunter	
	4	Innkeeper	Innholders
	5	Interpreter (gain a language)	
	6	Landlord	
	7	Launderer	Launderers
	8	Logger	
	9	Merchant: Clothier (sells cloth)	Clothiers #12 (rival Drapers & Haberdashers)
	10	Merchant: Draper (sells cloth)	Drapers #3 (rival Clothiers & Haberdashers)
14	1	Merchant: Fishmonger	Fishmongers #4
	2	Merchant: Fruiterer (sells fruit)	Fruiterers

	3	Merchant: Grocer (sells vegetables)	Grocer #2
	4	Merchant: Haberdasher (sells cloth)	Haberdashers #8 (Rival Clothiers & Drapers)
	5	Merchant: Magic	Wizards
	6	Merchant: Mercer (general stores)	Mercers #1
	7	Merchant: Trader (Travels buys/sells)	World Traders
	8	Messenger	
	9	Money Lender	
	10	Navigator	
15	1	Noble - choose or roll again for an interest.	
	2	Painter-Stainer (paints & stains wood)	Painter-Stainers
	3	Poltier (keeper of poultry for eggs & meat)	Poltier
	4	Priest	
	5	Rancher	
	6	Rat Catcher	
	7	Sage	
	8	Scribe (Notary)	Scriveners
	9	Server (Bartender, serving wench)	
	10	Shearer	
16	1	Slaver	
	2	Soldier: Archery	Mercenary or Army
	3	Soldier: Cavalry	Mercenary or Army
	4	Soldier: Infantry	Mercenary or Army
	5	Soldier: Navy	Mercenary or Army
	6	Spy - *Roll again for cover	
	7	Stable Hand	
	8	Tavern Keeper	
	9	Teamster (unskilled labor)	Lightners
	10	Trapper	
17	1	Tutor	
	2	Underworld/Merchant: Fence (Pawn)	Thieves
	3	Underworld: Assassin	Thieves
	4	Underworld: Beggar	Thieves
	5	Underworld: Burglar	Thieves
	6	Underworld: Con Man (Snake Oil Salesman)	Thieves
	7	Underworld: Pirate	Thieves
	8	Underworld: Robber (Bandit, Armed Robber)	Thieves
	9	Underworld: Thug (Organized crime)	Thieves
	10	Veterinarian	
18	1-4	Adventurer (+2 to hit or 300 xp if an Adventurer)	Mercenary or Thieves
	5-6	Invoker (get 6 LOH or 300 xp if an Invoker)	Temple
	7-10	Spellcaster (2 cantrips, or 300 xp if a Spellcaster)	Wizards
19	1-10	* Jack of All Trades - Roll twice more, rolling an extra time each time this is rolled.	
20	1-10	* Journeyman - Roll again You are well trained in the next skill rolled gain an additional +1 on save related to your occupation or guild.	

Role

A role provides general direction to play a character, as well as some benefits to assist in

that role.

Hero

You're the chosen one. You're from an apparently mundane upbringing, but there's something special about you. You're torn between the mundane and a calling to do something great. Often reluctant to follow your destiny at first and trying to opt for a normal life. Heroes are usually young, brash, and not fully or even trained at all, but have a natural talent for their chosen class. Heroes are typically adventurers, though any class could be one.

- **Infectious Optimism:** The hero bolsters himself and those in his party while present, granting a +1 to all saves & morale (If more than one hero the party, only +1 total is received)

Mentor

You know things, lots of things, things no one else knows. You know what needs to be done, and who needs to do it. You can provide the methods and tools to do it too. Mentors are usually older and wiser, having a lifetime of experience or study to call upon, but leaving final decisions to Heroes to make apparently on their own. Mentors can recognize a hero, and can choose one to guide.

- **Wisdom:** A Mentor is assumed to know a bit about almost everything, and any knowledge the player has, such as werewolves are harmed by silver, can be used by the character. That doesn't mean that knowledge is always right. The GM can also provide the mentor with any common knowledge of the campaign world applicable to a situation, or hints to puzzles, riddles, etc. A mentor also starts with a magic item they acquired on their previous journeys chosen by the GM, typically a potion or scroll or weapon.

Shifter

A shifter is an uncertain ally, spy, anti-hero, or scoundrel, often appearing to be one thing instead of another, taking on a disguise. Sometimes appearing to switch sides, perhaps only to gain the confidence of the enemy. Often the opposite gender of a Hero in the party. The shifter is typically knowledgeable of various thieving techniques and specializes in one, such as picking pockets and locks, and can use them with a save at the player & GM's option.

- **Underworld:** A Shifter is skilled in one underworld profession, such as burglar, con-man, fence, forger, gambler, grave-robber, hit-man, pickpocket, pirate, smuggler, gaining +2 to saves related to that profession, and is typically familiar with some or all underworld professions, and stealth. All shifters are hunted for some reason or another, whether owing money to a crime boss, spies for another country, or those victimized by villains associated with the Shifter. Due to the infamy, a villain can sometimes be convinced into believing you are on their side and will perhaps do favors for you with offers of pay or future proffit, or intimidation with your reputation (GM will determine with a save or based on the situation.) Such alliances are often

short-lived and result in betrayal, but allow the shifter and party to avoid a more immediate fate.

Trickster

The trickster is a hapless bumbler, or an insane genius, a clown, jester, or fool. He provides comic relief and moves the story along when it stalls, usually by doing things that seem like a bad idea such as pushing ALL the buttons. Unusual looking in some manner such as a little person, a large nose, or having unusual skin or hair. The trickster is never malicious but either does things just to see what will happen or does them on accident.

- **I meant to do that!** When doing something that worked out badly, such as pushing, or tripping onto ALL the buttons, the GM can choose to roll a save or decide to change an outcome. Example: a button jammed and nothing happened, did it in the right order by pure luck, set off a pit trap but the ogre guard was standing on it, etc. The trickster can also ask to do the same when stuck and if the GM agrees a new path forward opens, accidentally opening a secret passage or drawer. Note that doing this often is likely to incur the wrath of the GM and have the bad things actually happen. The trickster fumbles twice as often (on a 1&2), and the trickster hits themselves twice as often (I.E. the trickster is fighting another human and fumbles, roll d3 with 1-2 being the trickster.) However the Trickster doesn't take any real damage, though they appear to, such as bonking themselves in the head and staggering around for a moment. When they hit themselves intelligent opponents may underestimate the trickster and ignore them in favor of other targets, or stop attacking while suffering from laughter.

Companion

Often ordinary, and not talking much, but solid and dependable when push comes to shove. They often feel some obligation to the hero or party, perhaps being a bodyguard or other employee, elder sibling, or it could be nothing more than it's the right thing to do.

- **Meat Shield** +1 HP/lv. The Companion can decide to intervene to throw themselves in front of an attack that would kill or incapacitate another and take the damage and/or effects instead, if it's reasonable they could have done so.

Equipment

Equip-O-Tron!

Starting characters roll 3 times upon the Equip-O-Tron! below for miscellaneous gear.

d100 Gear

1-2 Blanket, winter

3-4 Block and tackle

5-6 Book, Blank with ink & quill

7-8 Bottle, wine, glass
9-10 Candles (3d6)
11-12 Cart
13-14 Case, map, with paper, ink & quill
15-16 Chain (10 ft.)
17-18 Crowbar
19-20 Flask (empty)
21-22 Garlic (3 cloves)
23-24 Grappling hook
25-26 Walking Staff (wooden 2 handed weapon)
27-28 Holy Symbol, Silver
29-30 Holy Symbol, Wooden
31-32 Tent
33-34 Ladder, 10-foot
35-36 Lantern & 3 flasks of oil
37-38 Padlock & key
39-40 Manacles with lock & key
41-42 Mirror, small steel
43-44 Oil (1-pint flask)
45-46 Parchment, Ink & Quill
47-48 Pick, miner's
49-50 Pole, 10-foot wooden
51-52 Rations, unpreserved (7 days)
53-54 Rations, trail (7 days, preserved)
55-56 Rope, silk (50 ft.)
57-58 Sack, large (empty)
59-60 Sack, small (empty)
61-62 Spade or shovel
63-64 Spikes, iron (12), with hammer (throwing weapon)
65-66 Spyglass
67-68 Stakes, Wooden (4), with hammer (throwing weapon)
69-70 Vial
71-72 Wine (2 pints)
73-74 Wolfbane (fist full)
75-76 Dog, Standard
77-78 Dog, Large
79-80 Donkey
81-82 Pony
83-84 Mule
85-86 Horse, draft
87-88 Horse, riding with saddle & bag
89-90 Canoe
91-92 Blessed Water
93-94 Walking Stick (small weapon)
95-96 Knife (throwing weapon, silver)
97-98 Axe, hand (small weapon)
99-100 Animal Feed (1 day)

Money

Coins

Coins are used for most money. The most common coin that adventurers use is the gold crown or gold piece (gp). The gold crown is the standard unit of measure for wealth and is approximately equivalent to \$1000.

The most prevalent coin among commoners is the silver piece (sp). A gold coin is worth 10 silver coins. Silver eagles are approximately equivalent to \$100, or the wages of a commoner per day.

Each silver coin is worth 10 copper pieces (cp) also known as a penny. A copper coin is approximately equivalent to \$10.

Merchants also recognize platinum pieces (pp), which are each worth 10 gp. Each is approximately equivalent to \$10,000.

The standard coin weighs about a sixth of an ounce (one hundred to the pound.) Other larger coins are expected to exist such as pieces of eight which are the size of 8 gold coins and worth 8x as much, but for ease of tracking all coins will be tracked as pieces.

A very rare coin which adventurers may also encounter is an electrum piece (ep), which is made of approximately half silver and half gold, worth $\frac{1}{2}$ of a gold piece, or \$500.

Starting coins

A character just starting out will start with just enough coins for a few expenses in addition to his equipment: 3d8 cp, 2d6 sp, and d4+1 gp.

Trade

In general, something can be sold for one fifth its listed price.

Commodities are the exception to the one fifth rule. A commodity, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself. Wheat, flour, cloth, and valuable metals are commodities, and merchants often trade in them directly without using currency. Obviously, merchants can sell these goods for slightly more than they pay for them, but the difference is small enough that you don't have to worry about it.

