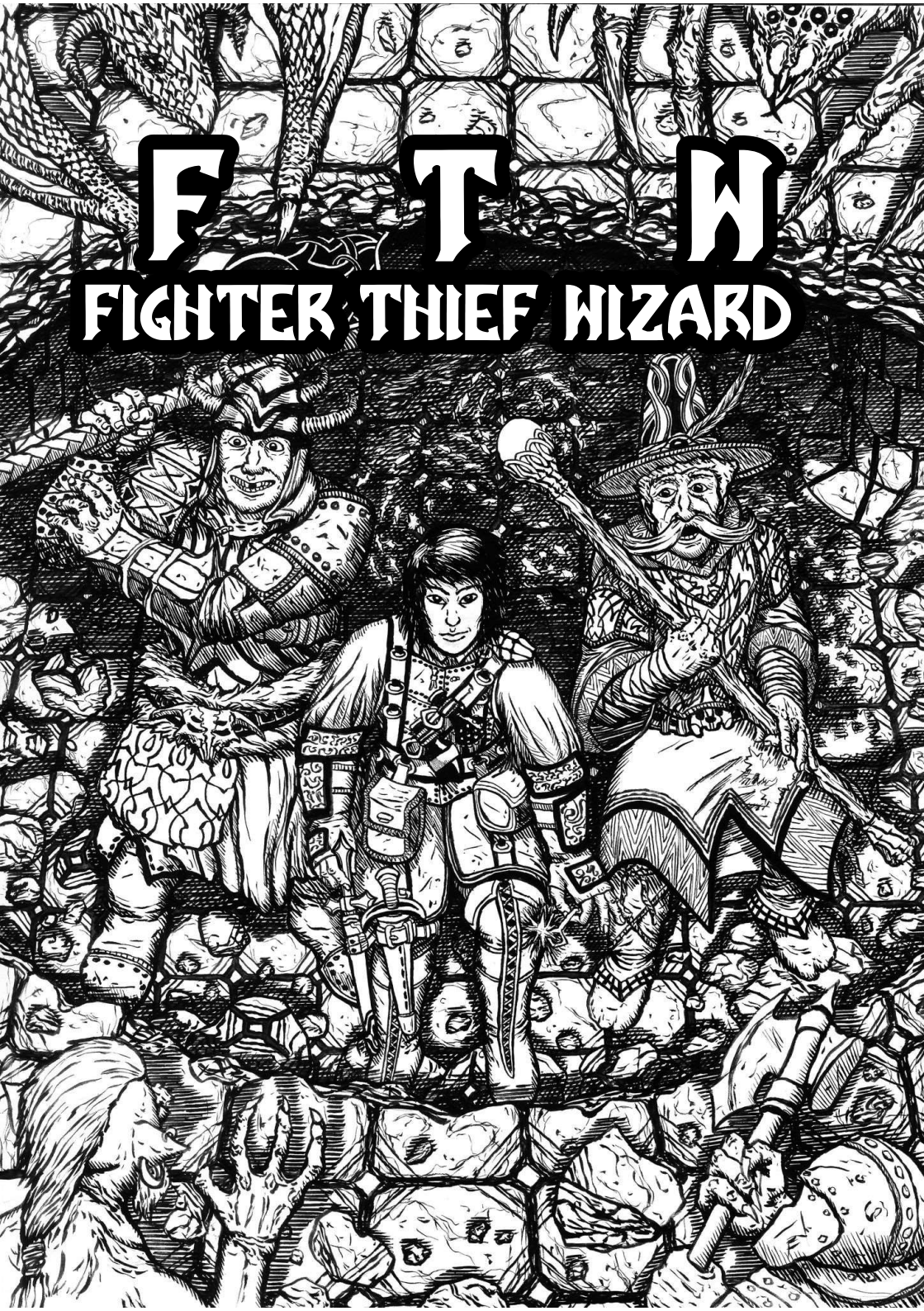


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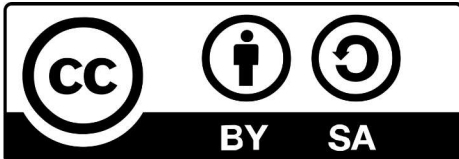
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RULE OF COOL



PUBLISHING

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HOW TO WIN.

This might be your first role playing game, or maybe you are a veteran of many decades of gaming. Either way to ensure you are on the same page as me I would like to define the goal of this game; what it means to win in this book. The main objective is to:

HAVE FUN!

This might mean collecting treasure, defeating monsters, saving a village or facing unimaginable horrors. Maybe it is romance, or terror, or comedy or action. It could be grim and gritty or it could be cute and silly. Whatever you use these rules for, just do not forget the point is to have fun and things will work out just fine. I recommend the following:

- **Set expectations and tone:** check in with everyone to see what sort of game they want to play... starving thieves running from the law or great heroes chosen by the gods. Diplomats brokering peace or gladiators dueling to the death. If everyone knows what to expect and is cool with that style of game, you will find that they buy into the story and want to be a part of it.
- **Ask if anything is off limits:** some players are super afraid of spiders, some are shy about speaking in character, some are made uncomfortable by sex, some have lived through some painful experiences they do not want to revisit at the table. Ask if anything is off limits and while they will probably say no, tell them they can change their mind later. If a scene of cruelty against animals or vicious bullying ruins the mood they can speak up. Be prepared to end or change the scene, no questions asked. It does not mean the scene did not happen or have consequences, it just means describing it would be uncomfortable for one or more people at the table. You can look into Safety Rules online if you would like more guidelines resolving issues like this.
- **Let players set their own goals:** after a session or two they will start coming to you with things they want such as avenging a death or discovering a new land or planning a heist. This is pure gold, when they give you story ideas you know they will be excited to see them come up in the game.
- **Try to be Neutral:** You are not on the side of the monsters or the players, rather you are trying to keep things running in a smooth and immersive way. This means that things can go horribly wrong of the players, but it also means at times they can feel unstoppable. Do not try to help them (too much) and for sure do not try to stop them. Let them make choices and have the consequences emerge from the choices made and the dice rolled. While you have the ultimate say in what happens, you should never decide what a player's character feels or does. You can give them hints and suggestions but they choose what they want to engage with and what they want to ignore.

A BRIEF INTRODUCTION TO ROLE-PLAY.

Role-playing games are like a magical playground where you can become anyone you want to be and do anything you want to do, but you are doing it within a set of rules and in cooperation with other players. You can be the hero or even a villain, and you can solve problems either with your own clever ideas or using the unique talents of the character you made up. Working together with other players you create a unique story that is both intensely personal but also unpredictable, like a shared dream.

This game operates under the guidance of a **Game Master (GM)**, who sets the stage and manages the flow of the narrative. The GM describes the environments you explore, the characters you encounter and the challenges you face; ensuring the story adapts dynamically to the choices you and your fellow players make. This interactive storytelling is akin to performing in an unwritten play, where the plot evolves based on the players actions and decisions.

The GM not only narrates but also acts as a referee and director in the game, interpreting the rules, resolving conflicts, and responding to players' actions with appropriate narrative consequences. They bring the world to life, animating NPCs and villains, and setting up scenarios that challenge players to use their characters' abilities creatively. This role is crucial in maintaining the game's pace and excitement, ensuring a seamless and thrilling experience for all involved.

To keep the game fun for everyone I like to employ the concept of **The Magic Circle**, establishing a shared agreement to abide by the game's rules and treat the game world as a tangible reality. Within this circle, the everyday rules of life are suspended, and the game's structure governs your actions, making the narrative more believable. This shared commitment among players helps create a vivid, immersive world where each session's adventure becomes the main focus.

If everyone plays their part and respects things such as turns, dice results and collaborative storytelling you will find that a plot will emerge from the players. The Game Master should also be curious to see where this story goes and not force their own beginning, middle and end that they created ahead of the session. The beauty of role-play is that the rules tell you what can happen, but you will never know what actually will happen until you all get together and play.

GLOSSARY

AC: Armor Class. A lower number offers more protection from harm.

CP: Copper pieces or coins.

Fighter Roll: A die roll where you can add your fighter level to the target to make it easier.

GM: The game master who is in charge of that place where the rules and the story overlaps, and coming up with challenges for the players to react to.

GP: Gold pieces or coins.

MP: Magic Points, used for casting spells.

Origin: A collection of perks you grew up with, either due to your culture, genetics, experiences or anything else that greatly influences your character. These can be common within a group, or they can serve to set you apart.

Perk: A detail about your character that sets them apart from others. These can be positive or negative, and they can be individual or tied to an origin.

Profession: Your character's day job which grants them a skill and some equipment starting out.

SP: Silver Pieces or Coins.

Spell Shape: A way to assign a cost, damage and area of effect to a spell.

Thief Roll: A die roll where you can add your thief level to the target to make it easier.

Wizard Roll: A die roll where you can

add your wizard level to the target to make it easier.

XP: Experience Points, used to gain levels.

HOW TO PLAY.

This game will use a single d20 for all random tests and actions where the outcome is not instantly clear. In order to test to see if a character is successful at an action they simply roll a d20, add a relevant character level to the target and see if they roll under. Tools, backgrounds, abilities or clever solutions could also lead to a roll not being needed... a baker does not need to roll to bake a cake unless it is for a royal wedding. A thief can pick a lock with the right tools and some patience.

Advantage and Disadvantage: If there is an extra factor that would make a roll easier or harder than usual you can give the character advantage or disadvantage. If a character is shooting an arrow at an unaware target, they might have advantage. If their eyes are irritated with smoke, they might have disadvantage.

15	Easy: Never roll on easy tasks unless the player is somehow hindered or the outcome is extremely important. For example catching something fragile a friend threw in your direction.
10	Normal: This should make up the vast majority of rolls in the game giving players a better than 50% chance to accomplish most of their actions.
5	Difficult: The character is not trained in doing this, or the task is very hard. Somebody with medical training might have an easy time patching up a wound while somebody without training might find it difficult. Or maybe you are moving a very large stone, or climbing a featureless wall.
1	Nigh Impossible: I would never make somebody roll against 'nigh impossible' difficulty unless there is a possibility it could work, and success would be awesome. Like pulling a metal gate open, or begging a guard not to arrest you, or beating the local champion at his favorite game.

If an action is very easy... do not ask people to roll. Just have them do it without any complications. Maybe they have the right tools, skills or advantages that they would never fail.

If an action is impossible do not have them roll, or if they rolled before you set a target tell them it is impossible no matter what they rolled.

Rolling a Natural 20 is always a success, unless the task is impossible. In most cases this is an exceptional success that impresses those around you. In combat you can usually gain some sort of advantage, and outside of combat you might perform your task quickly, efficiently or flawlessly. At least describe it in a cool way.

With Advantage: Roll two D20 and choose to keep one of the results.

With Disadvantage: Roll two D20 and keep the higher result.

It is possible that Disadvantage will roll a Natural 20 between the two dice. This is because fortune favors the bold.

Applying character level: You can make a challenge easier by adding a bonus equal to a character's level in a relevant class. A level 3 Fighter might have a +3 to an action requiring strength and resilience, while a level 3 Thief can add +3 to climbing a wall or opening a lock. A level 3 Wizard could add +3 to reading an ancient language or recognizing a mysterious monster. Simply increase the target by that number making the roll easier to win.

Multi-classing: Characters can have levels in multiple classes making them more versatile like a level 1 Fighter, Level 1 Thief and level 1 Wizard means they get +1 to pretty much any roll they make. This character's 'total level' would be 3. Their HP would be 19... 4 from level 0, 6 from their Fighter level, 5 from their Thief level and 4 from their Wizard level.

Rule of Cool: If a player wants to do something cool or creative, by all means let them do it, just do not let them abuse it. Both in battle or in the regular flow of exploration and problem solving they might figure out a new use for a spell, a clever application of a tool, a way to disable an opponent or maybe they want to do something heroic like a great leap, rolling between an opponent's legs or swinging from a chandelier. Generally say yes when it makes sense, when it feels tough make the difficulty 5 or give them disadvantage, and when it is ridiculous just say no to them and maybe offer a less silly alternative.

Enduring Challenges: Some challenges are too big for a single person and might take more than one round which is where enduring challenges can be useful. The GM can declare how many successes are needed and how many rounds the players have to produce those successes. Then it follows the same rules of the game... each person

could automatically contribute a success by having expertise, the right tools, a creative solution or a useful spell. Players who lack these things can at least make a normal or difficult roll and even add an extra success if they get a natural 20. I would not use Enduring Challenges often, but rather for something big and unusual where you can still apply the rules of the game but towards a scenario where many ideas and many hands create a better outcome. If the Enduring Challenge fails you could trigger an encounter or simply figure out how much their limited success will affect the outcome of the next scene. Also keep an open mind... one very clever idea could solve the entire problem. For example many players can team up and use rope and tools to move a statue across the room and have it block a door... but the right spell might get the job done instantly.

Examples of Enduring Challenges:

Opening a vault door, tending to wounded soldiers, building a boat, gathering evidence, asking about rumors, creating an opening in a wall, barricading a location, a day of hunting or fishing, preparing a feast, completing a marathon, winning a sporting competition, digging up buried treasure, earning coins as a day laborer, convincing nobles to vote for your proposal, etc.

Basic Rules for Combat

In Combat you will also roll a D20 but instead of a default difficulty target you will instead try to roll under or tie your opponent's **AC** also known as Armor Class. When you fail it is assumed you missed or the attack glanced off their armor. You may add your appropriate level to the target making it easier, for example 8 AC + 2 levels of Fighter is a target of 10.

The damage dealt will be equal to your die result, up to the maximum damage you can deal. The maximum damage is a combination of the weapon damage and the appropriate levels that can influence that weapon. For example a level 2 fighter with a sword that deals 8 damage will deal damage equal to what they get on the d20 up to a maximum of 10. A natural 20 will always hit and deal the maximum damage which is 10 (8 from the sword plus two levels of Fighter).

Natural 20 when rolled during combat then a special effect is added to the attack, such as pushing back the target, knocking them down, removing their next action due to being Dazed, causing an injury, etc. It is likely everyone can agree on a good effect but if the opponents health is low the DM can also offer vanquishing the foe. A good rule of thumb is if the attack would leave them with 5 HP or less then give the player a chance to vanquish the opponent knocking them out or performing a finishing move they describe.

Injury and Death: When a character is damaged they lose hit points and if a character is reduced to less than 1 hit point they are defeated, and are generally considered incapacitated or dead depending on the circumstances. If a character gets bonked on the head with a club, it might make sense to say they got knocked out. On the other hand if they fall in a volcano that is the last time anyone will ever see them. Players and the storyteller can negotiate based on the tone of their game and what they are willing to sacrifice to survive. Sometimes it is time for a new character, sometimes it is time a peg leg.

Some example rulings

- 0 HP:** downed
- 1 or -2:** incapacitated
- 3 to -4:** dying, injured, scarred
- 5:** dying, permanent injury
- 6 or less:** instant death

Bonus Damage: If an effect would add bonus damage it is applied after all damage calculations so even if you have a maximum damage of 5, 2 points of bonus damage would bring the total up to 7 after everything is settled.