Price & Weight List

<u>Item</u>	<u>Cost</u>	<u>Pounds</u>
-------------	-------------	---------------

Commodities

• Copper, 1 lb.	10 sp	1
• Cinnamon, 1 lb.	1 gp	1
• Flour, 1 lb.	2 cp	1
• Ginger or pepper, 1 lb.	2 gp	1
• Gold, 1 lb.	100 gp	1
• Iron, 1 lb.	1 sp	1
• Linen, 1 lb. (sq. yard)	4 gp	1
• Saffron or cloves, 1 lb.	15 gp	1
• Salt, 1 lb.	5 gp	1
• Silk, 1 lb. (2 sq. yards)	20 gp	1
• Silver, 1 lb.	5 gp	1
• Tea leaves, 1 lb.	2 sp	1
• Tobacco, 1 lb.	5 sp	1
• Wheat, 1 lb.	1 cp	1

Adventuring Gear

• Ale, pint	1 sp	½
• Animal Feed Grain/day	1 sp	5
• Backpack (empty)	2 gp	2
• Barrel (empty)	2 gp	30
• Basket (empty)	4 sp	1
• Book (100 page)	50 gp	20
• Bedroll	1 sp	5
• Bell	1 gp	1/10
• Blanket, winter	5 sp	3
• Blessed water (flask)	25gp	1/2
• Block and tackle	5 gp	5
• Bucket (empty)	5 sp	2
• Candle	1 cp	1/10
• Canoe	55 gp	50
• Canvas (sq. yd.)	1 sp	1
• Case, map or scroll	1 gp	1/2
• Chain (10 ft.)	30 gp	2
• Chalk, 1 piece	1 cp	1/10
• Chest (empty)	2 gp	25
• Climber's kit	80 gp	5
• Crowbar	2 gp	5
• Disguise kit	50 gp	8

• Firewood (per day)	1 cp	20
• Fishhook	1 sp	1/10
• Fishing net, 25 sq. ft.	4 gp	5
• Flask	3 cp	1/10
• Flint and steel	1 gp	1/10
• Grappling hook	1 gp	4
• Holy symbol, wooden	1 gp	1/10
• Holy symbol, silver	25 gp	1
• Ink (1 oz. vial)	8 gp	1/10
• Jug, clay	3 cp	9
• Lamp Oil (flask)	1 sp	1/10
• Ladder, 10-foot	5 cp	20
• Lamp, common	1 sp	1
• Lantern, bullseye	12 gp	3
• Lantern, hooded	7 gp	2
• Lock	20gp	1
• Manacles	35 gp	2
• Mirror, small steel	10 gp	1/2
• Mug/tankard, clay	2 cp	1
• Musical instrument	5 gp	3
• Scroll, Paper (7 page)	3 gp	2
• Pitcher, clay	2 cp	5
• Piton	1 sp	1/2
• Pole, 10-foot	2 sp	8
• Pot, iron	5 sp	10
• Pouch, belt	1 gp	3
• Rations, trail(per day)	5 sp	1
• Rope, hemp (50 ft.)	1 gp	10
• Rope, silk (50 ft.)	10 gp	5
• Sack (empty)	1 sp	1/2
• Scale, merchant's	2 gp	1
• Sealing wax	1 gp	1
• Sewing needle	5 sp	1/10
• Signal whistle	8 sp	1/10
• Soap (per lb.)	5 sp	1
• Spade or shovel	2 gp	8
• Toolkit	30 gp	2
• Tent	10 gp	20
• Torch	1 cp	1
• Vial, ink or potion	1 gp	1
• Waterskin, half gallon	1 gp	4
• Whetstone	2 cp	1
• Wine, bottle of	2 gp	2
• Acid (flask)	20 gp	2
• Distillates (flask)	10 gp	2
• Smoke Pot	2 gp	2

Armor

• Light	5 gp	15
• Medium	50 gp	30
• Heavy	500 gp	50
• Silk	100 gp	5
• Spider Silk Robe	10000 gp	7
• Clothes	1 gp	5
• Shield	5 gp	10
• Pavise	7 gp	15
• Buckler	15 gp	5

Weapons

• Small Steel	2 gp	2
• Medium Steel	10 gp	3
• Large Steel	25 gp	5
• Thrown Steel	1 gp	1
• Projectile Thrower	50 gp	2
• Projectile Ammunition	1 sp	1/10
• Wooden & Stone	/100 or nil	special
• Silver	x10	x2
• Bronze	x1.1	x1.1

Farm Animals

• Chicken	2 cp	2
• Cow	10 gp	1600
• Goat	1 gp	175
• Ox	15 gp	1750
• Pig	3 gp	220
• Sheep	2 gp	200

Working animals

• Dog, Small	3 sp	20
• Dog, Standard	7 gp	60
• Dog, Large	25 gp	110
• Dog, Huge	100 gp	250
• Mule	30 gp	1000
• Pony	20 gp	300
• Donkey	8 gp	500
• Draft Horse	40 gp	1750
• Horse, Palfrey	75 gp	750

- Horse, Corsair 150 gp 1000
- Horse, Destrier 400 gp 1300

Hirelings

- Commoner 1gp/m/d 175
- Man-At-Arms 10gp/m/d 175
- Specialist 50gp/m/d 175
- Henchman 100gp/l/m/d 175

Equipment Descriptions

Ale, Pint: 1sp. Counts as 2 drinks

Candle: A candle illuminates a 10-foot radius and burns for 1 hour.

Canoe: A canoe is a small boat that weighs 50 pounds. It can carry weight up to 600 pounds and is about 15 feet long.

Climber's Kit: Special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and provides a +2 to Climb saves.

Flask: A ceramic, glass, or metal container fitted with a tight stopper. It holds 1 pint of liquid.

Flint and Steel: Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame.

Ink: This is sepia ink. Ink in other colors costs twice as much.

Jug, Clay: A basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

Lamp, Common: A lamp illuminates in a 30-foot radius and burns for 6 hours on a pint of oil. It burns with a more even flame than a torch, but, unlike a hooded lantern, it uses an open flame and it can spill easily, making it too dangerous for most adventuring. A lamp can be carried in one hand.

Lantern, Bullseye: A bullseye lantern has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction. It illuminates a cone 120 feet long and 20 feet wide at the end, and it burns for 6 hours on a pint of oil. A lantern can be carried in one hand.

Lantern, Hooded: A hooded lantern is a standard lantern with shuttered or hinged sides. A lantern can be carried in one hand. It illuminates a 60-foot radius and burns for 6 hours on

a pint of oil.

Lock: A lock is worked with a large, bulky key.

Manacles: These cuffs can bind a human-size creature. Most manacles have locks

Musical Instrument: Popular instruments include fifes, recorders, lutes, mandolins, and shalms.

Oil: A pint of oil burns for 6 hours in a lantern.

Piton: When a wall doesn't offer handholds and footholds, a climber can make his or her own. A piton is a steel spike with an eye through which a rope can be looped.

Torch: A wooden rod capped with twisted flax soaked in tallow or a similar item. A torch illuminates a 40-foot radius and burns for 1 hour.

Toolkit: A number of small tools useful for handyman work, or nefarious deeds, usually containing various picks, files, snips, and pliers. A toolkit may be used to open a normal lock in ten minutes.

Vial: A ceramic, glass, or metal vial fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

Waterskin: 1gp. 4 lbs full, 1/10th lb empty. A waterskin typically holds a half gallon of water, This is typically enough water for 2 days unless in dry and/or hot conditions. Terrains other than desert typically have enough water in streams, rivers and pools to refill the waterskin before it is completely emptied while travelling. Wine and ale can also be stored in a waterskin and will last indefinitely.

Wine, bottle of: 2 gp, An alcoholic drink made from grapes, it doesn't spoil as long as it's not opened or subjected to too much heat. A bottle of wine contains about 1.5 pints and counts as 10 drinks. Wine can be valued much more highly, 20 gp for a rare high quality wine, and 200 gp for very old rare wines.

Alcohol

Alcoholic drinks provide 1 temporary hp per level of intoxication, drinks fade at the rate of 1 per hour, It takes d4+1 minutes for each drink to take effect. There are 5 levels of inebriation. The GM may alter the number of drinks based on the size of your character, a hundred pound human will become drunk approximately 2x as fast, while a three hundred distil and fifty pound one about half as fast.

Level 0: One drink 1 temporary HP.

Level 1: 2-3 drinks. Impaired, suffer -1 to hit and saves, gain 2 temporary HPs, and +1 to

morale

Level 2: 4-7 drinks. Inebriated, suffer -2 to hit and save, gain 3 temporary HPs, and +2 to morale, completing somatic components of spells impossible due to lack of coordination. If using Chaos Magic all spells must roll on the Chaos effect table.

Level 3: 8-11 drinks. Intoxicated, suffer -3 to hit and save, gain 4 temporary HP. Each additional drink requires a save or vomit when they take effect, movement is halved, and any action requires a save or vomit. No other actions may be completed while vomiting. Completing verbal components of spells/command words is impossible due to slurring of speech

Level 4: 12-15 drinks. Anesthetized, suffer -4 to hit and save, gain 5 temporary HP. Any action requires a save to perform, otherwise the imbiber remains in a stupor. Each additional drink requires a save or pass out when they take effect. While anesthetized the imbiber will be unable to remember any events.

Level 5: 16+ drinks. Comatose. The imbiber falls comatose when the drink takes effect and must make a save or die.

Grenades

Grenades may be thrown up to 30' and armor is not accounted for in chance to hit. An Adventurer's bonus to hit and damage do not apply to grenades, but Spellcasters are adept at using them and gain a +1 to hit and damage every other level with them.

Distillates: 10gp, If lit on fire and a hit is made the target suffers 2d6 damage the first minute, and d6 damage on the second if a save is failed. The distillates must be followed by something to combust them, typically a torch, which requires another attack on the following round or by another person, or it may be prepared with a flaming rag taking a round in advance. It may also be spread upon the ground in a 3' pool per pint, which burns for d3 damage for 10 minutes anyone passing through or standing within it. Distillates may also be used in lamps as oil, it produces a brighter light than lamp oil, extending lamp range by 50%.

Acid: 20gp, d8 damage. Acid may be directly poured on something to dissolve an equal mass.

Smoke Pot: 2gp, After being lit on fire a smoke pot emits a cloud of thick smoke impenetrable by vision which typically fills a five foot radius from it and lasts for 10 minutes. Areas with no air movement will last twice as long. Moderate winds will reduce the area by half, and strong winds will immediately blow the smoke away.

Blessed Water: 25gp, Blessed water damages undead, demons and devils causing 2d8

damage which can't be regenerated by those affected. It's also a minor curative which heals 1 hp of damage when applied to a wound or consumed after 10 minutes. Temporarily stops the effects and progression of one poison or disease for 3 hours. Invokers may make blessed water for the half price if they have a font available.

Armor

Common Clothes: AC 10, 1 gp, 5 lbs. Ultra-light robes worn typically by Spellcasters and common clothes provide no armor and a base of AC 10.

Light armor: AC 12. 5 gp, 15 lbs. Light armors are generally made of light difficult to penetrate materials such as boiled leather. The most common type of light armor is cuir bouilli.

Medium armor: AC 14. 50 gp, 30 lbs. Medium armor is generally made of metal formed into scales or rings, the most common being chainmail. Wearing medium armor fatigues 1.5x as fast (daily travel movement is at $\frac{3}{4}$.)

Heavy armor: AC 16. 500 gp. 50 lbs. Made of interlocking plates or bands. Wearing heavy armor fatigues 2x as fast (daily travel on foot is at $\frac{1}{2}$.)

Silk Armor: AC 12. 100 gp, 5 lbs, ultra-light armor, typically fashioned into a gambeson, padded robe or other clothes. It doesn't restrict movement enough to interfere with spellcasting.

Spider Silk Robe: AC 14. 5 lbs. ultra-light armor which doesn't restrict movement, and allows the casting of spells when worn, similar to silk armor but made from spider silk which is stronger than steel. The spider silk is of a color almost of spun gold. It is usually only found or given, as the silk must be harvested from many giant spiders, though should it be sold it will fetch upwards of 10,000 gp.

Shields: +2 AC, 5gp, 10 lbs. A shield is typically wooden, sometimes covered with leather and bound. Armor class from Shields only applies to people in front of you that you can see. Wielding a shield prevents spellcasting due to not being able to perform somatic gestures.

Buckler: +1 AC vs. missiles/+2 vs. melee. 15 gp, 5 lbs. This small metal shield is worn strapped to your forearm. You can also use your shield arm to wield a weapon but you take a -1 penalty on attack rolls while doing so and lose the AC bonus for the round. The buckler is smaller than a standard shield, providing less protection against missiles. Bucklers may be used to punch for d2 damage when used as an offhand weapon, a buckler may be fitted with a spike for an additional 5 gp, and 2 lbs. Which increases that to d3 damage.

Pavise: +2 AC, 7 gp, 15 lbs. This large shield has a spike which allows it to be spiked in place

on ground or soft stone in front of the wielder, or a brace to allow it to be placed on more solid surfaces. As long as the wielder doesn't move from that position it provides the bonus to AC from the front. The wielder can't receive the bonus from another shield at the same time. This is typically used by archers. It can be used as a spike doing d3 damage but is unwieldy to do so, getting a -2 to hit or -4 if used while attacking with another weapon and receiving no extra damage, while so used it doesn't grant its bonus to AC.

Parrying Dagger: AC +1 vs. 1 opponent or d4 damage. 5gp, 1 lb. A parrying dagger can be used to attack or defend in the off hand. If used to defend it grants +1 AC like a shield, but only against a single opponent. If used as an off hand weapon attack at -2 with it, no additional damage may be added to it. While praying it provides +2 AC as a normal shield would.

Weapons

Small 2gp. Small weapons do d6 damage and are thrown accurately up to 30 feet, and may be used in the offhand. Examples are hand axes, hammers, spears & daggers.

Medium 10 gp. Medium weapons are able to be held in one hand. Medium weapons do 1d8 damage, though if thrown are inaccurate getting a -4 to hit and -1 damage, and can be thrown a maximum of 15 feet. Includes most swords, battle-axes, maces, horseman's flail & picks.

Large 25 gp. d10 damage. Large weapons require two hands to use. Examples are halberds, two-handed sword, morningstar, footman's flail, and pikes.

Bastard sword 2d4 dam. This 5' sword is unwieldy but usable in one hand thus takes a -1 to hit, but used in two is not quite as big as most large weapons, doing less damage.

Lance d10 dam. This large spear is specially made for use while mounted. When used while mounted, it may be used in combination with a shield, and when moving full movement does double damage. It is however unwieldy for use when not mounted, requires two hands, and gets a -1 to hit and damage.

Throwing weapons: 1gp. Throwing weapons are specifically made to be thrown, though they can be used in melee in a pinch, they do d4 damage, and may be thrown up to 90 feet, typically 2 can be thrown a round with no damage added, and not moving. Examples include javelins, darts & throwing knives.

Chakram d6/ 2gp This is like a sword bent around into a full circle. Due to its size only one can be thrown a minute. If it misses it can be caught as it returns to its wielder on a successful save (wood version, boomerang).

Projectile devices/weapons: 50gp/1sp. Projectile weapons do d6 damage. Projectile

weapons are very small missiles which are fired from a device at high speeds up to 270 feet. Examples are arrows and bolts, fired from bows and crossbows. They are nearly useless in melee doing d3 damage if so used, and will break on any successful hit.

Bow: The bow can be used to fire arrows quickly, doing 2 attacks with no damage added if not moving, or an adventurer's flurry.

Crossbow: These mechanisms throw thick short arrows called bolts, they are excellent for striking first, granting its wielder initiative on the first minute of combat if they have it ready and loaded. A crossbow may be reloaded in place of moving or attacking for a round.

Heavy Crossbow: d8 This can be used for first striking as a crossbow. While it takes a full round to load, it is exceptionally deadly, negating 2 points of armor if the target is wearing armor or has a tough hide.

Arquebus: 100gp/1gp. The main advantage of this black-powder matchlock musket is the noise it makes, which may scare animals and those not familiar with it possibly causing a morale save when used (GM judgement). It takes a full round to load and fire during which the artillerist can't move, as such it's user always loses initiative. It also requires a source of fire to light it, very damp or windy conditions will prevent its use. It negates up to 4 points of armor, making it highly effective against armored troops. The ball can be extremely deadly, though it does the standard d6 damage of a projectile, a roll of 6 becomes a critical. If a natural 1 is rolled on attack, it becomes jammed and requires 10 minutes to clear before being usable, roll a second d20 if a 1 is repeated then it blows up doing d6 damage to the wielder and is destroyed

Sling: 1cp/1sp or 1cp A sling's main advantages are price, size and ease of resupplying ammunition. It can't be used for flurries. Using a lead bullet will do d4 damage, while a stone one will do d3.

Blowgun: 1cp/1cp This weapon is specifically made to deliver poison with little or no sound, it does only 1 point of damage on a hit.

Silver weapons are otherwise similar to steel weapons, but cost 10x as much, weigh 2x as much, do not interfere with spellcasting, and may hurt certain creatures immune to normal weapons. They are also much softer than steel and will break on any natural attack roll of a 1. They receive a -1 to hit those in metal armors (unless a blunt weapon.)

Bronze weapons are similar to silver in that they don't affect spellcasting, they're somewhere between silver and steel in their strength, they receive a -1 to hit against those wearing metal armor (unless a blunt weapon.) They're only slightly more expensive and dense than steel weapons with a 10% increase to both. Bronze armors are also available but they have the same increase to weight and cost, and aren't as protective due to their relative

softness (13 ac for medium & 15 for heavy.) However, they are far more resistant to corrosion, which doesn't weaken them at all.

Wood & Stone are similar to their steel tipped counterparts, but cost only 1/100th the price of a steel weapon each, and may be found or cobbled together in some instances. They do less damage than their metal counterparts. Examples of each type: Small (d4) - stone tipped spear; Medium (d6) club, Large (d10) staff, throwing weapon (d3): stone tipped javelin, projectile: (d3) sling & stones.

Improvised weapons also do less damage, and impose a -2 to hit, a broom might be used in place of a medium weapon, it would do d4 as it is both wood and improvised. A silver coin might be used in place of a silver bullet in a sling which would get -2 to hit and do d3 damage.

Weapon Attack Type (**Experimental:**)

Blunt - Blunt weapons are slower and easier to avoid but can do damage through heavier armors due to the shock of concussion. As such they gain a +1 to hit creatures wearing heavy armor or particularly thick natural armors such as turtles. However they get a -1 vs. lightly armored, unarmored or quick creatures (most animals fall in this category.) Blunt weapons are maces, staves, flails, sling stones & bullets

Cleave - Cleaving weapons are heavy and bladed, usually axes, they tend to do more damage when hitting, when rolling minimum damage, reroll once keeping the next result. However being heavier and more awkward they always get a -1 to hit.

Pierce - piercing weapons tend to do less damage but have a higher probability of penetrating to vital organs, and are quick and precise. +1 to hit, -1 dam (minimum 1,) critical hit on 19-20.

Slash - Curved and broad swords and other weapons such as the scimitar. They are quicker and suitable for parrying being solidly metal throughout, when parrying they get +1.

Hybrids: Hybrid weapons combine the features of two or more attack types, and can use any of their attack types at the user's discretion.

Straight Swords: pointed straight swords or daggers can perform as Slash or Pierce, swords

Pole-Arms: Can be made with any types, double cost for each type beyond the first, they may only have up to 3. Most Pole-Arms have a piercing component, commonly they have a cleaving component instead of or in addition to piercing. Some may have a cross guard/trap which can serve the same purpose as a slashing weapon. Some may install a hook instead of a normal weapon type which allows an armed attempt to pull a target off a

mount if an attack is successful ignoring armor and a failed physical save by the target. Some pole-arms: Bardiche: C, Halberd: C/P/H, Pike: P, Ranseur: S/P, Lucerne B/P/H, Fauchard: S, Footman's flail: B, Morning Star: B/P.

Working Animals

Dogs: Dogs are all domesticated descendants of wolves, typically bred and trained for specific jobs such as ratting, hunting, tracking, herding, guarding, or war. Dogs all have exceptional senses of smell and hearing, granting them reduced surprise (-1), those bred and trained to track can do so given a scrap of clothes or fur. Most dogs are also nearly fearless when compared with other animals and count as having very steady morale. What follows are typical specimens of the various sizes.