Advanced Combat Rules

Ruling Guidelines for Feats: This game does not really have feats or special moves, instead players are encouraged to try to do anything they want. In general if it does not damage an opponent they can do it with a regular attack roll, such as disarming, knocking down, pushing away, anything that makes sense. If they would like to cause an effect but also deal damage they do so at disadvantage on their attack roll (or evens out if they have advantage). This could be trying to injure a body part on a humanoid or monster, trying to cause bleeding, trying to stun an opponent, etc. Lastly as described earlier on a critical hit allow players to add something extra to their attack. Also anything the character does, if it can be exploited only allow it once per combat. So they cannot constantly knock over the same opponent.

Attacks of Opportunity: If a character breaks contact with another character moving at full speed (exposing their back) or if they perform a complex action in combat while adjacent to an enemy, each adjacent enemy gains 1 free attack against that target. A character can always disengage by moving only half their maximum distance, relocating carefully and eyeing their opponents. Complex actions can be reading a scroll or tome, performing first aid, using a skill like lock picking or a ranged weapon... anything that takes their eyes off combat.

Flanking: If a character has 2 or more opponents within melee range their AC is considered 1 point higher making them easier to hit and damage.

Friendly Fire: When an attack misses a target but the shot would go through an ally who is adjacent to the target, roll again to hit or miss that ally. Players and enemies can trigger friendly fire. Also spells that affect an area will hit friend and foe who are in that area causing them all to roll to reduce or avoid the damage.

Ambush: Any characters who was not prepared for combat can only make a single movement action and no attacks on their first round. Players and their foes can attempt to roll so they are not caught off guard applying their total level to a difficult roll (target of 5 before adding total level). A good ambush can be quite deadly so avoid using them too much against the players and have the monsters not get ambushed in every combat especially if they may have heard noise from the last fight.

Movement: Moving at a normal walking speed will allow a character to travel 30 feet. This can include an action at the start, middle or end of the movement.

Sprinting: This uses both actions to move allowing a character to move up to 60 feet. A storyteller may allow a single leap or attack at the end if the character mostly ran in a straight line.

Sneaking: Movement at half distance per round and it involves not calling attention to yourself while looking out for attacks or traps. This is the only way to disengage without an attack of opportunity. You can only attack or perform an action after you are done sneaking and this will likely alert everyone to your location.

Time, Distance and Healing

Round: A combat round lasts on average 6 seconds (10 rounds per minute). A dungeon round lasts 10 minutes and allows pretty much everyone to do one thing such as search a room, pick a lock or interact with an object.

Watch: A period of 4 hours. Each day has 6 watches. 2 watches (8 hours) should be dedicated to resting. Generally a 4 hour watch comes into play when camping or when traveling between locations. Players generally hike 6 miles during a watch or they can travel 12 miles down a clear road.

Day: Sometimes players want to spend a whole day in a place they assume is safe such as a village or a camp so they can heal up and get some resources. When doing so the GM should just ask what they are eating and where they are sleeping, and consume some rations accordingly or have them pay for a night at an inn and maybe some meals. A few gold or a few rations, some bedrolls or a room is all it takes.

Week: For a Week you can zoom out and let players work on long term goals like training the village militia so they can defend themselves or learn a new profession with a teacher. At this point just ask them to spend some gold for example 2-5 per day to pay for their expenses and fast forward to the good part... did they accomplish their goals? Learn something new? Recover from a terrible injury? Figure out where they are going next? In the wild I would make sure they have the skills that will keep them alive... for example if they are stranded on a desert island awaiting rescue you can have them make some rolls to see if they are getting enough food, water and shelter.

Distance: Spaces are measured in 5 foot increments and generally fit one person or object. While the game defaults to using feet as a measurement for tactical combat you can also wing it in theater of the mind or even with a map. Think of distances this way

Melee (5 feet) touch it

Reach (10 feet) touch it with a pole

Thrown (25 feet) you can walk there

Short (50 feet) you can jog there

Medium (100 feet) might take a while

Long (150 feet) barely visible

Rations: A single ration tends to take up 1/5th of a slot so 5 rations is a full slot. Consuming a ration (10 minute dungeon turn) will heal 1 HP and a player can consume 4 rations in a day without giving themselves a stomach ache. Perishable rations tend to spoil after a day if not consumed or preserved. Tracking fresh water can be a chore but if you choose to do so a water skin will hold one day of fresh water and a canteen will hold 2.

Resting: So long as a character is able to get enough food (2 rations) and sleep (6 hours) they will heal 1 HP + their total level in HP when resting. Double this at an inn, triple at a luxury inn and quadruple if in the care of a healer or in a hospital bed.

Exhaustion: This is a condition and a mechanic. One of the many ways to gain exhaustion is to not have enough food or water or not get enough rest. Some spells and side effects will also cause exhaustion. Each level of exhaustion takes up a slot, reduces the target of all rolls by 1 (making them more difficult) and requires a day of rest to remove it from your character sheet.

CHARACTER CREATION

- 1) Choose a starting level. The most common starting level is 1, but having a level 0 Novice can be a lot of fun. Alternatively, a GM might want to send players on an epic adventure and allow them to create characters of a higher level.
- 2) Roll for a random background.
- 3) Pick your characters level(s).
- 4) If your character is level 2 or higher pick their specialties (one per even level).
- 5) If you play with Origins, select an origin for your character. This could be a human with unusual traits, or it could be a classic fantasy race like an elf or an orc. Some settings created by the GM could allow for even more exotic options... beast men, mutants, automatons... anything you can imagine.
- 6) Calculate your HP. You start with 4 at level 0 and add HP based on the class(es) you choose. For example a level 1 Fighter has 10 HP, 4 for level 0 and 6 for level 1. Some perks and origins will also increase or decrease your HP.
- 7) Start with 50 GP plus an additional 50 per character level. A level 1 character would start with 100 GP to spend on weapons, armor and equipment.
- 8) Choose a name and give them a simple back story. Keep in mind their real story is what you discover while playing so no need to write a whole page. Maybe just what they look like, what their personality is like and what kind of life they have lead up until now.

Sample Character

Ytze

Level 1 Thief 9 HP

Profession: Fisher Origins: Half-Elf

Ytze grew up in the fishing town of Tuskport by a single father. She was taught to fish at a young age, but when her father went blind she started to dabble in illegal activities. She knows that if she continues down this path she will end up jailed or dead, so she is trying to meet up with a party of adventurers to seek her fortune elsewhere and send some back to her father.

Ytze has short brown hair tucked into a fisherman's cap, green eyes, freckles and is fairly scrawny. She tends to be a little standoffish but is really looking for a party she can trust.

Belongings: Knife, Net, Fishing Rod, Oar, Leather Armor, Quarterstaff, Rope, Lockpicks, 5 Torches, 5 dried fish rations.

NOVICE

Any character without levels is considered a novice or **level 0** character.

HP at level 0 = 4

Level 0 Abilities: Wear light armor without penalty.

Profession: Giving a character a Profession will set them up with a job they can perform very consistently and also some starting equipment. Generally you can give a character advantage or have them not roll to do their job.

- 1) Apothecary:** Specializes in finding and collecting medicinal herbs and reagents. Sickle, Mortar and Pestle, Medicine, Journal.
- 2) Baker:** Can prepare sweet and savory treats with some access to heat. Loaf of Bread, a Pie and a Rolling Pin, Pan.
- 3) Barber:** Skilled in styling hair and beards but also is an amateur surgeon. Scissors, Razor, Suture Kit, Antiseptic Solution.
- 4) Barkeep:** Brews beer, mixes drinks and listens to problems. Cask of Ale, Strong Liquor, Wooden Club.
- 5) Blacksmith:** Crafts and repairs metal weapons, armor and tools. Hammer, Tongs, Padlock, Chain, Crowbar.
- 6) Butcher:** Breaks down animals into meat, bones and hide. Cleaver, Knife, Leather Apron, Scale.
- 7) Carpenter:** Can build large structures and elaborate objects. Hammer, Nails, Saw, Varnish.
- 8) Farmer:** Can sow and harvest crops and tend to animals. Starts with Pitchfork, Straw Hat, Cheese, Sack of Grain.
- 9) Fisher:** Can guide themselves by the stars and catch fresh fish. Knife, Net, Fishing Rod, Oar.
- 10) Hunter:** You are able to track wild animals and forage. Hunting Bow, Knife, Flint, Bedroll.
- 11) Jester:** You have a knack for either taunting or inciting laughter. Jesters Hat, Wooden Balls, Throwing Knives, Colorful Garments.
- 12) Leather worker:** Can repair leather armor, preserve hides and make new armor. Starts with Leather Armor, Knife, Sewing Kit.
- 13) Mason:** Can build and repair stone structures. Hammer, Chisel, Rope, Iron spikes.
- 14) Minstrel:** You are skilled at singing and playing an instrument. Instrument, Colorful Garments, Book of Songs, Journal.
- 15) Noble:** You behave with grace and protocol. 50 gold worth of equipment, Noble Clothes, an attendant (hireling).
- 16) Painter:** You create quick sketches and maps and can produce paintings during a week off. Brushes, Paints, Sketchbook, Glue.
- 17) Scribe:** You transcribe books and know a little bit of every academic discipline. Journal, Encyclopedia, spell Scroll.
- 18) Tailor:** You create and repair garments and create beautiful clothes to sell. Noble Clothes, Cloak, Scissors, Sewing Kit.
- 19) Translator:** You know many languages and learn more on the fly. Journal, Dictionary, Noble Clothes, Letter Opener.
- 20) Woodcutter:** You can fell trees and survive in the wild. Axe, Saw, Bedroll, Sugary Syrup.



FIGHTER

The fighter specializes in combat, and generally being strong, tough, and brave. A fighter can be a great soldier, a valiant knight, a powerful barbarian, or any other sort of warrior you can imagine.

HP per Fighter Level = +6 per level (10 at level 1).

Level 1 Abilities: Wear any Armor, Apply Fighter Level to any Weapon's attack target and damage potential.

Strong Back: Gains 1 extra equipment slot per Fighter level.

Example Fighter Verbs: Strike, inspire, command, crush, lift, smash, survive, resist, throw, wrestle, shrug off, intimidate, push, break.

Fighter specialties (You may gain one on even levels)

Berserker: When you are dealt damage, gain advantage with your next attack. If you are bloodied (reduced to half health or less) all your attacks gain +1 bonus damage.

Brawler: Your limbs count as a 4 damage light weapon. You may perform a single extra unarmed attack each round.

Cavalry: While charging on foot or on a mount you gain advantage on your attacks. You have advantage to skill checks involving your mount.

Demolisher: When you defeat an enemy, you may deal half the damage you dealt to them to another enemy in melee range.

Duelist: Un-flanked enemies count as flanked for you (+1 to the Target to hit them). Your AC is considered 1 lower whenever you are not flanked. Once per combat gain advantage on a special maneuver such as a targeted attack, acrobatic leap, or disarming a foe.

Guardian: If an adjacent ally would take damage, you may choose to take that damage instead. Reduce that damage by one.

Slayer: Once per day choose an enemy type. You deal 2 bonus damage against that enemy type until you choose again.



THIEF

The thief specializes on being sneaky and clever. They are good at hiding, stealing things, and picking locks but really specialize at sudden and unexpected sneak attacks that no enemy can prepare for.

HP per Thief Level = +5 per level (9 at level 1).

Level 1 Abilities: Wear medium or light Armor, Apply Thief Level to Light and Medium Weapon's attack target and damage potential.

Sneak Attack: Using a sneak attack grants you an advantage on an attack against an opponent. Add one bonus damage per thief level if it hits. You may use this once per opponent per fight.

Example Thief Verbs: Sneak, hide, climb, notice, evade, trick, shoot, lie, steal, escape, untie, pick lock, dismantle, disarm.

Thief specialties (You may gain one on even levels)

Acrobat: Gains advantage when climbing and leaping. Once per combat they may completely evade an attack that would have damaged them.

Assassin: When you perform a sneak attack you can either deal maximum weapon damage or poison the target with any poison in your inventory, expending it.

Cut-purse: This character gains advantage on efforts to steal. On a sneak attack you may choose to remove a GM selected item from the target instead of dealing damage.

Mastermind: You are skilled at planing and trickery. Once per scene give a friendly character an order, if they follow your order they gain advantage on that task.

Shadow: Able to hide mid combat so long as they can break line of sight. Advantage on not being discovered. Also able to sneak or disengage at full movement speed.

Spy: You may craft convincing disguises that allow you to infiltrate other groups and even pass for a different type of creature. You have advantage imitating specific people or finding hidden compartments and treasures.

Stalker: Advantage on locating an individual character or creature following their tracks and gaining information. If they fight this target they get an extra sneak attack against them.



WIZARD

The wizard is very knowledgeable, especially when it comes to magic. A wizard often knows something about ancient civilizations, dead languages and long forgotten deities. But in particular they love finding and collecting magic items.

HP per Wizard Level = +4 per level (8 at level 1).

Level 1 Abilities: Wear light Armor, Apply Wizard Level to Light- Weapon's attack target and damage potential. You can cast spells from scrolls, wands and staffs without having to roll first to figure it out by making a roll.

Book Smarts: Each Wizard level grants you 2 MP, you learn 2 spells and 1 new spellshape except for level 1 where you start with Touch and Ray.

Example Wizard Verbs: Read, discover, study, negotiate, plan, recognize, translate, teach, appraise, adjudicate, test, document.

Wizard specialties (You may gain one on even levels)

Astral: They control time, Space and void and while this requires immense power to perform minor tasks, it can allow reality bending feats.

Divine: They learn spells used for healing, blessing and protecting. They can also drive away spirits, demons and the undead.

Elemental: They specialize in manipulating the elements into devastating attacks but can also find clever uses for these forces.

Enchanter: They are able to store powerful magic in objects and manipulate or control other people's spells.

Illusionist: Masters of deception, they can create images, disguises and even some physical beings of light and magic.

Naturalist: Their domain is over plants and animals and seek to protect the natural world, often against the humans who invade these Spaces.

Necromancy: They are able to reanimate the dead and have some mastery over injury, misfortune and disease.



ORIGINS AND PERKS

By default all starting characters are the same regardless of their origin, differentiated primarily by their profession. This means playing a human or elf or orc is the same. If you want to give a character more unique features you can play using perks and by default give all starting characters one perk and one additional perk per each negative perk. So by default characters will have 1 perk but they can have 2 if they elect one negative perk. Potentially you could have as many as 3 perks if you choose 2 negative perks.

Armored: So long as you do not wear any armor, your AC is 6 by default. Damaged natural armor is healed at 1 point per day.

Dark Vision: Without light they can see shapes and minor details but still would need light to read or work. In sunlight they suffer a -1 penalty to all actions unless their eyes are protected by dark lenses or a veil.

Eagle Eyed: Cannot have disadvantage on ranged attacks or attempting to spot something in the distance.

Echolocation: Can use loud clicks or screeches to know the location of obstacles and creatures in the dark or under water.

Elemental Attack: Choose an element upon selecting this perk. Once per combat make a ranged attack up to 25 feet away that deals 10 damage and uses your combined level as a modifier to hit and damage potential.

Extra Profession: Choose an additional profession besides your randomly selected one and gain it's advantage and equipment.

Extra Limbs: Has two more hands for carrying and using equipment and weapons. This can grant one additional attack per round but at a disadvantage. Multiple shields do not stack.

Fast Learner: When you level up you gain 10 XP.