Dog, Small: Weighing less than 40 lbs, the smallest recorded at ¼ lb. Small dogs are typically ratters or lap-dogs, the most common example is a yorkshire terrier. HP 2, AC 12, Dam: 1

Dog, Standard: Standard dogs are the most varied, the most common example is a labrador retriever. They weigh about 40-80 lbs. HP 4, AC 12, Dam: d3.

Dog, Large: weighing in from about 80-140 lbs, the most common example is a rottweiler. AC 12, HP 6, +1 to hit, Dam: d6, automatic hit each following round.

Dog, Huge: These weigh more than 140 lbs, the largest recorded at 367 lbs, the most common being the St. Bernard. AC 13, HP 12, +3 to hit, Dam: d8 + automatic hit and save or fall prone. They can carry up to 100 lbs.

Donkey: Weigh about 500 lbs. Can carry 60 lbs. or up to 100 lbs at half speed. AC 12, HP 4, Dam d2, 240 feet

Horse, Draft: A very large horse used for pulling plows or wagons, Weighing around 1750 lbs, it can move full speed at 200 lbs, 300 lbs at half speed. It can pull up 1000 lbs or up to 2000 lbs at half speed. Speed 160 feet, HP 21, AC 14, 2x Hoof d6.

Horse, Palfrey: A smaller horse for comfortable riding, can carry 175 lbs, 250 lbs at half speed. Speed 240 feet, HP 19, AC 14, 2x Hoof d4

Horse, Corsair: A fast warhorse used in the field, Can carry 200 lbs, 300 lbs at half speed. Speed 420 feet. HP 22, AC 14, 2x Hoof d4, Bite d3

Horse, Destrier: A stallion trained from birth for jousting, generally not used in war, though of nearly the same size as a Corsair, they are far more muscled and agile, able to change direction and spring forward quickly. Around 1300 lbs and 5' tall, Can carry 300 lbs or 450 at half speed. Speed 360 feet, HP 30, AC 15, 2x Hoof d6, Bite d4.

Mule: Weigh about 1000 lbs. Can carry 200 lbs or up to 300 lbs at half speed. AC 12, HP 10, Dam d4, Mules are steady and the only equine that will go underground willingly.

Ox: A typical Ox weighs and pulls the same as a draft horse, though it doesn't carry, it's also slower, though can handle difficult conditions such as mud or rough terrain better than horses, other than heat. It doesn't need as much food, making it similar over long distances in speed. Speed 120 feet (160 distance), AC 12, HP 20, Dam d8 - horns.

Pony: weighs about 300 lbs and can carry 75 lbs., or 150 lbs at half speed.. AC 12, HP 6, Dam d3. Speed 240 feet.

Hirelings

Level	XP required	Save	Save or Die		HP	To Hit	Other
1-3	0	+1	12	Commoner	3	0	
1-2	50	+2	12	Man-at-arms	6	+1	
1-1	400	+3	12	Specialist	6/7/9	0/+2	+2 to hit, 2 cantrips, or 6 LoH points..

Commoner: 1gp per month and per day in hazardous conditions. Typically commoners are used for carrying things such as torches, shields, packs or other unskilled labor such as rowing. Commoners may be used as combatants, armed with whatever weapons and armor their employers desire, they will not fight without at least a small weapon and light armor (7 gp) unless fleeing is not an option. They have 3 hp (or d6). Commoners can be promoted to Men-at-arms with a week of training costing 50 gp.

Man-at-arms: 10gp per month and 10gp per day in hazardous conditions. The man-at-arms is a trained combatant, though less so than an Adventurer, typically having 6 hp, and receiving +1 to hit. He may be equipped with whatever weapons and armor his employer desires, though at a minimum requires light armor and a small weapon (7 gp). Men-at-arms can also be used as more specialized crew under specialists, such as sailors under a Navigator, or catapult crew under an Engineer. A man-at-arms can be promoted to a Specialist with a month of training under a Specialist of the same type and 350 gp.

Specialists: 100gp per month and their monthly pay per day in hazardous conditions. Specialists are things such as Alchemists, Animal Trainers, Blacksmiths, Engineers, Navigators, Sages, or Sergeants, etc. As a last resort, many will fight as slightly below 1st level in an appropriate class, such as Alchemists, and Sages fighting as Invokers or Spellcasters, but with only a couple cantrips, or 6 Lay on Hands points. Animal Trainers, Blacksmiths & Sergeants fight as Adventurers, but only at +2 to hit. A specialist may be trained into a 1st level Henchman at the cost of 450 gp, if his employer has less than the

maximum number of Henchmen for his level and is higher than 1st level.

Henchmen: Classed characters can be hired up to one half your character's level round down, they require 100gp per level per month, 100gp per level in starting gear, and ½ share of treasure thereafter, which will typically be used on sacrifices. Unlike other NPCs they also receive ½ share of xp. Only a small number of henchmen may be employed at one time, equal to the level of your character minus 1. If a henchman dies in your service, it still counts against the number of henchmen you may have, and may lower the morale of others within your employ. Henchmen may be taken over as a player's main character should their employer die.

Other Party NPCs: It may sometimes be possible to hire or have join your party classed characters at higher than one half your level, such are in the realm of the Master, and usually require full shares of treasure (though still only ½ a share of xp) special incentives, may stick with the party only for certain goals, and may have goals contrary to those of the party. Such are typically fully controlled by the Master.

Spells

Spell List By Level

Spells with asterisks(*) are direct damage spells Mau may not learn.

Spells in *italics* are known by all Spellcasters, but not necessarily Mau

Cantrips

New spellcasters know *Comprehend Languages*, and *Reckless Dweomer* and must roll 3-6 on d6 to know each other cantrip.

1. *Comprehend Language*
2. *Reckless Dweomer*
3. Detect Magic
4. Jump
5. Hold Portal
6. Light
7. Pyrotechnics
8. Telekinetic Hand
9. Ventriloquism
10. Zap*

First Level Spells

1. Charm
2. Darkness
3. Enlargement
4. Evil Eye*
5. Feather Fall
6. Find Familiar
7. Protective Ward
8. Shield
9. Spider Legs

Second Level Spells

1. Audible Glamer
2. Fire Orb*
3. Knock
4. Locate Object
5. Magic Mouth
6. See Invisible
7. Sleep
8. Strength
9. Wizard Lock

Third Level Spells

1. Continual Light
2. ESP
3. Invisibility
4. Levitate
5. Mirror Image
6. Ray of Enfeeblement
7. Resist Elements
8. Spirit Bolts*
9. Stinking Cloud
10. Web

Fourth Level Spells

1. Ball Lightning*
2. Clairpresence
3. Explosive Runes
4. Infravision

5. Least Monster Summoning
6. Rope Trick
7. Silent Illusion
8. Suggestion
9. Water Breathing

Fifth Level Spells

1. Circle of Protection
2. Dispel Magic
3. Fireball*
4. Fly
5. Hold Person
6. Mass Invisibility
7. Protection From Normal Missiles
8. Slow

Sixth Level Spells

1. Curse
2. Fear
3. Haste
4. Polymorph Self
5. Monster Summoning
6. Magic Mirror
7. Speak with Plants

Seventh Level Spells

1. Polymorph Other
2. Stormcloud

Eighth Level Spells

1. Wall of Fire

Ninth Level Spells

1. Wall of Force

Tenth Level Spells

1. Teleport

Eleventh Level Spells

1. Reincarnation

Spell Descriptions:

Cantrips

Comprehend Language - Range: Touch; Duration: 1 hour.

The caster can understand the spoken native language of a creature or read an otherwise incomprehensible written message (such as writing in another language). The character must touch the creature or the writing. It does not grant the ability to speak or write the language. It also allows understanding of magical writing such as scrolls, spellbooks, wards, etc. Note that once writing is read the caster will always be able to understand that particular writing.

Reckless Dweomer - Range: Special; Duration: Special

All Spellcasters using the Chaos Magic options know this spell. With this spell you attempt to mold raw chaos into a different spell of your choice that you know of any level. You automatically roll on the chaos magic table when casting this spell and take the result you received.

Detect Magic - Range: 60 feet; Duration 20 minutes.

The caster may cast one of two versions of the spell, See Magic and Magic Glow. See Magic allows the caster to see auras of all magic items, spells, creatures and effects within 60 feet of them for the duration. Magic Glow causes all magic within 60' at the time of casting to emit a visible aura for the duration which anyone can see. A magic aura is a dim colored light typically with a 5 foot radius. By concentrating on a particular magic aura for 10 minutes Spellcasters may be able to determine some properties of that particular magic. Thaumaturgy is magic and detects as such

Jump - Range: Touch; Duration 10 minutes.

The caster enchants a grasshopper which if consumed grants the ability to jump an additional 30 feet horizontally, and 10 feet vertically for 10 minutes.

Hold Portal - Range 150 feet; Duration 10 minutes.

This spell magically holds a door, gate, window, shutter or valve closed as though locked. A knock spell or dispel magic negates the spell. Spellcasters of 4th level or higher ignore the

spell.

Light - Range: 120 feet; Duration: 2 hours; Save: Special

This spell causes an object or a point in the air to glow like a torch, shedding light in a 40-foot radius from the point touched. The effect is immobile, but it can be cast on a movable object. If cast upon the ocular organs of a creature it is blinding for the duration, unless the target succeeds on a save in which case the light appears directly behind the head of the creature. Light and Darkness spells cancel each other out.

Pyrotechnics: - Range 150 feet; Duration: 1 or 5 minutes; Save: Negates or None

Pyrotechnics turns a fire of at least the size of a torch into either a burst of blinding fireworks or a thick cloud of smoke, extinguishing it unless it is the size of a bonfire or larger, or enkindle or extinguish fires.

Fireworks: A flashing, fiery, burst of glowing, colored light shoots from the fire. This effect blinds creatures within 120 feet of the fire looking in its direction for a minute, and may cause animals to be spooked and run.

Smoke Cloud: A cloud of smoke which prevents vision through it spreads in a 20 foot radius from the affected fire for 5 minutes.

Enkindle: Can light fires in objects that have been made or prepared to be ignited, such as candles, torches, lanterns, fireplaces, or campfires within range and sight.

Extinguish: Can snuff out small to medium fires within range or sight from candles to campfires, will have no effect on magical fires.

Telekinetic Hand - Range 35 feet; Duration: Concentration; Target: object less than 5 lbs; Save: Negates

A limited form of telekinesis allows the caster to move a single object weighing less than 5 pounds up to 35 feet per minute, the caster may only move at half speed and may not perform other actions while concentrating. The spell may be expended to throw the object being moved up to 270 feet and make an attack with it, which does up to d3 damage or using a weapon's damage if a weapon or grenade.

Ventriloquism - Range: 60 feet, Duration: 20 minutes. Save: Negates

Allows the caster to make his voice come from any location or source, from behind a door, another person, etc.

Zap - Range: 150 feet; Save: Negates.

The caster shuffles his feet on the ground and points at an object or creature while making a

popping sound. A loud and bright electric shock is delivered to the target causing 1 point of damage unless a successful saving throw is made. If targeted, unattended flammables such as paper or oil ignite.

First Level Spells

Charm - Range: 60 feet; Duration: Special. Save: Negates

This charm makes a normal humanoid or animal come completely under the influence of the caster as if he were the most trusted friend and ally of the caster, as well as an ally of the caster's allies, former alliances while still existing become of lesser import to the victim. Note also that the character must speak the victim's language to communicate the character's commands, or else be good at pantomiming or animal training. The affected will always attack a creature or group of creatures that attacks the caster or their allies. The possibility of breaking free is dictated by the hit dice of the victim, Those less than 1 hit die gaining a save only every month, while those of 1-2 hit die gain a save every week, and those of higher HD gain a save every day. Charm is limited to affect 2x the level or HD of the caster in total at any time. Successfully charming more breaks the charm on the most distant the caster has affected until at or below that amount. Any hostile or threatening act, or order to do something against a creature's instincts or basic nature allows an additional saving throw. Once broken, the victim only vaguely remembers what he did under the influence as though seeing another person do it.

Darkness - Range 120 feet; Duration 2 hours

The spell causes total darkness in a 50 foot radius, preventing vision of any kind. This spell and *light* cancel each other out, while it will overwhelm dancing lights, snuffing them out. Demons and other magically resistant creatures may be able to pierce the veil while in contact with it.

Enlargement - Range: 30 feet, Duration 1 hour, Save: Negates

This spell increases the dimensions of an affected creature or object by approximately 50% and weight by 4 times. All equipment worn or carried by a creature is enlarged by the spell. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process, but not crushing or causing damage to the affected. The subject does 50% more damage from physical attacks, and is able to carry 4x as much weight, while hit points, armor class, and to hits remain the same. This spell may be reversed to shrink with the opposite effect, doing 25% less physical damage) A save may be made if the effect is unwanted by the recipient to avoid.

Evil Eye - Range: 60 feet, Duration 1 hour, Save: Negates

The caster's eyes become enchanted so as to cause pain and bad luck to those who meet his

gaze. By concentrating for a minute upon a creature's eyes, he causes the creature to feel debilitating pain causing d4 temporary subdual damage which fades at 1 point per minute and will have a -1 to attack, saves and morale until the damage fades, as well as needs to make a morale check, if the save was failed. Creatures not feeling pain, such as undead, golems and some supernatural creatures will be unaffected. Creatures can attempt to close their eyes, avert their gaze, etc. Those averting their gaze gain +2 to the save but -2 AC, Attack, and other Saves from the direction of the spellcaster. Closing one's eyes instead makes that roll twice for the save at +2 and take the best, but -4 on everything else regardless of direction. Blindfolding automatically saves but takes a minute and they still get -4 on everything else. The mashed eye of a goat or other baleful creature is mixed with coal dust to create mascara that is applied as a material component. Substituting the eye of a creature with a magical gaze such as a basilisk may allow the caster to use the creature's gaze power though it will end the spell upon affecting a target.

Feather Fall - Range: 60 feet; Area: 10 foot radius; Duration: 10 minutes.

All creatures and objects in the area are affected, gaining the air resistance of a feather, limiting movement and falling to 100 feet per minute, subjects who fall to a surface suffer no damage while the spell is in effect. The character can cast this spell with an instant utterance, quickly enough to save himself if he unexpectedly falls, or cause a volley of arrows to falter and drift harmlessly to the ground.

Find Familiar - Special

In a ritual that takes a full day the spellcaster permanently bonds with a spirit or minor demon that typically takes the form of a black cat. Rarely they take the form of another black animal such as a mouse, rat, ferret, hare, bat, snake, dog, raven or owl as is appropriate to the personality or history of the spellcaster. Only very rarely the animal will be another color. The foulest of spellcasters familiars may take on the actual form of minor demon with bat wings, horns, and poison tail. It may be *Polymorphed Other* to another animal form which is now it's new form and body - unaffected by dispelling or anti-magic.

The familiar has 3 hp, but this is added in a pool together with the spellcaster's. Thus a 1st level spellcaster with a familiar can take a total of 8 damage, but any damage taken lowers both their HP. Any damage from the same source such as a fireball affecting both only damages the pool of hit points once. Should they both die and the spellcaster be brought back to life, until the familiar is also brought back, the spellcaster suffers a permanent loss of 2 hit points and half their experience representing the portion of themselves that was shared and lost. This is returned upon repeating the ritual and resummoning the Familiar. Due to the pact required to gain the familiar the spellcaster must serve the power that they made the pact with, this power will be reluctant to release the spellcaster and any attempt to return them from the dead requires an additional success on save or die! or additional

deals with the power the pact is made with, or it fails.

The familiar is a font of information on spells, and can attempt to teach the spellcaster one spell of each level determined randomly or of the GM's choice with the usual chance of learning it. The familiar can also imprint and cast one spell that it knew as determined above.

Unless the familiar is told otherwise, it remains within 100 feet of the spellcaster, but finds places to hide and protect itself to avoid any damage, effects, and notice, and won't attack on its own. It may attack if called upon to do so, it does so with no bonuses, and does only 1 point of damage from a bite. The familiar can communicate telepathically or allow the spellcaster to see through its eyes and hear through its ears, though doing so blocks the spellcaster's same sense. Any spell cast by the spellcaster upon himself can be shared with the familiar if it is within 5'. A spellcaster may only have one familiar which is bonded for life.

Protective Ward - Range: Touch; Duration 1 hour.

This spell wards a creature from attacks from and completely hedges out summoned or extra-planar creatures, and prevents mental control. It creates a magical barrier around the subject at a distance of 1 foot which moves with them. It prevents bodily contact from summoned or extra-planar creatures, and the subject subtracts 2 from attacks from, and gains +2 on all saves to resist spells or powers used by such creatures. The ward blocks any attempt to possess the warded creature or to exercise mental control over the creature. The protection against contact by such creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. The material component is powdered silver with which you trace a 3-foot -diameter circle on the floor (or ground) around the creature to be warded.

Shield - Range: Self; Duration: 20 minutes.

Shield creates a ghostly magical barrier that hovers immediately in front of you granting some cover. It grants up to +6 AC to defend against projectiles, depending on angle of attack, full +6 from directly in front, +3 at 45° and 0 at 90°. It's less effective at melee and magic coming from those directions granting only half that to AC and saves. It also completely blocks spells of 1st level or lower if intervening, though it doesn't completely block thaumaturgy of any kind or spells of 1st level or lower duplicated by thaumaturgy, nor can it block one's own reckless dweomers side effects.

Spider Legs - Range: Touch; Duration: 20 minutes

The recipient sprouts four spider-like legs which allows them to traverse any solid surface, webs or web like structures at their normal movement rate with no fear of getting stuck or falling for the duration while keeping hands and legs free. The material component is a

spider which must be eaten by the recipient.

Second Level Spells

Audible Glamour - Range 240 feet; Duration: 20 minutes; Save: Negates

The Spellcaster creates sounds originating somewhere within the spell's range, up to the noise made by 12 men or a lion roaring. If a save succeeds, the sound can be discerned to be coming from the Spellcaster's direction and is heard at the volume he is able to produce normally. This spell can be used in conjunction with Phantasmal Force to create more believable illusions, subjects gaining only one save between the two spells and at -4.

Fire Orb - Range: 90 feet; Duration: 2 hours/special; Area: special; Save:special

Creates an orb of fire which hovers just above the hand which illuminates similarly to a torch. The orb can be thrown up to 90' as if it were a grenade. If it hits a target it does 2d8 fire damage. It also bursts causing 1 point of damage to all within 5' of the impact if they fail a save. Attack & damage of both the impact and splash are affected by the invoker's expertise with grenades (+1/2lv)

Knock - Range: 150 feet; Duration: 10 minutes.

The knock spell opens a single stuck, barred, locked, held, trick opening or *Wizard Locked* door, secret door, portcullis, gate, box or chest. It also loosens welds, shackles, or chains provided they serve to hold portals shut. If used to open a *Wizard Locked* door, the spell does not remove the *Wizard Lock* but simply suspends its functioning for 10 minutes.

Locate Object - Range 300 feet; Duration 20 minutes

You know the exact direction of a well-known or clearly visualized object, barriers not taken into account. You can search for general items or substances such as jars or gold, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Small quantities such as gold in a companion's pouch can be eliminated once identified going to the next closest. The material component is a forked stick.

Magic Mouth - Range: 75 feet; Duration: Permanent; Save: Negates

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the character and can be delivered over a period of 10 minutes. It moves according to the words articulated. The spell functions when specific conditions are fulfilled according to the character's command as set in the spell. Commands can be as general or as detailed as

desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Note that actions can serve as triggers if they are visible or audible. The range limit of a trigger is 75 feet. The mouth can't cast spells due to a lack of limbs, though it could trigger command words.

See Invisible - Range: Touch; Duration 2 hours

Allows the recipient to see all invisible and even hidden creatures and objects as if they weren't invisible or hidden.

Sleep - Range: 240 feet; Area: 30 foot diameter sphere, Duration: d8 hours. Save: Special

Causes a comatose slumber in those in the area. Undead, demons & devils are always unaffected, as well as any other creatures that do not sleep. Creatures of less than 1st level are automatically affected, receiving no save to avoid sleeping, while those of equal or greater than 1st level get a save to avoid the effect at +1 for each level beyond 1st, 11th or higher are immune. Those who've succumbed may be woken by a non-damaging slap or shaken awake, damage of any sort also wakes them. The material component is a pinch of poppy dust or sleep sand.