Fast: 50% more ground covered while moving and +1 to rolls involving initiative, reactions and such.

Fierce: Once per combat gain one free unrestricted attack action.

Flora: You have visible fungal or plant traits and you need only water and earth bound nutrients to survive. You can enter a vegetative state to heal twice as fast by merging with the earth but during this time you are extremely vulnerable.

Fluid: Over the course of a turn this character can pass through almost any hole an inch or bigger in diameter, but they might have to leave some or all of their equipment behind.

Gliding: Instead of falling your character descends at walking speed and can travel 50 feet per round in a direction of their choosing.

Great Leap: When not over encumbered leap twice your normal distance or across most chasms and up onto most platforms and rooftops.

Infravision: Can always choose to see heat for a round granting disadvantage to all rolls while doing so but detecting differences in temperature exposing living beings, unnatural cold, drafts, etc.

Inorganic: Is free from natural needs of food, drink and slumber. Healing is replaced by repairing themselves or having somebody qualified do so at the same rate as natural healing if they are unable to heal themselves. They can ignore poison and disease.

Keen Nose: This character can smell any nearby object not sealed away by a door, chest or bottle. While they might not recognize a poison, gas or monster they will know something is wrong. Sources of rot, corruption and extra-planar evil cause disadvantage when you are within 10 feet of them and their powerful scent.

Longevity: Resistance (half damage) from weaken and drain. Is expected to live an extremely long life and has advantage on history related rolls.

Low Light Vision: Can see into darkness at 25 feet past where a light source ends so long as there is at least a dim light source (cracks, candles, glowing objects).

Magical Birthright: You start the game knowing a single spell from any one category of magic you choose. You also have one extra magic point and if you are not exhausted you can gain 1 exhaustion to gain one magic point.

Mighty: Increase the target by 1 in melee combat and for tests of brute strength such as lifting, throwing, crushing, wrestling, etc.

Mutant: Roll for two random mutations.

Natural Flight: So long as you are not fully encumbered you can ascend, hover and move around in the air at your running speed.

Natural Telepathy: Can communicate silently within line of sight and has advantage overcoming language barriers while doing so.

Natural Weapons: you have a bite, claws, tail or other feature that can deal 4 melee damage and uses your combined level. Advantage on climbing.

Regenerating: Recovers 1 HP per hour and can fully re-grow lost body parts in days or weeks. This is on top of other sources of healing like sleeping.

Resist Element: Takes half damage from from an element of your choosing when you select this perk and does not suffer side effects.

Resourceful: Once per scene you may re-roll a failed roll and keep the new result. You also have one more item slot.

Second Form: Once per day the character can transform into a second form that has It's own 3 Perks and 2 Negative Perks. This can last 10 minutes at most.

Shapeshifter: This character can take a round to imitate the appearance of another similarly sized humanoid. They gain disadvantage to all rolls while not in their natural shape but are otherwise quite comfortable. Features of this shape are not functional (wings, extra limbs, claws, natural armor).

Tiny: Attacks of opportunity are at a disadvantage against this character and they can move through enemies or very tight spaces. Usually they are 3 to 4 feet tall.

Tough: has 1 more HP per total level. Advantage on survival rolls and rolls that would reduce damage.

Unemotional: immune to the effects of fear, charm, rage and other emotions via magical or natural means. Generally has a disadvantage with any rolls discerning the intentions or disposition of a humanoid.

Venomous: Once per combat or scene they can produce a dose of fast poison either by biting (4 damage + combined level) or coating an item or dripping it into a substance. The level of the poison is equal to their combined level. Poison is only effective for a few minutes.

Waterborne: Can breathe underwater or hold their breath indefinitely and can move without penalties while underwater. Can rest and eat underwater.

Negative Perks

These negative perks grant you the right to select another regular perk, but watch out, negative perks can influence your character a lot.

Arcane Allergy: Disadvantage when attempting to resist damage or effects from magical spells, items and curses.

Bloodthirsty: You must make a roll against a target of 10 to avoid combat, flee or ignore provocation.

Corrupted: cannot benefit from magical healing and experiences pain from attempts to heal them stunning them for a round.

Elemental Weakness: damage from a common element chosen upon creation is doubled. Being near this element causes unease and visible discomfort.

Environmental Weakness: This character will lose 1 HP per level per turn in a common environment such as under water, exposed to sunlight, on consecrated ground or exposed to extreme cold or heat. They can usually sense these locations through a door.

Frail: Has 1 less maximum HP per combined level.

Large: Large Armor costs double. Cannot fit through small openings. Counts as two characters for resource consumption and weight.

Pact bound: You cannot break promises or oaths and you can be tricked into making one. You start with 1 permanent pact like you cannot lie, you cannot escape iron shackles or cells, you cannot turn down a gift, you cannot cross a ward or enter uninvited.

Pariah: Only trusted by friends and members of their kin, otherwise seen as a suspected criminal and watched closely by authority figures. In humans this could be

somebody who is branded, disfigured, visibly cursed or lives with signs of a disease or plague. They can only hope for kindness and hospitality from those in similar circumstances.

Poor Eyesight: Disadvantage on any ranged attack beyond 50 feet and on rolls to detect or find targets using sight.

Slow Moving: -5 to Movement, -10 to sprinting (25 and 50 feet).

Some example human Origins

Aesthete: Keen Nose

Athlete: Fast

Dhampyr: Longevity, Dark Vision, Mighty, Environmental Weakness (sunlight), Pariah.

Empath: Natural Telepathy

Half-Elf: Eagle Eyed

Lycanthrope: Second Form. Wolf Form: Keen Nose, Natural Weapons, Pariah.

Mitrhriadist: Elemental Resistance: Poison.

Muscular: Mighty

Scholar: Extra Profession

Sorcerer: Magical Birthright

Survivor: Resourceful

Tough Guy: Tough

Warrior: Fierce

Young Adventurer: Fast Learner

Some example classic fantasy Origins

Dwarf: Low-light vision, Tough, Slow Moving.

Dwarf, Grey: Infra-vision, Longevity, Slow Moving

Dwarf, Hill: Resourceful, Tough, Slow Moving

Elf, Dark: Darkvision, Longevity, Frail

Elf, High: Natural Telepathy, Longevity, Frail

Elf, Sea: Waterborne, Longevity, Frail

Elf, Wood: Eagle Eyed, Longevity, Frail

Gnome: Tiny, Longevity, Frail

Goblin: Fierce, Tiny, Frail

Halfling: Tiny, Resourceful, Frail

Orc: Fierce, Mighty, Pariah

Some beast, monster and myth Origins.

Amphibian: Great Leap, Waterborn, Elemental Weakness (Ice).

Arachnid: Extra Limbs, Natural Weapons, Venomous, Elemental Weakness, Pariah

Canine: Keen Nose, Natural Weapons, Pariah.

Draconic: Armored, Elemental Attack, Natural Weapons, Pariah, Slow Moving

Dryad: Flora, Longevity, Elemental Weakness: Fire.

Feline: Great Leap, Low Light Vision, Natural Weapons, Frail, Pariah

Harpy: Natural Flight, Natural Weapons, Frail.

Kobold: Armored, Tiny, Pariah

Lizardfolk: Armored, Natural Weapons, Unemotional, Pariah, EL: Cold

Insectile: Extra Limbs, Great Leap, EW Fire

Minotaur: Mighty, Natural Weapons, Tough, Large, Pariah

Revenant: Longevity, Tough, Corrupted

Satyr: Fast, Resourceful, Pact bound

Serpentine: Armored, Venomous, Slow Moving

Extra-planar origins.

Changeling: Shapeshifter.

Devil: Elemental Attack (Fire), Resourceful, Pact bound

Elemental, Air

Elemental, Earth

Elemental, Fire

Elemental, Water

Elf, Celestial

Fae

Ooze: Fluid, Regenerating, Elemental Weakness (cold).

Spore cap: Flora, Venomous, Elemental Weakness (fire).

War Construct: Armored, Construct, Unemotional, Large, Slow Moving.

Work Construct: Construct, Extra Profession, Slow Moving.

Types of Damage

Physical: From slashing, piercing and bashing attacks. If attempting a targeted attack or landing a critical hit these may cause an injury, bleeding or dazed.

Fire: Causes 1 level of Ignited per every 5 damage dealt.

Cold: Causes 1 level of Frozen per 5 damage dealt.

Electric: Causes 1 level of Dazed per 5 damage dealt.

Psychic: Causes 1 level of Dazed or a different effect dictated by a spell per 5 damage dealt.

Radiant: Causes 1 level of Blinded per 5 damage dealt.

Drain: Recovers 1 HP per 5 damage dealt to a target.

Acid: Increases AC by 1 (up to a Maximum of 10) for each 5 damage dealt. Natural armor heals at 1 point per day while equipment must be repaired.

Savings Rolls

You may roll against a spell, poison or hazard with a target of 10 minus it's level to ignore it if it only has a single target or take half the effect if it has multiple targets. On a natural 20 you may ignore the effect and move to a space outside of the targeted area.

Survival: You may use your fighter level when attempting to resist.

Evasion: You may use your thief level when attempting to resist.

Willpower: You may use your wizard level to an attempt to resist.

CONDITIONS

CONDITION	EFFECT
Arm Injury	Removes the ability to use that arm. Persists until healed.
Bleeding	The character takes 1 damage per level of Bleeding at the end of the round. They may make a survival roll to stop the bleeding.
Blinded	The character moves at half speed and has disadvantage on all rolls. Remove one level of blindness per round.
Charmed	Cannot attack the creature that charmed them and will follow their simple commands until harmed. Wears off after 10 minutes per level.
Dazed	If this character would perform an action, remove 1 Dazed instead. If this character has 3 or more levels of Dazed, they become Stunned and lose all Dazed.
Exhaustion	Each level of exhaustion takes up a slot, reduces the target of all rolls by 1 (making them more difficult) and requires a day of rest to remove it from your character sheet.
Fatigued	Reduces the target of challenges by 1 per Fatigue accumulated. Each point is removed by a good nights rest.
Feature Injury	Removes use of a special feature like wings, tail, a breath weapon and so on until healed.
Frozen	+1 AC and -5 feet of movement per level of Frozen. If it exceeds their total level they are frozen solid.
Ignited	Takes 1 HP of fire damage per level at the end of each round and then increases by 1 point (does not decrease). Living characters can spend an action to extinguish themselves. Water or cold will extinguish them.
Incapacitated	Cannot take any actions. Attacks against Incapacitated characters are performed at an advantage.
Leg Injury	-10 feet of movement per injured leg.
Panic	Must move away from enemies and can only attack if they have no option to move away.
Poisoned	Takes 1 HP of poison damage per Poison level at the end of the round. The character can make a survival roll (to stop being poisoned. Slow poisons will not activate during combat.
Pushed	Moves medium or smaller character 5 feet per 5 damage. Reduce the distance by 5 feet if large, 10 if huge and 15 if giant.
Slowed	-5 feet of movement per point. Can only perform one action per round.
Stunned	Cannot act and attackers have advantage against this target.

MAGIC AND SPELLS

magic points: magic points are used to pay for the spells you cast. Every day a character regains their full number of magic points, but many characters have other ways to obtain temporary magic points. Temporary magic points must be Spent before a scene ends or else they simply vanish. They will often be abbreviated as SP, not to be confused with Silver Pieces.

Spells: Using magic to bend reality in a variety of ways, either offensive, defensive or as a tool. Ideally a Wizard can do anything so long as they have enough magic points and know an appropriate spell. spells have a minimum cost and additional effects can be added by expending more magic points.

Spell Books: A spell book can contain up to 4 spells and casting from a spell book still requires magic points, and a whole turn of reading the spell in addition. spells from spell books are best used outside of combat.

Scrolls: A piece of parchment, leather or a tablet that contains both a spell and also the magical energy needed to cast it. Wizards can use scrolls without having to make a wizard roll (if a Fighter or Thief fails nothing happens).

Wands and Staffs: They will contain a number of charges that can be expended to cast a magical spell and also sometimes a condition to recharge them. The first time a non wizard uses a wand or staff they must make a wizard roll to see if they can figure out how to activate it.

Spell Shapes: All Wizards start with the spell shapes Touch and Bolt and learn one spell shape of their choosing each time they gain another Wizard level. This allows them to greatly customize the area, range and power of a spell. Also a spell shape can be boosted increasing the damage by the listed amount for each additional MP spent on that spell. A monster that takes up multiple spaces within a spellshape will receive increased damage equal to the the boost number per each additional space they take up in the spell shape. For example a 15x15 spell shape hitting an ogre that takes up 4 spaces will be boosted 3 times probably adding 15 more damage.

Magical Items: Magical items may require trial and error to figure out how they work but usually they have a static bonus and sometimes an extra effect that happens when a condition is met. If you are unable to determine how the magic works you might be able to pay 25 MP in a city to have it identified but this service is not common in villages.

Common spells

Barrier

Grants a target 5 temporary hit points per MP spent. Lasts up to an hour.

Detection

Choose between detect magic, invisible or a specific lost object or creature. Lasts for 30 minutes per MP spent when casting the spell.

Disk

Create a floating magical disk for 1 hour that can carry 1 non over encumbered character or up to 20 slots worth of equipment and treasure. The disk is easily pushed along with one hand. If struck or over encumbered it will shatter and vanish. It lasts one additional hour per MP spent.

Float

Each MP spent renders one target weightless so long as they are not over encumbered. This allows them to walk on water and perform great leaps for 30 minutes.

Resize

Grow a target by two sizes for 2 rounds per MP spent. While enlarged they receive half damage and have advantage on rolls that would require strength. Shrink a target by two sizes for 2 rounds per MP spent. While shrunk a target takes double damage and can squeeze into smaller spots. This costs an additional 1 MP per total level on an unwilling target.

Magic Missiles

Fire 2 Magic Missiles per MP spent. Each deals 4 Physical damage and cannot be avoided. You may split magic missiles over any number of visible targets within line of sight.

Message

Deliver a short audio message to a person you know or leave it behind to be triggered as somebody enters an area.

Silence

Silence a target for 3 rounds during which they cannot cast spells or create noise physically (playing an instrument, stomping, clapping). One extra target per MP spent.

Sleep

Apply Psychic damage to a spell shape. Deal double damage but it does not reduce HP, instead if an affected creature is dealt more damage than it's remaining hit points it is put into a deep slumber. Otherwise it gains 1 level of Dazed.

Unfasten

By spending 2 MP and touching a lock, rope, chain, latch or so on you can get it to untie or open up so long as it is not magical in origin or it is not permanently fastened (welded, nailed closed).

Astral spells

Duplicate

At the cost of 1 MP for an object (up to 2 slots) or 3 MP for a willing target, you can create a duplicate of them that lasts for 2 rounds (12 seconds). This duplicate can be controlled by the caster and can perform some basic actions like attack. If damaged it will vanish.

Entropy

When applied to a spell shape it deals double Physical damage to inanimate objects or constructs while ignoring flesh. It rusts and decays metal, wood, leather and other materials. For armor and weapons treat it as Acid.

Glimpse

You may astral project your senses into a place you know well or have some visibility into for the next 3 rounds. You may cast spells using your astral projection as the point of origin. If you are damaged this spell ends.

Haste

One target per MP gains 1 extra action per round for the following 3 rounds or they perform a task at double speed outside of combat.