Strength - Range: Touch; Duration 8 hours

This spell grants +1 to hit and damage with melee, natural or thrown weapons, the ability to carry twice as much and improves the ability to perform feats of strength such as bending bars, opening stuck doors, etc. Adventurers are better able to take advantage of this spell and gain +2 to hit and damage, but are otherwise similarly affected.

Wizard Lock - Range: 10 feet; Duration: Permanent

Causes a door, chest, or portal to be magically locked. You can freely pass your own Wizard Lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell.

Third Level Spells

Continual Light - Range: 120 feet; Duration: Permanent; Save: Special

This spell is identical to a light spell, except that it lasts until negated by a continual darkness or dispel magic spell and its brightness is very great, being nearly as illuminating as full daylight, and covering a 90 foot radius from its point of origin. This spell may be reversed to create continual darkness, otherwise similar to darkness with a 90 foot radius.

ESP - Range: 90 feet; Duration: 2 hours; Save: Negates

The caster can hear the thoughts and urges of living creatures within range through doors

or as much as 2 feet of rock, 2 inches of metal, but is blocked by lead.

Invisibility – Range: 240 feet; Duration: 1 day or until broken

The subject is covered in a shroud that bends light around them. As they cannot be seen they receive +4 to saves dependent upon targeting a location, and -4 to attacks from opponents. Anything picked up becomes invisible, while that dropped or thrown becomes visible. Violent action such as attacking, or casting another spell breaks invisibility. It otherwise lasts up to 24 hours, or can be canceled by the subject. Falling to 0 hit points or unconsciousness also negates the spell.

Levitate – Range: 120 feet; Duration: 2 hours; Save: Negates

The caster can move the subject up to 20 feet per round in the vertical plane. Concentration is only required while moving vertically. Though the spell cannot move the recipient horizontally other means such pulling oneself along a ceiling

Mirror Image – Range: Personal; Duration: 1 hour

Creates d4+1 illusory duplicates of the caster which shift around him, appearing to perform as he does. Any individual attacks have an equal chance to hit the caster or any duplicate, i.e. if there are 3 duplicates the caster has only a 1 in 4 chance to be hit. Duplicates gain no armor from items or magic employed by the caster and are individually dispelled when hit. The illusions otherwise react as does the caster when he is hit, and are not dispelled by area attacks.

Ray of Enfeeblement – Range 35 feet; Duration 10 minutes; Save: Negates

A coruscating ray springs from the caster's hand; it causes a creature struck to do half damage from attacks involving physical strength.

Resist Element – Range: Touch; Duration: Special

This abjuration grants 50 hit points of resistance to acid, cold, electricity, or fire chosen at the time of casting. Normal non-damaging elements of the type chosen have no effect while the spell persists. The spell expires once the spell has protected from 50 hit points from the chosen element or 24 hours pass.

Spirit Bolts – Range: 300 feet; Target: up to 5; Duration up to 1 day. Save: Half

Summons 5 ghostly spirits which can appear as any small object such as axes, daggers,

comets, flaming skulls etc. as the caster wishes. Usually a caster will settle on a particular one as the spell must be re-written to change their appearance. They unerringly seek out and do d6 damage to any animate target each, though they are hedged by wards they may be directed to new targets. Each can be separately directed to different targets or to the same target or any combination thereof, they may be combined into larger objects if directed to the same creature. Targets must be visible to the spellcaster to direct them. They can't hurt inanimate objects such as doors, but will damage any creature unless it's immune to spells. They fade to non-existence after doing damage. They may be held in reserve once summoned until needed in which case they hover around the caster.

Stinking Cloud - Range: 150 feet; Area: 20 foot radius cloud; Duration: 5 minutes; Save: Special

Creates a bank of sickly green-yellow-brown stinking fog which is so thick it can't be seen through. Living creatures that can smell are trapped within the fog vomiting, unable to perform any actions even moving out of the cloud, unless a save is made, in which case they can only move out of it, but are free to act on their next turn if they make it out.

Web – Range: 150 feet; Area: 20 foot cube; Duration: 4 hours; Save: half move.

Creates a mass of strong sticky strands trapping those caught within them. Creatures can move through the webs if a save is made at a rate of approximately their height or length. Saves are at -2 for creatures smaller than human, very small creatures of less than 2 feet or less are trapped for the duration unless particularly strong, and those greater than human size get a +2. Good size open flames such as a torch can melt a 5 foot cube of them in one minute, freeing those trapped within that cube.

Fourth Level Spells

Ball lightning – Range 80'; Save: Half

You throw a ball of lightning 80 feet, it arcs lightning out from it, when it passes within 2 feet of a creature or object they take 4d6 damage, save for half. The lightning sets fire to combustibles and damages objects the lightning arcs to. When it comes to a solid barrier it ricochets off at a similar angle, it may bounce back hitting those it passes for additional damage.

Clairpresence – Range: 90 feet; Duration: 2 hours; Save: Negates

Allows the caster to see, hear, smell and feel from a point within range through doors or as much as 5 feet of rock or 5 inches of metal, but is blocked by lead. The caster can't use any of their senses in their current location while doing this, and they may choose to leave out some senses. The point may be moved or temporarily turned off and turned on again until the duration expires.

Explosive Runes - Range: 10 feet; Duration: until triggered; Save: Half

Runes placed upon a book, map, scroll, or similar object bearing writing. The runes detonate when read, dealing 6d6 fire damage destroying the object. The reader gets no save to avoid the effect, others within 10 feet save for half. The caster may read the object without triggering it, and set a password that will cause it not to be triggered when read by others. There is a 5% chance per level or HD of the reader they may detect it before triggering it.

Infravision – Range: touch; Duration: 1 day.

The subject gains the ability to see heat sources up to 60' in the dark.

Least Monster Summoning - Range: 35 feet; Duration: 1 hour.

This spell summons a number of 1st level or lower monsters determined by the Master. The caster can specify a general type of monster, such as animal, humanoid, elemental, demon or undead, which appears on the following round and attacks opponents. If you can communicate with them, you may command them to do other things. Aquatic versions will be summoned should the spell be cast into or under water.

Silent Illusion - Range: 600 feet; Duration: Concentration; Save: Negates; Area: 20 foot cube

Creates a visual and forceful illusion of an object, creature, or force within a 20 foot cube which may do real damage. If touched or interacted with will disappear. Attacks against it are made with no armor. Anything which should have sound, heat, or has not been seen in person by the illusionist each grants an additional +4 to the initial saving throw. If the Master agrees there is no reason to doubt the illusion no save is granted unless touched, such as an illusion covering a passage making it appear a wall continues over it

Rope Trick - Range: touch; Duration: 4 hours

This spell is cast upon a piece of rope from 5 to 30 feet long. One end of the rope rises into the air until the rope is hanging vertically, as if affixed at the upper end. The upper end is fastened to a space that is it's own pocket dimension. Creatures in the pocket dimension are hidden, beyond the reach of spells, unless those spells work across planes. The space holds as many as eight creatures of any size. Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight

creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot by 5-foot window were centered on the rope. The window is present on the Material Plane, but it's [invisible](#), and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Suggestion – Range: 35 feet; Duration: 5 hours; Save: Negates

You influence the actions of the target creature by suggesting a course of activity limited to at most two sentences. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

The target if so influenced does not know it was so affected by the spell at the termination of it.

Water Breathing - Range: Touch; Duration 12 hours

Targets can breathe water freely. Divide the duration evenly among all targets. The spell does not make creatures unable to breathe air. This spell may be reversed to allow water breathing creatures to breathe air.

Fifth Level Spells

Circle of Protection – Range: Touch; Duration: 1 hour

This spell protects a 10 foot radius from the target the same way Protective Ward does.

Dispel Magic – Range: 120 feet; Area: 20 foot radius. Duration: 1 minute/10 minutes; Save: Special

This may be cast upon an area, or a single creature, object or spell effect. When cast upon an area it covers a 20' radius from the point selected. Any spells cast within the area for the next minute are disrupted and have no effect. For each spell or magical effect active in the

area a level check is rolled with d20 +1 per level of the caster of dispel magic, and -1 per level of the caster of the spell or thaumaturgy, if the adjusted roll is 10 or higher the spell is ended. A creature in the area gets a save vs. death! To avoid being affected if they wish, charmed or otherwise mind affected or controlled creatures do not get a save. This likewise affects all magic items and other permanent magic, including those worn or carried by creatures, but they are instead suppressed for 10 minutes, particularly powerful artifacts or relics may be unaffected, and curses may not be lifted. When targeting a single creature no save is allowed for that creature, and all items and magic upon it are checked. When targeting a single visible spell or item the dispel automatically succeeds if the magic is of 4th level or less, if higher the caster of dispel magic gets a +2 on the level check.

Fireball – Range: 600 feet; Area: 20 foot radius; Save: Half

This spell creates a small seed which streaks toward a target indicated by the caster which explodes in a 20 foot radius filling an area of 33,000 cubic feet, expanding to it's full area, which if placed on the ground creates a 25 foot radius half-sphere. All things within take 5d8 fire damage, a successful save halves the damage. Fireballs will ignite combustibles and melt soft metals, and damage other materials.

Fly – Range: Touch; Duration: 1 hour + d6 in tens of minutes

This spell grants the ability to traverse the air as if moving upon solid ground, climbing is at one half speed and descending is at two times normal speed. The duration is unknown to the caster.

Hold Person – Range: 150 feet; Area: 3 humanoids; Duration: 10 minutes; Save:Negates

When this spell is cast, up to 3 humanoids become paralyzed and freeze in place. Undead and any monster of a greater size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech, though mental only actions can be completed. If directed at 2 humanoids each takes a -1 to the save, if directed at only 1 it takes a -2 to the save.

Mass Invisibility – Range: 10 feet; Duration: 24 hours or until broken

This spell makes all creatures within 10 feet of the caster invisible as the spell. Each is considered individually invisible and cannot see each other, and if one breaks the invisibility the others are unaffected.