Phase

At the cost of 2 MP caster or a willing target becomes intangible for one round taking no damage and is able to move through a single wall or door. This can be combined with a roll to avoid damage to completely negate the incoming damage.

Pocket

Open a portal to a personal pocket dimension allowing you to store or retrieve an item that takes up as much as 2 slots. Larger objects and living beings cannot be pocketed.

Rewind

A target within line of sight re-rolls one die. For 3 SP you can undo an action such as attack, move or so on although it will likely happen again without intervention.

Standstill

Apply Psychic damage to a spell shape. Deals double damage but does not reduce HP. Every 5 damage causes one level of Dazed.

Teleport

Move yourself, an item or a friendly target up to 50 feet away. If used on an unwilling target you must also pay 1 SP per total level of the target.

Window

This creates a small glass like window on a wall or surface that allows warmth, sunlight and air to enter a space although nothing can exit through this window. This is a window to a distant random part of the world and sometimes clouds can be seen through it besides a blue sky. It costs 1 MP per hour.

DIVINE SPELLS

Bless

Bless an object to grant a +1 bonus per every 2 MP spent. This effect lasts 24 hours. This spell can also create a vial of holy water or bless a character granting them a separate inspiration.

Cleanse

Remove 2 levels of poison, curses or conditions. It can purify food, water and dispel noxious gases in a 5 foot radius per MP spent.

Heal

You may apply this to a spellshape. The damage is reduced by half and instead of reducing hit points it restores that many hit points to all targets within the spellshape.

Injury

At the cost of 2 MP you may touch a target anywhere on their body and render that location useless, besides inflicting 5 damage to them and excruciating pain (save difficulty 10 against being stunned). This magical injury goes away after 1 hour.

Prayer

At the cost of 1 MP per round neither yourself nor allies within your range of sight can be subject to disadvantage.

Radiate

Creates light in a 50 foot radius for 1 hour. spend 1 MP to deal 5 Radiant damage to all Undead or Unholy creatures within this radius as an action.

Restoration

At the cost of 2 MP you may remove an injury or condition from a target. This cannot affect permanent conditions like blindness or loss of limb.

Smite

Apply Radiant damage to a spell shape. Choose 1 level of any of the following conditions per 5 damage dealt: Ignited, Dazed or Pushed.

Spirit

Communicate with spirits for 1 hour or summon a helpful spirit. This spirit is not powerful enough to interact with the physical world but it may provide useful information that it would have known in life.

Ward

Create a glyph (5 feet or one square) that Undead or Unholy creatures cannot pass through without taking 10 damage. Lasts for 1 hour or indefinitely if you spend 4 SP.

ELEMENTAL SPELLS

Avatar

Create an elemental creature with a Monster Level equal to half the MP spent casting this spell. It can last up to 24 hours if not destroyed in combat or by other means.

Charge

Choose a damage type associated with a spell you have learned. Your target gains resistance to that damage type and adds 5 bonus damage of that damage type to their attacks for the next 6 rounds.

Dowsing

At the cost of 1 MP for the next hour you become sensitive to the nearby location of water. For 2 MP you can use it to find more complex objects and substances such as gold, silver, oil, metal, etc.

Fire

Ignite a flammable object by touching it or apply Fire damage to a spell shape.

Ice

Freeze a small object by touching it or apply Cold damage to a spell shape.

Lightning

Apply a charge to an object by touching it or Electric damage to a spell shape.

Wind

Deals double damage but does not reduce hit points, instead applies 1 level of Pushed per every 5 damage that would be done and if a target collides with another object or creature they take 5 damage per every level of push. Flying creatures save at a disadvantage.

Shelter

At the cost of 2 MP create a large space that is immune to extreme heat, rain, cold or other elements allowing those

within to rest without being subject to the elements.

Stone

Break or create 1 foot of stone per MP spent. When applied to a spell shape causes it does not reduce hit points. Instead it will apply a level of slow per every 5 damage dealt and if it would reduce a target's HP to 0 the target is petrified indefinitely.

Weather

You can change the weather in your local vicinity at the cost of 3 MP to make it better or 5 MP to make it worse. This effect will last up to an hour and then might start up all over again.

ENCHANTMENT SPELLS

Animate

Create a construct out of nearby materials with 1 level per every 2 MP spent. It will follow simple commands and protect the caster. This lasts 24 hours.

Control

Control a magical or summoned creature for 5 rounds. This costs 1 MP per 2 total levels the target has. The effect ends if the caster is dealt damage.

Dispel

Counters or ends a spell but also deals 1 Psychic damage to you per MP cost of the countered spell.

Identify

Identify the magical properties of a monster or item you can see.

Mend

Spend 1 MP to repair a slot or smaller object. Increase the MP cost by 1 per each slot it takes up so plate armor would require 3 MP to repair.

Negate

Create a 15x15 foot space where no magic spells can be cast and no items, scrolls or wands work. This lasts for 3 rounds and costs 2 MP.

Store

Store a spell for you to cast for free later. You can only have one spell stored at a time. Costs 2 MP per 1 MP cost of the stored spell.

Transfer

Move an active spell effect from one creature or object to another within line of sight. This costs the same MP as the original spell.

Transmute

Change the element of a spell to any you choose as a reaction. On a living target you can transmute their flesh to Bark (9 AC) for 1 MP, Metal (7 AC) for 2 MP or Stone (5 AC) for 3 MP. This lasts one hour.

Warp

As a reaction you may change the target or target area of a spell. This costs the same as the MP cost of the target spell being cast.

ILLUSIONIST SPELLS

Charm

Apply Psychic damage to a spell shape. Deals double damage but does not reduce HP. Instead any target that would be reduced to 0 HP is charmed for 1 hour or until damaged.

Disguise

One target gains the appearance of another similarly sized creature for up to one hour. If damaged the disguise vanishes.

Illusion

Create an image with sound up to medium size controlled by the caster. This costs 1 additional MP per size level above medium. This lasts until the caster loses focus on the illusion by taking damage or performing a complex action.

Invisibility

Makes one target invisible for up to 10 minutes or until they perform an action other than movement.

Lamplight

Create a source of bright light that will follow the caster around floating in the air for 1 hour per MP spent.

Mirror

Creates 2 duplicates of a character per MP spent. Mirror images are intangible and vanish if they would be dealt damage. The caster can spend an action to move all mirror images up to 25 feet each.

Phantasm

An illusionary servant that can carry 5 slots worth of equipment. Lasts 6 hours per MP spent and will vanish if dealt damage.

Prism

Apply psychic damage to a spell shape. Those dealt at least 5 damage are also blinded for a round if they rely on their eyes.

Stage

At the cost of 2 MP you may change the appearance of a 25x25 foot area for an hour making it look like any sort of environment you wish.

Terror

Apply Psychic damage to a spell shape. The 'touch' spellshape can originate from the caster or one of their illusions. It causes 1 level of Panic per 5 damage dealt.

NATURE SPELLS

Acid

Corrode a small item or apply Acid damage to a spell shape.

Envenom

Creates 2 levels of fast or slow Poison on a weapon per MP spent.

Instincts

For 1 MP each add any of the following perks: Eagle Eyed, Fast, Gliding, Great Leap, Natural Weapons or Venomous. Lasts up to 1 hour.

Leash

At the cost of 1 MP per creature level take control of an animal for an hour. You can only control a single animal or swarm at a time.

Patch

Creates soft grass for one to sleep on and berries equal to a ration allowing for optimal camping. Costs 1 MP per each character gaining a patch.

Plant Control

Create a 15x15 foot patch of difficult terrain. As an action you may attack a target in that difficult terrain using your Wizard level and dealing 5 damage. This patch of animated plants lasts for 6 rounds. Could be used to climb, block a door and other vine related tasks.

Polymorph

Transform a willing target into an animal for up to 1 hour. The cost is the animals Level (minimum 1 MP). On an unwilling target add the targets total level to the MP cost.

Summon Animal

Spend MP to summon an animal or swarm with a Level equal or less than the MP spent. This is a spirit and will vanish if killed or after an hour. It will

follow simple commands and fight to protect it's summoner.

Tame

At the cost of 1 MP per every 2 creature levels you can pacify a number of animals for an hour. For example 4 level 1 animals would cost 2 MP. After an hour they will likely not attack unless provoked.

Web

Apply Physical damage to a spellshape and deals double damage but does not reduce HP. Instead it applies a level of Slow per each 5 damage that would have been dealt. Once per round you may spend an action to pull a webbed target up to 25 feet towards you. Escaping the web requires a normal roll with a sharp object or a difficult roll if they have no means.

NECROMANCY SPELLS

Blight

Kill a small plant or animal or apply Drain damage to a spell Shape. For each 5 Drain damage you deal to a target you gain 1 HP or if you are at your maximum health you gain 1 Temporary HP (which lasts until the end of scene).

Capture

You may bind the soul of a recently deceased creature to it's body allowing you talk to it for 1 dungeon round or 10 minutes.

Chaos

Apply Physical damage to a spell Shape. For every 5 damage dealt to a target roll 1d20 and apply the following condition: 1-4 Burning, 5-8 Bleeding, 9-12 Dazed, 13-16 Frozen 17-20 Poisoned.

Contagion

Causes 1 level of fast poison per MP spent. Choose an additional effect such as 1 level of Bleeding, Blinded or Slowed. While at least one target is affected by this spell you can spend an action to have it copied to another target within line of sight.

Curse

The target creature has disadvantage on all rolls for a round. If you spend 4 MP you may choose a roll type the creature has disadvantage on until the curse is lifted.

Darkness

spend 1 MP to Create a 25x25 foot area of pure darkness. This blocks line of sight and all rolls in or through this darkness are performed at disadvantage. Only you are able to ignore this darkness and see through it. This lasts for 6 rounds.

Doom

Per each MP spent increase the AC of a target by 1 and attacks dealt to that target deal 1 bonus damage per MP spent. This lasts 3 rounds.

Possess

This cost 1 MP per target creature's level. Your spirit enters the creature allowing you to control it. If your body is harmed or if 1 hour has elapsed this spell will end.

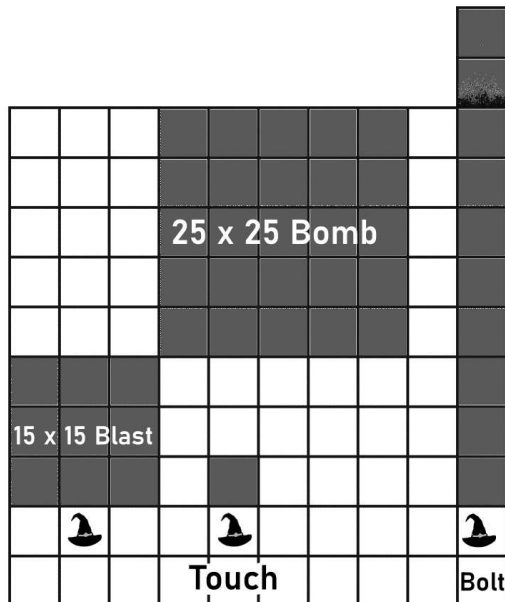
Reanimate

spend any number of MP on this spell. You can reanimate creatures with total levels equal to half the MP spent, turning them into skeletal or zombie versions of themselves. They will follow simple commands and last for 24 hours. Each additional 2 MP spent will reanimate a creature indefinitely.

Wail

Creatures within 25 feet of you take 3 Psychic damage per MP spent and gain 1 level of Panic per every 5 damage dealt to them. This will include friendly targets within 25 feet.

NAME	COST	DMG	AREA	BOOST
Touch	1 MP	10	1 Melee target.	5
Blast	2 MP	6	All targets in a 15x15 foot area next to the caster.	4
Ray	2 MP	10	1 Target up to 100 feet away.	5
Orb	3 MP	6	All targets in a 15x15 foot area up to 100 feet away.	3
Zone	4 MP	4	All targets in a 15x15 foot area up to 50 meters away. Lasts for 5 rounds.	3
Bolt	5 MP	15	All targets in a 5x50 foot line starting at the caster.	5
Bomb	5 MP	10	All targets in a 25x25 foot area up to 100 feet away from the caster.	5
Chain	5 MP	15	Up to 5 visible targets within 100 feet of the caster.	5
Nova	6 MP	25	Every target within 15 feet of the caster.	5



Example Spell Shapes

If a monster takes up multiple spaces within a spell shape, boost the damage against it once per extra space that overlaps with the spell.

WEAPONS, ARMOR AND EQUIPMENT

Even the bravest, hardiest and best educated adventurer cannot get very far without rations, rope, torches and other mundane objects. These allow them to solve problems in the environment such as climbing down a ravine or prying open a locked door. You will find there is no description for most items, this is because players are expected to use them the same way they would use them in real life, or come up with new uses that surprise and impress the Game Master.

Weapon Ranges

Melee (5)
Reach (10)
Thrown (25)
Short (50)
Medium (100)
Long (150)

You can double the reach for a Thrown, Short, Medium or Long attack but you do so at disadvantage.

Weapon Attributes

Crush: You may increase die result by 2.

2 handed: Requires 2 hands to wield limiting shield use.

Fast: Can be used twice in a round.

Defensive: -1 AC in melee attacks against you.

Conceal: Disadvantage on detection.

Tool: Allows specialized actions and grants +1 to these rolls.

Armor Piercing: You may reduce your die result by 2

Fragile: When it deals maximum damage it breaks on an odd die roll.

Reload: Requires an action to reload it before it can be shot again.

Ammo

A player can buy 20 arrows or bolts for 1 GP. After combat players get back half the arrows they fired as part of a turn spent looting.

Alternatively if players do not want to track arrows, when a player rolls a 1 while attacking they realize they only have 1 arrow left in their quiver.

A quiver with arrows or bolts takes up 1 Slot.

Light Weapons (Fighter, Thief and Wizard)

NAME	DMG	RANGE	Type / Slots	VALUE	ATTRIBUTES
Club	5	5	Light 1	10 GP	
Dagger	4	5 or 25	Light 1	5 GP	Throwable
Dart	3	25	Light 1	5 GP	Ammo (10 per slot)
Quarterstaff	4	10	Light 1	10 GP	2 Handed
Sling	4	50	Light 1	10 GP	Improvised Ammo

Medium Weapons (Fighter and Thief)

NAME	DMG	RANGE	Type / Slots	VALUE	ATTRIBUTES
Bow	7	100	Medium 1	25 GP	2 Handed
Crossbow	8	150	Medium 1	50 GP	2 Handed, Reload, Armor Piercing
Flail	6	10	Medium 1	25 GP	2 Handed, Crush
Handaxe	5	5 or 25	Medium 1	25 GP	Throwable
Javelin	4	5 or 25	Medium 1	25 GP	Stack of 5, Throwable
Mace	5	5	Medium 1	25 GP	Crush
Pike	6	10	Medium 1	25 GP	2 Handed, Armor Piercing
Rapier	5	5	Medium 1	25 GP	Fast
spear	5	5 or 25	Medium 1	25 GP	Throwable
Sword	6	5	Medium 1	25 GP	
Whip	4	10	Medium 1	25 GP	Fast

Heavy Weapons (Fighter Only)

NAME	DMG	RANGE	Type / Slots	VALUE	ATTRIBUTES
Battleaxe	7	5	Heavy 1	50 GP	Crush
Glaive	10	10	Heavy 2	50 GP	2 Handed
Greataxe	11	5	Heavy 2	50 GP	2 Handed, Crush
Greatsword	12	5	Heavy 2	50 GP	2 Handed
Heavy Crossbow	11	150	Heavy 2	100 GP	2 Handed, Reload, Armor Piercing
Longbow	9	150	Heavy 1	50 GP	2 Handed
Longsword	8	5	Heavy 1	50 GP	
Maul	10	5	Heavy 2	50 GP	2 Handed, Armor Piercing, Crush
Morningstar	7	5	Heavy 1	50 GP	Crush
War pick	7	5	Heavy 1	50 GP	Armor Piercing
Warhammer	9	5	Heavy 2	50 GP	Crush

Tools as Weapons

While tools are not designed to be used as weapons, you will find that they can still be somewhat cheap, effective and also they can make your exploration easier. If you are already bringing a shovel, crowbar or skillet you might as well hit a monster with it.