Protection From Missiles – Range: Touch; Duration: 5 hours

The warded creature becomes nearly immune to most ranged weapons as they are slowed by the power of the spell reducing damage received by 1 die. For instance if hit by a magic

arrow which would normally do $d6+1$ damage, the recipient would only take 1 damage. This spell is effective against any physical missile such as ballista bolts, giant boulders, etc. but does not affect spells such as Magic Missile.

Rope Trick - Range: touch; Duration: 4 hours

This spell is cast upon a piece of rope from 5 to 30 feet long. One end of the rope rises into the air until the rope is hanging vertically, as if affixed at the upper end. The upper end is fastened to a space that is its own pocket dimension. Creatures in the pocket dimension are hidden, beyond the reach of spells, unless those spells work across planes. The space holds as many as eight creatures of any size. Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot by 5-foot window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Slow – Range: 140 feet; Area: 40 foot cube; Duration: 10 minutes; Save: Negates

Up to 5 creatures may be slowed by the caster. A slowed creature performs actions at one half the normal rate, movement is halved and spells and attacks are normally only once every other round. Those who have failed may attempt to shake it off by rolling another Save, though additional saves are at -5.

Sixth Level Spells

Curse – Range: touch; Duration: 1 day or special; Save: Special

This spell causes the recipient to be cursed, bad luck follows them. They must Roll all attacks & saves twice, taking the worse result. Rolling a 1 on an attack causes the recipient to drop anything held. The curse may be worded to have a different result (final effect up to Master). This spell may be reversed to remove a curse or temporarily allow a cursed item to be removed. This spell is so potent that even even if saved against the next save or attack

must take the worse of two results. If two 20's are ever rolled on an attack or save the spell ends.

Fear – Range: none; Area: 5' x 60' x 30' cone. Duration: 10 minutes or save, Save: Negates

Those in the area who fail their save are gripped by immense fear of the spellcaster, and immediately drop any held items and must flee using all their movement to get away from the caster performing no other actions. Each minute the victims get a new save to shake off the fear after they have used their movement. The fear is so great it may cause victims to take suicidal actions such as jumping off a cliff if no other path further away from the caster is available, though this allows another save.

Monster Summoning - Range: 35 feet; Duration: 10 minutes.

This spell summons 2d3 monsters of approximately 2nd level, of power similar to that of a huge dog, determined by the Master. The caster can specify a general type of monster, such as animal, humanoid, elemental, demon or undead. The summoned monsters appear on the following round and attack opponents. If you can communicate with them, you may command them to do other things. Aquatic versions will be summoned should the spell be cast into or under water.

Polymorph Self – Range Self; Duration 1 day.

This spell turns the caster's form mutable, they can become an animal or other living non-magical creature the caster is familiar with, gaining its senses, forms of movement, physical attacks and physical abilities while losing their own. The caster's hit points and mind remain their own, and non-physical forms of attack such as poison cannot be generated. The caster can change forms by taking one minute to do so. A caster becoming a shark can breathe water, but not air, If the caster becomes unconscious the spell ends.

Speak With Plants - Range Self; Duration 2 hours.

The caster becomes able to talk to and even command plants including fungus. Mobile intelligent plants may still attack the caster if so inclined. Plants may communicate things a human would know if mostly blind and sitting in one place. Commands to move out of the way or block paths will be taken as if the plant could so bend without as long as doing so wouldn't uproot them.

Seventh Level Spells

Polymorph Other - Range: 60 feet; Duration: Permanent until dispelled; Save: Negates

This spell changes the form of a creature to that of an inoffensive animal of the caster's choice, such as a newt, frog, sheep, cricket, etc. permanently until dispelled by magic, the

spellcaster may also end it at will. There are two saves for this spell, one to avoid the change of shape, and one to retain one's mind which only takes effect if the change of shape is failed against first, and must be made again every week. A shape-shifter who fails a save vs. this spell may revert to their normal form in one minute, negating it. Hit points remain the same in any case. This spell may be used to affect either one individual, or up to 30 creatures of less than 1st level/ 1 hd, if the latter there are no saves. Once dispelled, body, and mind are restored, if mind was lost only a hazy recollection of being an animal is retained.

Stormcloud - Range: 300 feet; Duration: 3+ minutes; Save: half damage.

A dark stormcloud is summoned 40 feet above a target or point (down to the top 5' indoors.) The cloud has a 20 foot planar radius. All below can be pummeled by hail and lightning. Hail doing d6 of physical, and d6 of cold damage, and lightning d6 of electricity, those failing a save also fall down due to slippery conditions, and even non-magical flight is interrupted due to the heavy downfall. If placed above a moving target it will continue to follow the target for the duration. The storm's severity can be chosen when it is summoned and changed as the caster wishes each minute, or redirected to a new target. The caster can make it a threatening cloud that only roils above the target, or change the hail to sleet which only does d6 cold damage and makes slippery rain which only wets things (up to 1 inch per minute or about 180 gallons), or snow which only does cold damage, lightning can be chosen to occur or not, separately. The cloud will last until 9 dice of damage have been dealt in total (rain counts as ½ a die each minute.) The cloud must be concentrated on and directed during which the spellcaster can only move ½ their normal movement and cast no spells. If concentration wanes it defaults to follow the last target and changes back to hail & lightning. While the cloud can be hedged out by protections, the hail and other lesser effects including lightning are produced by it from the environment and cannot be hedged out. As a variant a volcanic ash cloud can be summoned from which can drop burning rocks which do d6 physical and fire damage each instead, and other stranger variants have been reported such as dropping fish or poisonous frogs.

Eighth Level Spells

Wall of Fire – Range: 120 feet; Duration: 10 minutes; Save: None

An immobile, opaque, 1' thick wall of multi colored fire appears in a flat single sheet 1,200 square feet (typically 120' wide by 10' tall or 60' by 20') or curved into a protective circle (40' diameter 10' tall, or 20' diameter 20' tall or smaller), which emits heat in only one direction. 4d6 damage is suffered passing through the wall, and 1d6 passing within 5 feet. If the wall is summoned so a creature is within the plane, they may choose a side to go to and suffer only the damage from passing within 5 feet. Once placed the wall can't be moved. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to

cold, while dealing no damage to fire creatures.

Ninth Level Spells

Wall of Force – Range: 120 feet; Duration: 20 minutes; Save: None

A transparent immovable wall of force forms within range, The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome with a radius of 30' or a sphere with a radius of up to 20', or you can shape a flat surface made up of ten 10'x10'. Each panel must be contiguous with another panel. It lasts for the duration. If the wall cuts through a creature or object when it appears, the creature or object is pushed to one side of the wall, spellcaster's choice, objects or creatures larger than 10 feet in a dimension are not moved leaving a hole in the wall of that shape, if the creature or object is later moved, the wall fills in the hole. It is immune to all damage and can't be dispelled by dispel magic. The wall extends to all other planes, blocking all passage to all magic, creatures and objects.

Tenth Level Spells

Teleport – Range: Self/Touch; Save: Negates

The invoker instantaneously transports themselves and up to one other person another to a very familiar location such as their abode at any distance in the same dimension. They may attempt teleport to a location they can currently see, or has some unique identifying feature, or are scrying upon, though doing so is more dangerous - roll a d6, on a 1 they end up d12 feet lower causing instant death if this places any vital organs in another object. On a 6 they appear d6 x 10 feet high. An unwilling subject gets a save to avoid going. Using this form of transport even when going somewhere familiar is dangerous as it's likely to pick up extra-dimensional hitchhikers, which occurs on a 1 on d6.

Eleventh Level Spells

Reincarnate – Range: Touch/True Name; Duration: d4 rounds; Save: Negates

This spell forces a dead spirit or body touched, or whomes true name is uttered to reincarnate to a new body which appears in d4 rounds. Roll a d8 for the new body: 1-3=Human, 4=Cynocephalus, 5=Mau, 6=P'kaw, 7=Sentient Monster (GM determines), 8=Spellcaster decides. The new character retains most of its former memories, but not all, losing half their experience. The new character retains no wounds, curses, magical effects

or other permanent changes wrought on the original. This spell consumes the original body if it exists, and may be resisted by a save if the previous body is undead or the spirit is unwilling to return to life. Those dead more than 11 days are unaffected.

Thaumaturgy

Thaumaturgy List

1. Bless
2. Bane
3. Commune
4. Glory
5. Guardian Spirit
6. Locate Object
7. Putrefy
8. Reveal Spirits
9. Silence
10. Speak with Animals
11. Speak with Dead
12. Sustenance

Advanced Thaumaturgy

1. Commune
2. Lightning Strike
3. Portal
4. Tongues
5. Truesight

Spells Duplicated with Thaumaturgy*

1. Circle of Protection - 24 hr
2. Continual Light/Dark - 24 hr
3. Curse - 24 hr
4. Dispel Magic (duration remains the same)
5. Hold Person - 24 hr
6. Locate Object - 24 hr
7. Resist Elements - 24 hr
8. Speak with Plants - 24 hr
9. Water Breathing - 24 hr

*Invoker only, most spells will have a 24 hr duration.

Thaumaturgy Descriptions

Bless - +1 to hit, morale and save vs. fear for those within 30' of the Invoker at the time of the thaumaturgy. The subjects may leave the area without ending the effect. This may instead be placed upon one object, such as a crossbow bolt, which makes it magic for the day. Other blessings may be attempted, the result determined by the DM based on the wording and relative power. Creatures affected by a Bane when blessed will cancel both.

Bane - To hit, morale and save vs. fear are at -1 for those in a 30'r of where placed up to a range of 300', a save is allowed to avoid being affected. The subjects can leave the area without ending the effect on them, the bane does not affect new creatures entering the area.

Commune - This advanced thaumaturgy can only be performed by an invoker of 6th or higher level. The invoker asks up to 3 questions of a powerful spirit, or may ask how best to complete a goal. The higher level the invoker the longer range in both time and space such questions may be answered. The answers may come in the form of a vision, cryptic riddles, or symbols and may be aided by the use of fortune telling tools such as bones or cards. Communion can be performed at most once per week, but if questioned on the same subject without acting on previous information will likely result in useless or conflicting information, and the longer the time between communions the more likely the information is to be clear. A sacrifice is required for all but the most immediate and local questions, such as "Is this money pouch I found on the ground in the market safe to take? Who does it belong to? Where can I find them? "

Guardian Spirit - The invoker summons a guardian spirit which alerts the invoker of imminent danger from magical or normal traps or their triggers; or hostile ambushes within 30'. This only gives the location of the danger and doesn't give any knowledge of the workings or type of creature.