NAME	DMG	RANGE	Type / Slots	VALUE	ATTRIBUTES
Axe	4	5	Medium 1	10 GP	Crush
Broom	3	5	Light 1	1 GP	Fragile
Chain	4	10	Medium 1	10 GP	
Cleaver	4	5	Light 1	10 GP	
Crowbar	4	5	Medium 1	10 GP	Crush
Hammer	3	5	Light 1	10 GP	Crush
Knife	3	5	Light 1	10 GP	
Mallet	10	5	Heavy 2	10 GP	2 Handed, Crush
Pitchfork	4	10	Medium 1	10 GP	
Pick	4	5	Medium 1	10 GP	Armor Piercing
Razor	3	5	Light 1	10 GP	Conceal, Fast
Rolling Pin	4	5	Light 1	1 GP	Fragile
Scissors	3	5	Light 1	1 GP	Fragile
Shovel	4	5	Medium 1	10 GP	Crush
Sickle	3	5	Light 1	10 GP	Throw
Skillet	3	5	Medium 1	10 GP	Crush, Throw

Armor

NAME	AC	SLOTS	VALUE	NOTES
Light armor	9	1 slot	50 GP	Easy to tear and repair
Medium armor	7	2 slots	100 GP	Layered on light armor
Heavy armor	5	3 slots	200 GP	Tough but expensive
Wooden Shield	-1	1 Slot	25 GP	Cheap accessory
Metal Shield	-1	1 Slot	50 GP	Tougher shield
Light Cap	N/A	1 Slot	10 GP	Head Protection
Metal Helmet	N/A	1 Slot	50 GP	Better head protection.

Shields: A shield must be wielded in an off hand to reduce your AC by 1.

Wooden: A wooden shield can be shattered by incoming damage. If you choose to have this happen you resist the damage (reduce it by half).

Metal: A metal shield can be reduced by a tier (to wooden shield) by incoming damage. If you choose to have this happen you resist the damage (reduce it by half).

Helmets: A helmet does not affect your AC but it can save you from a critical hit.

Light Cap: when you receive a critical hit you may have it destroy your light cap. If you do you resist the damage (reduce it by half).

Metal Helmet: when you receive a critical hit you may reduce your metal helmet to a light cap. If you do so you may resist the damage (reduce it by half).

Repair: A skilled character can repair armor during downtime. They might require materials or even a smelter to repair Heavy Armor. In town the cost of repairing armor is 50% of the cost of buying a new set. Anything shattered (a shield or cap) cannot be repaired.

Equipment

Roll	Name	Value	Weight	Name	Value	Weight
1	Antiseptic Solution	1 GP	1/5 Slot	Pole (10 feet)	1 SP	1 Slot
2	Bedroll	5 GP	1 Slot	Nails	1 SP	1/5 Slot
3	Book of Songs	10 GP	1/5 Slot	Net	1 GP	1/5 Slot
4	Brushes	1 SP	1/5 Slot	Noble Clothes	10 GP	1/5 Slot
5	Chisel	1 SP	1/5 Slot	Oar	1 GP	1 Slot
6	Dictionary	1 GP	1/5 Slot	Padlock	2 GP	1/5 Slot
7	Encyclopedia	1 GP	1/5 Slot	Paint set	1 GP	1/5 Slot
8	Fishing Rod	10 GP	1/5 Slot	Rope (25 feet)	1 GP	1/5 Slot
9	Flask of Oil	10 GP	1/5 Slot	Scale	1 GP	1/5 Slot
10	Flint	1 GP	1/5 Slot	Sewing Kit	1 GP	1/5 Slot
11	Glue	1 GP	1/5 Slot	Sketchbook	1 GP	1/5 Slot
12	Metal Hook	1 GP	1/5 Slot	Spell Scroll	1 GP	1/5 Slot
13	Lute or Flute	10 GP	1/5 Slot	Straw Hat	1 SP	1/5 Slot
14	Iron Spikes	1 SP	1/5 Slot	Suture Kit	1 GP	1/5 Slot
15	Journal	10 GP	1/5 Slot	Tent	10 GP	1/5 Slot
16	Lantern	20 GP	1/5 Slot	Tinderbox	5 GP	1/5 Slot
17	Lock picks	10 GP	1/5 Slot	Tongs	1 GP	1/5 Slot
18	Medicine	2 GP	1/5 Slot	Torch	1 SP	1/5 Slot
19	Mirror	1 GP	1/5 Slot	Varnish	1 GP	1/5 Slot
20	Mortar and Pestle	1 GP	1/5 Slot	Whetstone	1 GP	1/5 Slot

Rations

Roll	Name	Value	Weight	Name	Value	Weight
1	Dried Meat	1 SP	1/5 Slot	Tinned Ration	1 GP	1/5 Slot
2	Dried Fruit	1 SP	1 Slot	Sack of Grain (10 portions)	1 GP	1 Slot
3	Nuts	1 SP	1/5 Slot	Luxury Ration	5 GP	1/5 Slot
4	Bread	1 SP	1/5 Slot	Wine, Ale or spirits (5 portions)	1 GP	1 Slot
5	Hard Tack	1 SP	1/5 Slot	Luxury Drink (5 portions)	10 GP	1 Slot

Hired Help

Porter 1 GP per day: can carry up to 10 slots.

Trades-person 1 GP per day roll 1d20 origins for available tradespeople.

Militia 2 GP per day: light armor, light weapon.

Mercenary 5 GP per day: level 1 fighter, armed.

Cavalry 20 GP per day: level 2 fighter, horseback.

Veteran 50 GP per day: level 5 fighter, commander.

Adventurer: Anyone who joins the party as an adventurer expects an even share of the treasure rather than an upfront payment. This would be an additional character controlled by the players or sometimes the GM.

Companion Goals:

1 - 10 only wants a short job and to go home.

11-15 looking for a longer campaign past a week.

16-19 will fight alongside and feels like part of the team.

20 wishes to level up with the party and become an adventurer.

(Traumatic events may allow you to re-roll their goals).

Donkey: 30 GP. Carries 1 passenger and 20 slots worth of luggage.

Horse: 50 GP. Carries up to 2 passenger and up to 10 - 20 slots worth of luggage.

Warhorse: 100 GP. Carries up to 2 passengers and up to 20 slots of luggage.

Hound: 10 GP.

Warhound: 25 GP.

Wagon: 100 GP. Carries 4 passengers and 50 slots worth of luggage.

GAINING EXPERIENCE AND LEVELS

Since your character's level is an important stat in this game, it is important to determine how you would like for your players to gain those levels. You can do so using Experience (XP) and for every 100 XP they have, that is equal to their total level. Or you could use milestone leveling meaning when one or more characters accomplish an important task they go up a level.

Leveling up via XP: You may hand out a few experience points any time you wish as a Game Master either to one or more players. Then at the end of each session give them all a larger XP award for having played that day. XP in this game is centered around the number 100 and it can be called percentile experience, giving the GM a lot of control over how quickly characters level up. A good plan is to give between 10 and 30 XP per session meaning it should take roughly 4 to 10 sessions to reach the next level. If you want you can be more generous at lower levels allowing them to level up quickly and slow things down as they become veteran heroes.

XP	Level
0-99	Level 0 aka Novice
100 - 199	Level 1 (gains a class)
200 - 299	Level 2 (gains an ability)
300 - 399	Level 3
400 - 499	Level 4 (gains an ability)
500 - 1000	Levels 5 through 10

Awarding XP in the moment: When one or more characters do something impressive or have a unique experience, it is a good idea to give them a few XP points to reward them. A small reward could be 1 or 2 XP for meeting somebody new, discovering a new place or learning an important fact. You could also give them this sort of reward whenever they roll a natural 20. I would not award them more than 5 XP and would save that for something really cool like discovering something ancient, magical, secretive or performing some grand heroic action. You can even award failure if you want, since we also learn from our mistakes. Falling into a trap, having something stolen or losing an encounter could grant XP as a consolation prize.

Awarding End of Session XP: This is where you really get to control the speed at which your party will gain levels. You could grant as little as 5 XP for a session... we only played an hour or two and not much happened. You can increase this amount based on how long people played and what was accomplished, granting up to a maximum of 50 XP if we played all day and defeated our greatest enemy, saving the kingdom. Now if you award 10 XP per session, it will take 10 sessions to level up. 20 XP per session will take 5 sessions. Adjust according to player satisfaction and how long you want them to spend at each level.

Using the Pillars of play to calculate XP.

Ingenuity: Did your characters use their wits, charm, magic, tools, creativity and special abilities to solve problems and puzzles?

1 XP could represent minor obstacles, 5 XP a creative solution or convincing an enemy to trust you, and 10 XP could be unraveling a conspiracy or saving the day by stopping a magical device or portal.

Discovery: Did your characters meet somebody important, discover a new location, find a magical artifact or unravel a mystery?

Finding some food or coins might be worth 1 XP while having encountered some real treasure or made some valuable connections would be 5 XP. You could grant 10 XP for finding a mythic city, a god or the artifact the whole story is about.

Survival: Did somebody get bloodied, downed or killed? Did the players overcome difficult combats, survive deadly traps or face threats like poison or starvation?

Award as little as 1 XP for avoiding combat and traps, while 5 XP could imply that somebody got injured, bloodied or even disabled. For 10 XP it is because the danger was immense and somebody died or suffered a long term injury.

Other ways to gain XP

spending Treasure to celebrate victories, on charity, to create a shrine, to raise a monument, to buy luxuries or art or anything the character loves. Per every 10 GP spent per total character level, give them 1 XP. For example a level 5 character spending 500 GP would get 10 XP, as he puts on an elaborate festival or helps hire and train a volunteer militia to protect a small town.

Character Development if a character accomplishes a personal goal or makes a major choice they should get some XP for it. As a character begins or ends a personal quest, or discovers something about themselves, or decides something about who they are they should get at least 1 XP and as much as 10 XP.

Alternative to tracking XP

Milestone Leveling: Every 5 to 10 sessions when the players accomplish a major quest or finish a chapter in their story, it is a good time to give them all a level. This will be completely up to the GM and has no numeric component or experience tracking. While simpler, when used correctly it can feel just as dramatic and important as leveling up via XP.

Inspiration.

Inspiration: This will give you the will to keep going and sometimes wrestle success from the jaws of failure. When you fail a roll or you are not satisfied with the results you may spend an inspiration Point to roll an additional die. You cannot have two of the same type of inspiration point. Also if you would become Exhausted you may spend an inspiration point to prevent this.

Healthy: Once per day if you are well fed (at least 2 rations) and well rested (at least 6 hours of sleep) you can gain this inspiration. Usually players will wake up with it and should spend it since they will likely have a new one tomorrow.

Happy: Things that make you happy have a 50% chance (1-10) of granting you the Happy inspiration. This can be done once per day. Examples would be drinking, gambling, playing cards with friends, dancing at a pub, etc. Luxuries grant you advantage on this roll (expensive meal, aged wine, luxury inn, high stakes game).

Blessed: Praying at a shrine, dedicating a victory or tithing has a 50% chance (1-10) to give you the Blessed inspiration. You may gain this inspiration once per day. To gain this at some point the player must decide on a belief system and maybe a deity they are pledged to winning a battle can be dedicated to a god of war or discovering something to a god of knowledge.

Loyal: If you are sworn to a leader or cause, accepting a quest from them will give you the Loyal inspiration. Once spent you can gain it once more every day with a 50% chance (1-10) after accomplishing part of your quest.

A page of Poison

Poisons have a series of attributes which determine how they work.

Level: The level of the poison indicates how difficult it is to resist (target is 10 minus poison level after each activation to shake off it's effects) and also how much damage is done each time it activates.

Fast or Slow: A fast poison activates every combat round while a slow poison activates every hour. This is also how often a character will be allowed to roll to stop being under the effects of the poison. A fast poison outside of combat becomes a second by second threat players must deal with using combat rounds (6 second actions).

Incapacitating or Deadly: If an incapacitating poison reduces a character to 0 hit points they become incapacitated until they are able to get some rest. Deadly poison will kill a character once they are reduced to zero hit points.

Side Effects: many poisons will also cause status effects like slow, blind, stunned or fatigued for their duration.

Anticoagulant	Slow / Incapacitating	Injures cause Bleeding 1 while poisoned.
Arachnid	Slow / Incapacitating	Causes 1 level of Slowed while Poisoned
Enchanting	Slow / Incapacitating	Victim is Charmed while poisoned.
Grounding	Slow / Incapacitating	All spells cost 1 MP more or fail to be cast.
Irritant	Fast / Incapacitating	Causes 2 levels of Daze upon exposure.
Nauseating	Slow / Incapacitating	Incapable of keeping food down.
Neurological	Fast / Lethal	Character is incapacitated until they die.
Numbing	Slow / Incapacitating	Is not aware of pain while poisoned.
Psychedelic	Slow / Incapacitating	Causes the target to be Charmed.
Psychedelic	Slow / Incapacitating	Causes the target to be Charmed.
Silencing	Slow / Incapacitating	Cannot speak or cast spells.
Snake Poison	Slow / Lethal	Will cause Exhaustion while poisoned.
Somniferous	Fast / Incapacitating	Victim falls asleep after failing to recover.
Spores	Fast / Incapacitating	Blind for 1 round when first exposed.
Virulent	Slow / Lethal	Exposed area is injured while poisoned.

Bestiary

This game is full of monsters from mythology, popular culture and of course some original creatures as well. The players will determine when to avoid them, when to confront them and sometimes when to team up with them. Unlike many role playing games there is no XP associated with monsters so it is best to not fight them as only a challenging fight will grant XP.

Anatomy of a Monster

Monsters have similar statistics to players, by which I mean very few. Also monsters generally have some information about their tactics, organization and treasure they might be carrying.

HP: Derived by multiplying the Monster's Level by it's Size related HP modifier, usually to a minimum of 4. Swarms and tiny creatures may have only 1 HP.

AC: The target to hit the monster and damage it based on it's natural or worn armor.

Level: A general indicator of how powerful a monster is. Use the monster level when modifying a target similar to how a fighter would use their level. For example a level 3 monster would add 3 to the AC of a character it is attacking or to the challenge it is trying to overcome.

Attacks: The monster's most common attacks and if it says Weapon then treat them like a fighter adding the Monster level to the maximum weapon damage. For example a level 3 monster could do up to 9 damage with a spear that has a maximum damage of 6.