Glory - This allows Awe to be used once against creatures not normally affected by it with a reduced effect as if the Invoker were two levels lower.

Lightning Strike - This advanced thaumaturgy may only be performed by invokers of 6th or higher level and requires a sacrifice. Lightning strikes from out of the sky (or ceiling indoors) to the ground or floor at a point indicated. All within 5 feet of the lightning take 6d8 lightning damage save for half. The bright light and thunder blinds and deafens anyone within 40' for d6 minutes unless a save is made.

Portal - An advanced thaumaturgy that may only be performed by invokers of 7th level or higher. A 10 foot round portal on the ground or in the air is opened to another dimension or place of worship of the invoker's patron or specially prepared space in their home if they have no patron. The portal lasts for one minute, enough time for the invoker and party to go through it or something to come through from the other side. When opening to another dimension and travelling through, the portal appears 1d100 miles from the chosen

destination if any, or a random location in that dimension. At 11th level the invoker may use the portal to allow a representative of their patron to come through. Such requires a sacrifice of appropriate value and type for the summoned creature(s.) and does not guarantee their cooperation.

Putrefy - This makes food and & drink spoiled and noticeably putrid, or can destroy a like amount of water or other liquids to Sustenance. Magic items get a save.

Reveal Spirits - The Invoker can see any supernatural monsters: demons, elementals, undead, possessed or similar monsters and identify them as being a supernatural monster. The caster can see the aura of any magic spells or items as a supernatural presence as well.

Silence - Creates a zone of no noise 15' radius from a targeted creature, object or point in the air that moves with it within 180'. A creature or magical object may make a save to avoid this, but the zone appears in the air near it.

Speak with Animals - The invoker becomes able to talk to and influence normal non-sentient animals gaining simple information that the animal may know and being able to ask for simple favors which most animals will perform as long as they are not put in undue danger or stressful situations. Animals will not attack the invoker or those designated as their allies, even trained animals such as an attack dog or warhorse will not do so, though hungry predators may unless offered an alternative.

Speak with Dead - Compels a dead sentient corpse no longer than 1 week after death to answer up to 3 questions truthfully and fully to its knowledge from before when it died. Those who were hostile to the invoker or want to protect a secret may be cryptic in their answers but will still answer all completely in some form.

Sustenance - Creates nutritious food and drink in quantities enough to feed up to 6 people for a day, if not eaten within a day it spoils or turns to dust. Double the quantities may be purified making it safe for consumption. It may be used to specifically only create pure water in which case it creates 12 gallons where indicated.

Tongues - This advanced thaumaturgy allows the invoker to understand any language or writing and speak and write the same if they are physically able to. An invoker must be of 6th level or higher to use this.

Truesight - This advanced thaumaturgy reveals all as it is to the invoker, showing a shapeshifter's true form, piercing all illusions and invisibility, and giving the effects of the Reveal Spirits and Guardian Spirit at the same time. This requires a special ointment to be applied to the eyes, which is equivalent to a sacrifice. Unlike other thaumaturgies the effect only lasts as long as the ointment is in the eyes, which lasts about 10 minutes. The ointment may be refreshed to extend the time. However the ointment is painful with ground gems in it causing 1 point of damage each time, and has properties which have a cumulative 1% chance per application after the first of driving the user insane per week. After a week of non-use the negative effects are reset. An invoker must be of 6th level or higher to use this.

Combat

Time

Each minute presents an opportunity for each character involved in a combat situation to take an action, called taking their turn. Each minute activity begins with the players on the side who won initiative. This can be done in any order, though typically is done in a round robin going clockwise from the GM.

Surprise

Determining Awareness: roll a d6 for each side, a 1-2 indicating they are unaware, some monsters surprise more often, and some situations will automatically make one side aware such as loud noise or light.

The Minute of Surprise: If one side is not aware and the other is, a surprise minute happens before regular combat time begins. Any combatants aware of the opponents can act in the surprise minute. Unaware players are skipped. A surprise minute is otherwise resolved as a normal combat minute.

Initiative

To determine Initiative, each side rolls d6, highest goes first, those among each side may determine their order in that side by declaring first, going around the table, etc. though all actions resolve at the same time. A tied initiative results in both sides resolving their actions simultaneously.

Movement

Speed is 120 feet per minute normally. Wearing armor affects this, medium armor reduces it to 90' and heavy armor to 60' when traveling due to fatigue. You may move and do other things during your turn such as attack, cast a spell, etc.

Attack

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your bonuses, if that equals or exceeds the armor class or AC of your opponent you hit, and then roll damage. A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit.

Critical Hits

When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armor Class, and you have a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage twice, with all your usual bonuses, then add them together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Spells and Critical Hits: A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Critical hit Locations

Critical hit locations show where you hit on a critical. If you do $\frac{1}{4}$ of your target's full hit points to an area, it becomes disabled, $\frac{1}{2}$ and it's removed or damaged beyond normal recovery.

20	Eye
19	Cranium
18	Nose
17	Ear
16	Mouth
15	Neck
14	Heart
13	Lung
12	Gut
11	Groin
10	Right Shoulder
9	Left Shoulder
8	Right Arm
7	Left Arm
6	Right Hand
5	Left Hand
4	Right Leg

- | | |
|---|------------|
| 3 | Left Leg |
| 2 | Right Foot |
| 1 | Left Foot |

Fumbles

Rolling a 1 on any attack always misses. If attacking something behind cover or another person roll your attack again to see if you hit the person or cover instead. If the 1 is on the first attack of your turn in a minute, that also causes a threat of fumbling, roll to hit again, which could end up dropping or breaking your weapon, or attacking a different target, including yourself at the Master's discretion.

Parrying

You can choose to fight defensively by parrying. While parrying you can still move, but not attack other than to parry. If hit while parrying, roll an attack roll, if your roll is higher than your attacker's you have parried and you can subtract your maximum possible damage from their damage. You can only parry a number of hits equal to the number of attacks you have.

Two Weapon Fighting

You can attack with two weapons, gaining one attack from the off-hand. If done with a small or smaller weapon in the off hand, you incur a -2 to hit on your main hand and -4 to hit on your off hand, and may not apply any extra damage to the off hand attack. If you attempt to fight with a medium weapon in the off hand you incur an additional -2 to hit to each hand. Some weapons and abilities may change these penalties.

Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Spell Casting & Thaumaturgy:

If you lose initiative and take damage you are unable to cast a spell or thaumaturgy on your turn.

Hit Points

Each hit point represents a fraction of your health, which is reduced by damage taken, characters with more hit points take proportionally smaller wounds due to skill, luck, and/or favor of the gods. Monsters with more hit points are typically larger and/or tougher, though some have more skill or magic. When your current hit points are 0, you've been knocked unconscious. When it reaches -1 or lower, make a single Save or Die! to stabilize at that hit point total, if failed you're bleeding and lose 1 HP each minute, until -10 at which time your character is dead. A dying character may be stabilized by another foregoing any attacks in a minute to do so, or through any healing, at which time they lose no more hit points, and recover them normally.

Near Death Experience

Dying is a traumatic experience, and a day of rest is required for each hit point below 0 before one can do anything other than move at a moderate pace ($\frac{1}{2}$ normal movement) attack, cast spells, thaumaturgy, lay on hands and other strenuous activities are beyond a character who has had a near death experience. NPCs also receive a permanent -1 to their morale each time they have an NDE. Near death experience may be dispelled by the expenditure of 1 LoH point per negative hit point reached, these must be applied all at once after the character has healed to at least 1 hp. This also clears the morale penalty for NPCs. Example: A character is hit and goes to -6 hp, a 3rd level invoker heals them to 1 hp over 2 rounds, then dispels NDE by spending 6 more.

Healing

After taking damage, you can recover hit points through natural or magical healing. In any case, you can't regain hit points past your full normal hit point total. You naturally heal when resting, each 8 of hours continuous rest you regain 1 hp, 3 per day with complete bed rest.

Save

When you are subject to an unusual or magical attack, you get a save to avoid or reduce the effect. Like an attack roll, a save is a d20 roll which must be 20 or higher. Each class gets a bonus against things they are familiar with. A natural 1 (the d20 comes up 1) is always a failure and may cause damage to exposed items. A natural 20 (the d20 comes up 20) is always successful. Other things such as magic protections may modify these numbers. Other saves may be made similar skills or competitions, in this case the highest save wins, when not opposed by others the GM can set a number to succeed instead of 20 if it's easier.

Save or Die!

This is an unmodified roll of a d20 against the number indicated by your character's level.

something that would outright kill you such as poison, death magic or to stave off dying.

Other Actions in Combat

As each round and player's turn is a minute long you can perform other actions in addition to moving and attacking or casting spells, such as drinking a potion, cutting a rope, yelling orders, etc. The GM will adjudicate how much one can do in the round based on circumstances.

THE CAMPAIGN

Experience

Experience is rewarded for overcoming obstacles such as defeating or avoiding monsters, and other notable and heroic acts. Experience can also be gained through rituals and sacrifices to higher powers, a character gains 1 xp per gold piece spent upon these pursuits. It is expected the majority of experience will come from these sacrifices. Depending upon the character and his higher powers this can be anything from burning expensive incense and reciting prayers in a temple, to drinking, gambling, and partying it away. A maximum of 100 gp per day per level can be spent on sacrifices.

Encumbrance

A character can move with no movement penalty with his starting equipment other than armor which affects overland movement, and can still move with approximately 60 lbs of additional treasure. If the Master wishes to be more exact, each 50 lbs of equipment slows the character down by $\frac{1}{4}$, figuring the total weight of everything including armor.

To be added: Psionics, Mutants.

Links

Basic URPG (Simpler, smaller rules):

https://docs.google.com/document/d/1y13hbYOE2NYSo3VMvadvftJ_zKa742qIX5TTs0sHHKg/edit?usp=sharing

Unknown Tables (quick auto-roll spreadsheet for character creation):

https://docs.google.com/document/d/1y13hbYOE2NYSo3VMvadvftj_zKa742qIX5TTs0sHHKg/edit?usp=sharing

Unknown RPG Community

<https://plus.google.com/communities/104932897111440988704>