Move: One or two movement stats... one usually indicates walking speed for a single round (double that if it sprints) and sometimes it will include movement for flying, climbing, burrowing or other types of mobility.

Size: How big the monster is which affects how much space it takes up and how much health it has. See the following table:

Size	HP (per level)	Grid Size
Tiny	2	1x1
Small	4	5x5
Medium	6	5x5
Large	8	10x10
Giant	10	15x15
Epic	12	20x20

Misc Abilities: Here you might find descriptions of weapons, tentacles, magic, poison, wings and other odd attributes that make these monsters unique.

Tactics: A few suggestions on how to run this monster during combat like who does it target, when does it run away and what does it like to do to win it's fights.

Organization: A description of how many you can expect to find either in the wild, in lairs or perhaps as entire villages or nests.

Treasure: How many instances of specific treasure tables to roll on or unique treasures such as their equipment, trophies, poison, flesh and other bits.

Weaknesses: Some monsters are vulnerable to specific elements or to attacks against parts of their body. Here you can find a few weaknesses but the players might suggest new ones that make sense.

Wandering Monsters as Random Encounters

Every round outside of combat you should roll a d20 for a random encounter. This could be every 10 minutes in a dungeon, every watch (or 4 hours) while camping or traveling or every day if you are fast forwarding time on a long journey or while players spend time in a town.

The most typical type of encounter will be monsters of course. You can put together a list of the monsters that are common in this specific dungeon, or in the area players are exploring, and roll against that list.

For example the players take a very long time investigating a room... they consume another torch. They have checked every inch but one of them is convinced there is a secret door in there somewhere.

During one of those rounds... you roll a 2. The door they recently came through swings open as 5 Goblins rush in, looking for the intruders they heard about. Combat ensues and because this game does not really reward combat, each combat will cost the players some HP, ammunition, MP and resources.

This is why they must always balance moving along with spending extra time on interesting puzzles.

Every exploration round roll a d20. On a 1-3 they have a random encounter with wandering monsters.

Reaction Tables

When it is not clear how an NPC, monster or animal will react you can try to assign it a behavior from this list or simply roll at random on one or both columns.

Roll	1-4 desperate	5-8 Threatened	9-12 Normal	13-16 Safe	17-20 Thriving
1-4 Deadly	Fights to the Death	Aggressive	Will attack next turn	Weapons drawn, fangs visible	Will defend it's territory.
5-8 Violent	Will drive players off	Fight or Flight	Mistrusting	Trusts Nobody	Will run to get other monsters
9-12 Hostile	Demands Tribute	Wants something	Follows Party	Will try to ignore the party	Tense negotiations
13-16 Curious	Begs for Help	Needs a favor	Wants to Barter	Lonely or Needy	Will offer food or shelter
17-20 Friendly	Avoids Conflict	Cowers	Helpful and informative	Friendly	Will give you a gift

Desperate: Starving, injured, corrupted, diseased. This monster will likely fight to the death.

Threatened: They view the players as intruders and threats and will either dispatch them or run away. Most monsters start here.

Normal: They are going about their usual activities like hunting, guarding or traveling and are willing to see how things play out. Most humanoids and animals start here.

Safe: The players have their weapons sheathed and this does not feel like a life or death situation yet. Most NPC's start here.

Thriving: Monsters have just brought down prey and have no interest in the players, or the players are visiting a city where they are outnumbered and considered guests but not a threat. Mostly for merchants and friendly factions.

Unintelligent monsters will not barter or converse but you can find a useful analogue in the behaving like a monster section.

Behaving Like a Monster

Enemies and monsters do not simply exist to be slain for treasure and experience. They have goals, strategies, instincts and needs and taking those into account can create much more engaging encounters.

Aggressive Begging: This creature will beg and may be extremely brazen in terms of trying to get into the players backpacks, steal food from them or try to chase them off from a camp so it can raid it. It has little interest in attacking the players but it gladly will if it does not get it's way.

Challenging: This creature seems bigger and tougher than usual with at least one extra level. It is looking for a fight to establish dominance but it might flee if things start to go badly for it.

Curious: This creature shows interest and may follow the party from a safe distance. It might alert other creatures and it could take advantage of a moment of distress to attack the party.

Diseased: This creature is likely dying but in its final days it is attacking any prey it can find. There is likely no way to avoid this creature and it is possible that it could infect a player that it injures.

Indifferent: It may be resting, eating a fresh kill or considers the party to be no real threat. So long as nobody gets too close it will continue to ignore them and a bold party member may try to raid it's lair.

Injured: It will act extremely aggressive and fight anyone who gets near it. It is missing half it's hit points and could be appeased with food, assistance or healing.

Ravenous: This creature is extremely hungry and will stalk and eventually ambush a member of the party. It will be receptive to scraps and rations but it might take quite a bit for it to leave the party alone.

Territorial: This creature may be guarding a den with young-lings, or a valuable treasure, or simply an area it has decided to call home. It will fight until the death but if the party flees it will only chase them to the edge of it's territory.

Arachne

HP	AC	LEVEL	Attacks	Move	Size
18	7	3	Weapon or Bite 4	40	Medium

Arachne seek to invade human spaces and slowly take them by eliminating anyone who is suspicious of them and kidnapping people for their blood and wealth. They descend from a long lineage of cursed humans who hide spider-like appendages under their skin but otherwise look attractive and healthy.

Bite: applies a Level 2 fast incapacitating poison.

spider Legs: They can be used to climb walls and make a single extra 4 physical damage attack per round.

Webs: They receive 4 separate MP specifically to cast the spell Web.

Tactics: Pretending to be friendly. Ambush. Will usually flee if bloodied unless defending their lair or eliminating somebody who knows their identity.

Organization: A single hunter in a human space or larger groups forming a secret organization within a village or city.

Treasure: Harvest level 2 Poison. 1 Stash per individual in a lair. 1 Collection for their Leader. Usually several dead bodies and maybe a few living captives in cocoons.

Weaknesses: Injuring a spider leg will remove their ability to climb and perform extra attacks for one round (they have 4 spider legs). Is afraid of fire.

Bandit

HP	AC	LEVEL	Attacks	Move	Size
6	9	1	Weapon (poor)	30	Medium

Bandits will find places the authorities have neglected and proceed to rob anyone who passes through. This can be a dark alley, a lonely road or any other remote place.

Weapons: tools, light weapons, bows, spears, daggers.

Tactics: Ambush when possible. They are quick to run away if several bandits fall in battle.

Organization: Usually they operate in gangs and have a leader. Large bandit organizations might have taken over a building, cave or old fort to operate out of.

Treasure: Roll loot per every 2 bandits. A hideout has a stash per every 5 bandits. A lair has a hoard associated with the bandit leader.

Weaknesses: Cowardice. Greed. Bribery.

Bat, Giant

HP	AC	LEVEL	Attacks	Move	Size
6	7	1	Bite 5	50/25	Medium

Giant bats are a common pest in caves alongside swarms of regular bats. Most giant bats prey on small mammals but will occasionally attack people if disturbed.

Flight: Their flight speed is 50.

Tactics: They will rush and swoop against vulnerable targets preventing them from using ranged weapons. Thanks to echolocation dark spaces are not a problem to them.

Organization: Enclaves of 5 to 20 bats.

Treasure: Unusual pelts. Guano (level 1 Fire ingredient). A few humanoid skeletal remains (roll for loot per 5 bats).

Weaknesses: Wings (remove flight). Deafening them Dazes and removes echolocation.

Bat, Swarm

HP	AC	LEVEL	Attacks	Move	Size
8	7	1	Bite 4	50	Large

Individual bats are not a threat but when they swarm to protect their territory they can cause panic and plenty of small injuries.

Flight: Their flight speed is 50.

Swarm: They can move through Tiny spaces and receive half damage from physical attacks.

Tactics: A swarm will fly past a target usually leaving several tiny bites or circle a target like a small vortex of fur and teeth.

Organization: Hundreds of bats will reside in a colony and they might attack as multiple swarms.

Bear

HP	AC	LEVEL	Attacks	Move	Size
24	8	3	Bite 7, Claw 7	40	Large

Usually found in wild places, forests and caves but will sometimes venture into villages to forage for trash or attack livestock.

Heavy: Critical hits will usually knock down and push a target.

Climber: You are likely not safe in a tree.

Tactics: Growling, Threatening, Charging.

Organization: Solitary or a mother with cubs.

Treasure: Intact pelt is a level 2 trophy (10 GP).

Beetle, Giant

HP	AC	LEVEL	Attacks	Move	Size
6	6	1	Bite 5	30	Medium

Giant beetles thrive in any environment since they are happy to eat corpses, plants, wood and prey on medium creatures. They have a tough shell and huge mandibles.

Grab: A beetle may try to drag a target away especially on a critical hit.

Traversal: They can climb and burrow in most environments.

Tactics: Silently grabbing their prey and dragging them off into a lair.

Organization: Solitary or in small colonies of 5 to 10.

Treasure: 2 Loot and 1 Stash in a burrow from humanoid victims. Shell.

Beetle, Cauldron

HP	AC	LEVEL	Attacks	Move	Size
4	8	1/2	Bite 4	25	Small

Cauldron beetles are about as large as a wolf and have a jet black shell with many bright yellow streaks. They tend to be carrion eaters and operate in packs. While they prefer dead meat, they are extremely able to defend themselves thanks to the boiling hot bile they can spit out when threatened.

spit: Once per battle they can spit out boiling hot bile at one target within 25 feet that deals 5 damage and will Daze them.

Burst: If killed without having made it's spit attack, it will make a free one as a reaction to a character within melee range.

Traversal: They can climb and burrow in most environments.

Tactics: If harmed or cornered they will use their spit.

Organization: Solitary or in small colonies of 5 to 10.

Treasure: 1 stash. Level 1 Fire Ingredient.

Beetle, Goliath

HP	AC	LEVEL	Attacks	Move	Size
30	7	3	Bite 9	40	Giant

A huge beetle known for creating entire cave systems on its own. They mostly are only seen underground in large caverns they create but sometimes they will breach above ground and attack a village or farm.

Trample: Can move through one or more characters making an attack that deals up to 6 damage.

Tactics: They can demolish structures causing rubble to fall.

Organization: Solitary.

Treasure: A lair might contain 5 loot and 3 stash from dead humanoids. 4 Shell fragments that are a Level 3 trophy worth 100 GP.

Weaknesses: They create rumbling as they move underground so you can usually sense one approaching. They do not make attacks of opportunity.

Blemmy

HP	AC	LEVEL	Attacks	Move	Size
24	7	3	Bite 8 and Weapon	30	Large

A large headless humanoid who has a face in the middle of their chest instead. They are known for their endless hunger for meat and vicious attacks on people trying to explore their territory.

Bite: They can attempt to trap a character with a bite or easily do so on a critical hit. They will keep trying to bite a character trapped in their mouth each round.

Tactics: They will run off if they have a victim trapped in their mouth. They will focus on bloodied characters. They can throw stones (5 physical) within 30 feet of a target.

Organization: In parties of 2 to 4 or in tribes of about 12 members.

Treasure: 1 loot per Blemmy. 1 Stash per 3 Blemmys at their camp.



Weaknesses: Large eyes will cause Bleeding 1 and Dazed 1 if targeted.

Boar

HP	AC	LEVEL	Attacks	Move	Size
12	9	2	6 (tusks)	40	Medium

Generally found in forests and plains but they will often raid farms and towns going through garbage and attacking livestock and even people.

Charger: Gains 2 Bonus Damage on a charging attack.

Tactics: Snarling, Circling, Charging, Hit and Run.

Organization: A single boar or a pack of 5 to 10.

Treasure: Each tusk is a level 1 Trophy.

Brigand

HP	AC	LEVEL	Attacks	Move	Size
12	7	2	weapon	25	Medium

Brigands tend to be tougher, better armed bandits. A few might supplement a group of bandits or a group of brigands might focus on intimidation.

Weapons: medium weapons, bows, axes, spears.

Tactics: Intimidation, snipers, taking hostages, gang up.

Organization: Usually they operate in gangs and have a leader. Many groups are army deserters and keep a military hierarchy and discipline. Expect to see groups of 5 to 15 blocking roads and they have bases with up to 30 brigands.

Treasure: Roll loot per every brigand. A group will have a stash and a base will have multiple stashes and a collection.

Weaknesses: Cowardice. Greed. Bribery.

Bronze Bull

HP	AC	LEVEL	Attacks	Move	Size
24	5	3	8 (horns, hooves)	40	Large

A large bronze bull torture device animated by pain and magic. It's belly glows red hot and is visible in the dark.

Charger: Gains 3 Bonus Damage on a charging attack.

Resistances: Resists fire damage and non magical weapons.

Swallow: When it critically hits or has advantage it will try to swallow a character whole. A character in it's belly will take 5 fire damage per round and has disadvantage to all actions.

Fire Breath: A 15x15 cloud of fire and steam in front of the Bronze Bull that deals 10 fire damage. It cannot be used two rounds in a row.

Tactics: Swallow whole, charge, trample.

Organization: Between 1, 2 or 4 Bronze Bulls as guardians.

Treasure: A level 2 fire ingredient. Lots of scrap metal.

Bugbear

HP	AC	LEVEL	Attacks	Move	Size
18	7	3	Weapon +3	30	Medium

Large goblinoids who are tall, have very long limbs and are quite stealthy. They are assassins and enforcers and tend to bully weaker humanoids into serving them.

Range: Add 5 feet to the range of all Bugbear melee attacks.

Weapons: medium weapons, bows, axes, spears.

Tactics: Sneaking, ambush, threats, target weak characters.

Organization: A single one working for goblins or orcs, or a small tribe of 5 bugbears in a lair or deep in a dungeon.

Treasure: 2 Loot per Bugbear. 1 Stash per Bugbear in their lair or room.

Centaur

HP	AC	LEVEL	Attacks	Move	Size
24	armor	3	weapon +3	50	Large

Centaur is half horse, half humanoid and often operate in nomadic tribes.

Charger: Gains 3 Bonus Damage on a charging attack.

Weapons: medium weapons, bows, axes, spears.

Tactics: Flanking, charging, trampling, dragging, hit and run.

Organization: A single mercenary or traveler, a group of 5 or a pack of 20.

Treasure: 1 loot per Centaur. 1 Stash per every 2 centaurs.

Centipede

HP	AC	LEVEL	Attacks	Move	Size
4	11	1/2	3	20	Tiny

A snake sized insect with a segmented body and poisonous mandibles.

Bite: Apply 1 fast incapacitating poison.

Find Opening: Gains advantage when it attacks the same target as it attacked last time.

Tactics: Ambush, crawl into armor (find opening), gang up.

Organization: Groups of 5 to 20 hiding among corpses and under rocks.

Cephalid

HP	AC	LEVEL	Attacks	Move	Size
40	5	5	8	20	Large

Cephalids are inter-dimensional travelers who look like an Octopus inside a mechanical suit. They have powerful psychic and magical abilities which they use to dominate other humanoids.

Magic: 6 MP which can be used to cast any Common, Astral or Illusion spell.

Tentacles: Cephalids gain 1 extra attack every round using a tentacle. Tentacles have advantage on restraining or knocking down targets. 4 tentacles operate the suit while 4 stick out to manipulate objects or attack opponents.

Mental Blast: Deals 15 psychic damage to a target within range of sight. Cannot be used two rounds in a row. Anyone killed by a mental blast will stand back up as a mindless minion of the cephalid with half their HP restored.

Tactics: Hide behind minions, keep distance, psychological manipulation.

Organization: A single cephalid controlling a group of humanoids or a council of 3 to 5 trying to take over a large nation.

Treasure: 1 Collection and 1 Stash.

Weaknesses: They suffer 1 bleeding per each point of damage to their AC as their suit will start to leak life sustaining salt water. Targeted attacks to the tank will cause 1 damage to their AC.

Chimera

HP	AC	LEVEL	Attacks	Move	Size
50	6	5	9 up to 3	60/40	Large

Chimera are magically created monsters with 3 heads, that of a lion, a goat and a dragon. They also have the wings of a dragon and deadly lion claws.

Fire Breath: Every target in a 15 foot straight line dealing 15 fire damage. Cannot be used two rounds in a row.

Multiple Heads: It can attack up to 3 adjacent targets with bites or claws.

Charger: Gains 5 Bonus Damage on a charging attack.

Tactics: Put itself in the center of multiple targets. Charge. Swoop.

Organization: One or two as magical guardians.

Treasure: Each head is a trophy taking up 1 slot worth 100 GP.

Weaknesses: Injured wings cannot fly. An injured head will not attack.

Cockatrice

HP	AC	LEVEL	Attacks	Move	Size
24	8	4	8, 4	60/30	Medium

A large magical bird with scales and feathers and it's tail is a snake.

Petrifying Poison: the snake tail bites dealing 4 damage and 2 Fast Incapacitating poison. If a character would be reduced to 0 HP they are instead petrified for 24 hours.

2 Attacks: A peck (8) and a snake bite (4, poisonous).

Limited Flight: It cannot fly 2 rounds in a row.

Tactics: Put itself in the center of multiple targets. Flee if bloodied.

Organization: One or two as magical guardians.

Treasure: Level 2 Poison ingredient.

Weaknesses: Injured wings cannot fly. Snake tail is easily severed (5+ damage on a targeted attack).

Corpse Cruncher

HP	AC	LEVEL	Attacks	Move	Size
24	6	3	6, 4	30	Large

A large centipede like creature with barbed tendrils near it's large maw. It has a strong preference for carrion and rotting meat.

Climb: Can move along nearly any surface.

2 Attacks: A bite (6) and a stinger (4).

Stinger: Level 2 incapacitating poison. Target is paralyzed while poisoned.

Tactics: Incapacitate opponents one at a time. Crawl into hard to reach places.

Organization: 1 to 5 in a place with abundant prey or dead bodies.

Treasure: Level 2 Poison ingredient. Loot from consumed bodies.

Crocodile

HP	AC	LEVEL	Attacks	Move	Size
12	8	2	10	30	Medium

Swim Drown,

Crocotta

HP	AC	LEVEL	Attacks	Move	Size
18	7	3	9	40	Medium

Imitate prey imitate voice ferocious bite,

Cyclops

HP	AC	LEVEL	Attacks	Move	Size
48	7	4	14	30	Giant

Stone throw Weakness (blind),

Demon

HP	AC	LEVEL	Attacks	Move	Size
24	5	4	10	30	Medium

Possession,

Devil

HP	AC	LEVEL	Attacks	Move	Size
12	7	2	7	30	Medium
MP 4 spells.,					

Doppelganger

HP	AC	LEVEL	Attacks	Move	Size
18	7	3	10	30	Medium
Mimic once regen confusion psychic immunity,					

Dragon, Black

HP	AC	LEVEL	Attacks	Move	Size
50	4	5	10	60/30	Giant
Trophy Scales Hoard 3Acid,					

Dragon, Blue

HP	AC	LEVEL	Attacks	Move	Size
60	3	6	11	60/30	Giant
Trophy Scales Hoard 4Lightning,					

Dragon Copper

HP	AC	LEVEL	Attacks	Move	Size
50	3	5	11	60/30	Giant
Trophy Scales Hoard 4Acid,					

Dragon Crystal

HP	AC	LEVEL	Attacks	Move	Size
60	3	6	11	60/30	Giant
Trophy Scales Hoard 4Radiant,					

Dragon Deep

HP	AC	LEVEL	Attacks	Move	Size
60	3	6	11	60/30	Giant

Trophy Scales Hoard 4Necrotic,

Dragon Gold

HP	AC	LEVEL	Attacks	Move	Size
80	3	8	12	60/30	Giant

Trophy Scales Hoard 4Poison Gas 10 MP any spell,

Dragon Green

HP	AC	LEVEL	Attacks	Move	Size
40	4	4	10	60/30	Giant

Trophy Scales Hoard 3Poison Gas,

Dragon Red

HP	AC	LEVEL	Attacks	Move	Size
60	3	6	11	60/30	Giant

Trophy Scales Hoard 4Fire,

Dragon White

HP	AC	LEVEL	Attacks	Move	Size
40	4	4	10	60/30	Giant

Trophy Scales Hoard 3Cold,

Dryad

HP	AC	LEVEL	Attacks	Move	Size
12	7	2	6	30	Medium

Healing 2 Charm 2Charm,

Elemental Force

HP	AC	LEVEL	Attacks	Move	Size
40	5	4	12		Giant
Elemental 4 Only magic or elemental ,					

Elemental Large

HP	AC	LEVEL	Attacks	Move	Size
24	5	3	9		Large
Elemental 3 Only magic or elemental ,					

Elemental Person

HP	AC	LEVEL	Attacks	Move	Size
12	6	2	6		Medium
Elemental 2 Only magic or elemental ,					

Elemental Wisp

HP	AC	LEVEL	Attacks	Move	Size
4	7	1/2	4		Tiny
Only magic or elemental ,					

Fomorian

HP	AC	LEVEL	Attacks	Move	Size
12	9	2	6	30	Medium
Mutation 2,					

Gargoyle

HP	AC	LEVEL	Attacks	Move	Size
24	7	3	7	50/30	Large
Ambush Psychic Immune Resist,					

Gegenees

HP	AC	LEVEL	Attacks	Move	Size
24	7	3	8	30	Large
6 Arms,					

Gelatinous Cube

HP	AC	LEVEL	Attacks	Move	Size
30	10	3	8	20	Large
3 Weapons 1 Armor 1 StashEngulph Resist Physical,					

Geryon

HP	AC	LEVEL	Attacks	Move	Size
32	8	4	10	30	Large
Stash x 23 Heads +2 Initiative 3 to 5 arms,					

Ghost

HP	AC	LEVEL	Attacks	Move	Size
12	7	2	6	30	Medium
Ethereal 2Physical Immunity Haunt,					

Ghoul

HP	AC	LEVEL	Attacks	Move	Size
12	8	2	6	30	Medium
Paralysis Undead,					

Giant

HP	AC	LEVEL	Attacks	Move	Size
40	6	4	12	40	Giant
Free 11 Stomp on Prone,					

Goblin

HP	AC	LEVEL	Attacks	Move	Size
4	9	S	5	30	Small
Copper x 2Fast Sneak,					

Gorgon

HP	AC	LEVEL	Attacks	Move	Size
30	5	5	10	40	Medium
Antidote Poison 4Petrifying Gaze Poison,					

Griffon

HP	AC	LEVEL	Attacks	Move	Size
40	7	4	8	80/40	Giant
Egg 500Wings Pounce Swoop,					

Harpy

HP	AC	LEVEL	Attacks	Move	Size
12	9	2	6 or weapon	60/20	Medium
Wings Swoop Drag,					

Hellhound

HP	AC	LEVEL	Attacks	Move	Size
18	6	3	7	40	Medium
Fire 2Breath ,					

Hobgoblin

HP	AC	LEVEL	Attacks	Move	Size
6	8	1	Weapon	30	Medium
,					

Horse

HP	AC	LEVEL	Attacks	Move	Size
16	9	2	8	50	Large
Gallop,					

Horse War

HP	AC	LEVEL	Attacks	Move	Size
24	9	3	9	50	Large
Gallop Trample,					

Insect Swarm

HP	AC	LEVEL	Attacks	Move	Size
12	9	2	6	60/30	Medium
Resist Weapon Poison Overwhelm,					

Kobold

HP	AC	LEVEL	Attacks	Move	Size
4	10	1/2	Weapon	30	Small
Copper Ambush Gang Up Infravision,					

Lamia`

HP	AC	LEVEL	Attacks	Move	Size
30	7	5	8	30	Medium
Venom Crush,					

Leech

HP	AC	LEVEL	Attacks	Move	Size
36	9	3	9	35	Large
Attach Drain,					

Lich

HP	AC	LEVEL	Attacks	Move	Size
					Medium
,					

Living Statue

HP	AC	LEVEL	Attacks	Move	Size
18	6	3	9	25	Medium
Resist All Immune Psychic Traits Larger,					

Lizard Man

HP	AC	LEVEL	Attacks	Move	Size
12	7	2	6	25	Medium
,					

Lycanthrope

HP	AC	LEVEL	Attacks	Move	Size
12-30	9-5	2-5	6-10	40	Medium
,					

Manticore

HP	AC	LEVEL	Attacks	Move	Size
24	8	4	8	60/30	Medium
Tail SPike,					

Merfolk

HP	AC	LEVEL	Attacks	Move	Size
6	9	1	Weapon	50/30	Medium
,					

Mimic

HP	AC	LEVEL	Attacks	Move	Size
24	7	4	4, 10	20	Medium
Ambush Tentacle Grab Bite Trap,					

Minotaur

HP	AC	LEVEL	Attacks	Move	Size
32	8	4	10	30	Large
Charge,					

Mummy

HP	AC	LEVEL	Attacks	Move	Size
24	6	4	Weapon Touch	20	Medium
Paralysis Disease Half Weapon Undead,					

Mutant

HP	AC	LEVEL	Attacks	Move	Size
12	9	2	Weapon +2	30	Medium
Roll for 3 mutations. ,					

Ogre

HP	AC	LEVEL	Attacks	Move	Size
24	7	3	10	30	Large
Gold StashFree 7 Stomp on Prone,					

Ooze

HP	AC	LEVEL	Attacks	Move	Size
18	10	3	6	30	Medium
Acid,					

Orc

HP	AC	LEVEL	Attacks	Move	Size
12	8	1	7	25	Medium

Injured - 1 free attack,

Owl Bear

HP	AC	LEVEL	Attacks	Move	Size
24	7	4	10	40	Large

Maul,

Pegasus

HP	AC	LEVEL	Attacks	Move	Size
24	9	3	9	50	Large

Gallop Trample,

Pirate

HP	AC	LEVEL	Attacks	Move	Size
6	9	1	Weapon	30	Medium

,

Pixie

HP	AC	LEVEL	Attacks	Move	Size
4	6	1	4	60/30	Tiny

Surprise 4 MP Invisible Charm Sleep,

Purple Worm

HP	AC	LEVEL	Attacks	Move	Size
66	8	6	14	20	Epic

Swallow Poison Burrow,

Rat

HP	AC	LEVEL	Attacks	Move	Size
4	9	1/2	4	40	Small
Gang Up,					

Rattling

HP	AC	LEVEL	Attacks	Move	Size
4	7	1	5	35	Small
Climb Ambush Steal,					

Redcap

HP	AC	LEVEL	Attacks	Move	Size
12	7	2	7	35	Medium
Clever Razor Bloodlust,					

Rust Monster

HP	AC	LEVEL	Attacks	Move	Size
18	5	3	5	35	Medium
Rust Metal Smell Metal,					

Salamander

HP	AC	LEVEL	Attacks	Move	Size
24	7	3	8	40	Large
Fire Breath Fire Resistance,					

Scorpion

HP	AC	LEVEL	Attacks	Move	Size
18	5	3	9	40	Medium
Sting 5 Level 2 Poison Fast Lethal,					

Sea Serpent

HP	AC	LEVEL	Attacks	Move	Size
30	7	3	12	40	Giant
,					

Shadow

HP	AC	LEVEL	Attacks	Move	Size
12	9	2	5 drain	30	Medium
Only magic Surprise,					

Shark

HP	AC	LEVEL	Attacks	Move	Size
16	6	2	10	40	Large
Track Blood,					

Skeleton

HP	AC	LEVEL	Attacks	Move	Size
6	10	1	4 or weapon	25	Medium
Undying 5. Undead.,					

Snake

HP	AC	LEVEL	Attacks	Move	Size
3	10	1/2	3 bite	25	Tiny
Level 1 PoisonLevel 1 poison ,					

Specter

HP	AC	LEVEL	Attacks	Move	Size
30	5	5	8 drain	40 float	Medium
Level 3 spirit (Ectoplasm)Undead. Physical Immunity. ,					

spider

HP	AC	LEVEL	Attacks	Move	Size
18	5	3	5	35	Medium
Poison Web,					

Sprite

HP	AC	LEVEL	Attacks	Move	Size
4	7	1/2	3	60	Tiny
3 MP any spell as a prank or defense. ,					

Squadron

HP	AC	LEVEL	Attacks	Move	Size
60	11	5	Weapon	60	Epic

A squadron of roughly 10 level 1 characters which take up a 20x20 area. They can be fighters, zombies, skeletons, goblins, etc.

Weapon: Each soldier has the same weapon be it a club, spear, sword, etc. Also their AC will change based on their armor and shields down to 9, 7 or 5.

Multi Attack: A squadron can attack once per each space that touches two corners with another space. Two squadrons that are touching would get 4 attacks against each other for example. A squadron can only make as many attacks as equal to it's bonus to attack. See Attrition.

Attrition: As a level 5 creature add +5 to target of what they attack and to the max weapon damage. If they are reduced to 49 HP or less they have +4, 39 or less is +3 and so on. This also reduces the maximum number of attacks they can make.

Tactics: Squadrons will seek to block off areas and place themselves against other squadrons or sometimes seek out enemy commanders. When bloodied there is a 50% chance they will attempt to retreat if no friendly commander is in sight.

Weaknesses: Squadrons are not stealthy so you can usually sense one approaching. Taken up multiple squares makes them vulnerable to spell shapes that target a large area.

Termid

HP	AC	LEVEL	Attacks	Move	Size
24	7	4	6-10	30	Medium
Burrows Worker Warrior and Queen,					

Toad

HP	AC	LEVEL	Attacks	Move	Size
12	9	2	5	30	Medium
50 leap 20 tounge trab and drag,					

Treant

HP	AC	LEVEL	Attacks	Move	Size
40	5	4	8	25	Giant

Treant

HP	AC	LEVEL	Attacks	Move	Size
40	5	4	8	25	Giant

Troglodyte

HP	AC	LEVEL	Attacks	Move	Size
12	7	2	5	35	Medium
Stench,					

Troll

HP	AC	LEVEL	Attacks	Move	Size
32	6	4	8	40	Large
Healing 3Regen (3 per round) Revive Fire and acid stop,					

Unicorn

HP	AC	LEVEL	Attacks	Move	Size
24	9	3	9	50	Large
Healing 4Gallop Trample Bless Heal,					

Vampire

HP	AC	LEVEL	Attacks	Move	Size
24-36	5	4-6	8	40	Medium
,					

Vampire Spawn

HP	AC	LEVEL	Attacks	Move	Size
12	7	2	6	35	Medium
,					

Vultrid

HP	AC	LEVEL	Attacks	Move	Size
18	5	3	8	40/20	Medium
Stench Vomit MP 4 Necromancy,					

Water Leaper

HP	AC	LEVEL	Attacks	Move	Size
8	7	2	6	35	Small
Poison,					

Wight

HP	AC	LEVEL	Attacks	Move	Size
12	7	2	7	30	Medium
,					

Wolf

HP	AC	LEVEL	Attacks	Move	Size
12	9	2	6		Medium
,					

Wolf Dire

HP	AC	LEVEL	Attacks	Move	Size
24	8		10		Large
,					

Wraith

HP	AC	LEVEL	Attacks	Move	Size
12	8	2	6	30	Medium
Drain Touch Physical Immunity,					

Wyvern

HP	AC	LEVEL	Attacks	Move	Size
30	5	3	10	80/30	Giant
Swoop,					

Zombie

HP	AC	LEVEL	Attacks	Move	Size
12	12	2	5 or weapon	20	Medium
Reanimate 5. Undead. Grapple. ,					

Monster Variants

Random Mutations

Roll	Mutation
1	Beast Head (bite or horns) and Fierce.
2	Extra Arm
3	2 Tentacles and Squid like Eyes
4	Muscular and Twisted (+2 on appropriate rolls)
5	Increased Size (+2 HP per level)
6	Acidic spit (10 Acid Damage up to 25 feet away) and Scales
7	Level 2 Poison bite and Greenish Hew
8	Bone plated skin making AC = 6 or -1 AC
9	Scorpion Tail 6 damage poison 1
10	Massive Maw 6 damage bite
11	Malleable squeeze through tiny spaces.
12	Resist (half damage) from all elements. Slimy skin.
13	Stench spray causing 1 target to have Disadvantage all Rolls
14	Great Leap and Climb
15	Second Head granting +1 Initiative and +4 HP
16	Clawed allowing them to climb and deal 5 damage.
17	Gliding, Arm flaps, +2 HP
18	Dark Vision
19	Hyper cephalic +1 MP and learn 1 spell
20	Elongated granting 10 foot reach

Variants

Variation	Adjustments
Assassin	Surprise Attack +1 Monster Level
Champion	+1 Monster Level, +1 Size (+2 HP per level). Can be Dire or Alpha.
Corrupted	2 random mutations.
Cultist	1 MP Necromancer spells
Ghostly	Intangible, Undead, inflicts Drain damage. See Ghost.
Giant	Size +2 (+4 hp per level)
King	+2 Monster Levels
Shaman	4 MP Nature for spells +1 Monster Level
Skeletal	Undying 5, Undead. Immune to psychic damage. See Skeleton.
Squadron	60 HP worth of similar monsters. See Squadron.
Undead	Undying 5, Undead. Immune to psychic damage. See Zombie.
Warlock	4 MP Elemental for spells +1 Monster Level

Treasure

Some adventurers are motivated by protecting the weak. Some adventurers want to become living legends. Some adventurers seek revenge or a personal agenda. But every single adventurer loves treasure.

In this game treasure is like a scoreboard, it is a motivation, it is a way to improve your character and forward your agendas. A character with a chest of gold can get the best equipment, train, and travel in style and hire people to help them.

Treasure is usually categorized in Copper, Silver and Gold.

Copper is the currency of small transactions, begging and street vendors.

Silver is the currency of merchants and guilds, and will often be used for everyday expenses. 10 Copper is equivalent to 1 Silver Coin.

Gold is the currency of nobles and adventurers, and is often the bounty on a monster or the coffer used to pay a band of mercenaries. 10 Silver is equivalent to 1 Gold Coin.

Lastly there are the things that are **Priceless**, this is the currency of kings, mythical beings and powerful wizards. Gems, artifacts, magical items, boons, oaths, blessings and other things that are hard to quantify but are extremely valuable.

Sometimes gems, art or jewelry will have Gold or Silver associated to it... this does not necessarily mean it is made out of that material but it does tell you one is 10 times more valuable than the other.

Loot: Common stacks of coins, equipment and objects found when rummaging through a creature's belongings. Low level treasure that adds up quickly.

Stash: Usually found in lairs and hideouts, this is an accumulation of small treasures and sometimes can be found in the environment.

Collection: The treasure of a noble or magic user, a variety of art, jewelry, magical items and potions.

Hoard: A large reward, a group of brigands might have a hoard back at their cave and a Dragon or Lich will have multiple hoards creating a pile of treasure.

Treasure found on Monsters and in Lairs

Roll	Loot (Pocket or Backpack)	Stash (Bag or small chest)
1	1d20 SP	10 x d20 GP 10 x d20 SP
2	1/2 d20 GP	2d20 GP 1 Gold Jewelry
3	1 appropriate tool.	3 Inexpensive to Valuable Gems
4	2 dried rations.	50 silver x 1d20
5	1 Bottle of Cheap Wine or Spirits	2 Petty Potions, 20 GP
6	Level 1 Healing Ingredient.	1 Petty Magic Item
7	Level 1 Poison Ingredient.	10 GP 1 Silver Jewelry
8	1d20 GP.	5d20 GP, +1 Weapon
9	1 Inexpensive Gem.	Silver Art, 1d20 GP
10	2d20 SP	1 Uncommon Potion
11	1 Random Equipment.	10 Tinned Rations 2d20 GP
12	2 Torches.	1 Magic Scroll
13	Petty Potion.	1 Precious Gem 10 GP
14	Level 2 Random Ingredient.	2 Silver Art & 10 GP
15	1 Silver piece of Jewelry.	3 Silver Jewelry
16	1 Silver piece of Art.	1 Gold Bar worth 200 GP which takes up 1 Slot
17	1 Inexpensive Gem.	Gold Art, 1d20 GP
18	Medicine.	10 GP & 1 Gold Jewelry
19	1 Tinned ration.	10x of 1 Magic Ammo
20	1 Valuable Gem.	1 Unusual Magic Item

Examples:

If you fight some humanoids roll Loot for most of them creating a small collection of coins and objects people find searching their bodies and bags.

If you find a lair you might also want to roll Stash a few times making it seem like several valuable objects are all kept here.

Combined Loot and Stash could represent the belongings in a cabin, or the reward offered to you by a villager for rescuing somebody. It is not a lot, but it is likely everything they can scrape together on a short notice.

Treasure found in Mansions and Strongholds

Roll	Collection (Satchel or display)	Hoard (Pile or Large Chest)
1	10 GP 1 Bottle Luxury Wine or spirits	20 x 1d20 GP and 50 x 1d20 SP
2	Tome with 2 spells	400 GP and 1 Magic Jewelry
3	4 Identical Scrolls	1d20x50 Gold +100 Gold
4	3 Different Scrolls	250 GP, Gold Art, +1 Weapon
5	A Magic Wand & 3d20 GP	Magic Weapon and 200 GP
6	A +1 Weapon & 4d20 GP	200 GP and a +1 Weapon
7	A Magic Weapon & 2d20 GP	200 GP and a +1 Armor
8	A +1 Armor & 3d20 GP	200 GP 2 Gold Jewelry
9	A Magic Armor& 2d20 GP	200 GP and 2 GOLD art pieces
10	5 Identical Uncommon Potions (labeled)	5 Uncommon Potions, 5 Petty Potions
11	3 Different Uncommon Potions (unlabeled)	2 Petty Magic Items, 300 GP
12	1 Magic Jewelry & 1 Gold Art	Tome with 2 spells and 400 GP
13	1 Magic Wand & 5 x 1d20 GP	Magic Weapon, 400 GP
14	1 Gold Jewelry and 1 Magic Jewelry.	5 gold bars worth 200 GP each (1 slot each)
15	5 identical Valuable to Precious Gems	8 Gems Valuable Gems GP 250 GP
16	2 Petty Magic Items	A Magic Wand and 500 GP
17	Unusual Magic Item	3 Gold Art, 5 Petty Potions
18	1d20x10 GP	5 valuable gems and 200 GP
19	1 Cursed Magic Item	100 GP and 1 Wondrous Potion
20	1 Scroll 1 Uncommon Potion 1 Petty Magic Item	100 GP and a Wondrous Item

Collections are best when facing Wizards, Vampires and other magical beings. Imagine a mansion and this is what you find in a study or in a laboratory. You can throw one into Stashes to guarantee one cool or weird reward.

Hoard you should roll when you defeat a great tyrant that had been stealing from the land such as a dragon, bandit lord or evil king.

Jewelry and Art

Roll	Jewelry	Art
1	Beads 50 Coins	Cutlery Small 100 coins
2	Pearls 200 Coins	Painting 100 coins 1 slot
3	Ring 50 Coins	Figurine 50 coins
4	Jeweled Ring 50 Coins 1 Gem	Bust 200 coins 1 Slot
5	Necklace 100 Coins	Statue 1000 coins 2 Slots
6	Jeweled Necklace 100 coins 1 Gem	Plaque 200 coins
7	Bracelet 120 Coins	Chalice 200 coins
8	Jeweled Bracelet 120 coins 3 Gems	Scepter 500 coins
9	Choker 150 Coins	Music Box 200 coins
10	Jeweled Choker 150 Coins 4 Jewels	Idol 100 coins
11	Comb 150 Coins	Mask 100 coins
12	Jeweled Comb 150 Coins 3 Jewels	Game board 150 Coins
13	Earrings 50 Coins each	Tome 100 Coins
14	Jeweled Earrings 50 Coins and 1 Gem in each of them.	Vestments 50 Coins
15	Brooch 250 coins	Drinking Horn 100 Coins
16	Jeweled Brooch 250 coins + Gem	Crystal Bottle 50 Coins
17	Pendant 200 Coins	Silk Robe 40 Coins
18	Jeweled Pendant 200 Coins + Gem	Gilded or Jeweled x3 Value
19	Tiara or Crown 500 Coins	Ancient x4 Value
20	Studded Crown 500 & 5 gems	Legendary x5 Value

Unless otherwise noted Jewelry and Art is assumed to take up 1/5 of a slot. As such they are very dense stores of wealth and sometimes require a collector or specialist to buy them from you, but you will almost always be able to sell them at their full price.

Silver Jewelry has Inexpensive through Valuable gems.

Gold Jewelry has Precious through Priceless gems.

Gemstones

Roll	Category	Value	Gem
1	Inexpensive	5 GP	Jasper (Stripes)
2	Inexpensive	10 GP	Citrine (Yellow to Orange)
3	Inexpensive	15 GP	Turquoise (Sky Blue, Opaque)
4	Inexpensive	20 GP	Quartz (Foggy, Refracting)
5	Inexpensive	30 GP	Onyx (Opaque Black)
6	Valuable	40 GP	Amber (Orange, Bubbly)
7	Valuable	50 GP	Jade (Opaque Bright Green)
8	Valuable	60 GP	Agate (Earthy, Swirled)
9	Valuable	80 GP	Peridot (Light Green)
10	Valuable	200%	Clear (First Gem Only)
11	Precious	100 GP	Opal (Solid with rainbow specks)
12	Precious	150 GP	Aquamarine (Light Blue)
13	Precious	200 GP	Spinner (Deep Pink)
14	Precious	250 GP	Garnet (Brown to Red)
15	Precious	300%	Large (First Gem Only)
16	Priceless	300 GP	Sapphire (Navy Blue)
17	Priceless	400 GP	Emerald (Bright Green)
18	Priceless	500 GP	Ruby (Bright Red)
19	Priceless	1000 GP	Diamond 1000 (Clear)
20	Priceless	500%	Unique (First Gem Only)

Level	Category	Value
1	Inexpensive (1 - 5)	5-30 GP
2	Inexpensive through Valuable (1 - 10)	5-80 GP
3	Valuable through Precious (5 - 15)	40-250 GP
4	Precious through Priceless (10 - 20)	100-1000 GP
5	Priceless (15 - 20)	300-1000 GP

Magical Items

Identifying: Usually the magical properties of an item need to be identified through trial and error. Using the object, exposing it to different environments, trying out different things. A spell could identify that the object is magical or it's properties. Also you can usually pay to have an item identified while in a city by a merchant specializing in magic at the cost of 25 GP.

Purchasing: It is difficult to find any specific magical item in the world. That said there is always a chance a merchant could have it. If you find a merchant with a large stock of magical items they have a 1-2 chance of having an item you are looking for. Otherwise generate all items randomly. Selling magic items will be at half it's value unless you can auction them.

Petty Potion 25 GP

Uncommon Potion 100 GP

Wondrous Potion 1000 GP

Wand 1000 GP

Scroll 100 GP

Jewelry 500 GP + Jewelry Price

Petty 500 GP

Unusual 1000 GP

Wondrous 5000 GP

Magic Ammo is 25 GP per shot.

Cursed 2000 GP

Weapon +1 500 GP for Light, 1000 GP for Medium, 1500 GP for Heavy

Weapon with properties twice that of a simple +1 Weapon

Armor+1 1000 GP per Slot

Armor with Properties: twice the cost of the +1 Armor

Auctions: You can buy or sell magic item at auction and will pay the auction house 10% of the final bid. The price starts at 50% of the estimated cost of the item.

Each round of the auction roll a d20 and if the result is higher than the current percent (x10) increase the bid. For example if the bid is currently at 90% and you roll a 17 (170%) then somebody increases the bid to 100%. The maximum an object can sell for is 200% so whoever puts in the last bid (an NPC or the players) wins it.

Potions

Roll	Petty	Description
1	Snake Venom	Level 1 Poison, Fast, Incapacitating
2	Blinding Powder	Causes Blindness for 2 rounds to 1 target.
3	Satiation	Satisfies hunger and thirst, restores 1 HP
4	Holy Water	10 Radiant Damage 15x15 Area to Undead or Unholy
5	Sleep Dust	Put a target with 20 HP or less to sleep.
6	Antidote	Remove up to 4 levels of Poison
7	Stimulating	Remove all Exhaustion
8	Far Sight	No disadvantage on ranged attacks for 1 hour.
9	Spider Bite	Level 1 Poison, Slow, Incapacitating, Slows Victim.
10	Acid Flask	10 Acid Damage against 1 Target
11	Fire Flask	10 Fire Damage against 1 Target
12	Sense Magic	Detect Magic for 1 hour.
13	Cat's Eye	Grants Low Light Vision for 1 hour.
14	Terror Dust	Causes Panic in a creature with 20 HP or less.
15	Fleet Foot	+5 Feet movement speed for 1 hour.
16-20	Minor Healing	Restore 5 HP

Uncommon

Roll	Uncommon	Description
1	Rust Dust	Deal 20 damage to a metal object rusting it in seconds.
2	Invisibility	Become invisible for 1 hour or until you take damage.
3	Mutation	Permanently gain 1 random mutation.
4	Weightless	For 1 hour Walk on Water or perform Great Leaps
5	Water Breathing	This lasts for up to 24 hours.
6	Strong Back	Carry 10 more Slots for 1 hour.
7	Protection	Gain 10 temporary HP until removed by damage.
8	Mana	Gain 2 MP. If you cannot cast spells you feel nothing.
9	Haste	Gain 1 extra action each round for 20 minutes.
10	Ice Flask Bomb	15 Freezing Damage against 1 target.
11	Sleep Bomb	Puts targets with 20 HP or less to sleep in a 15x15 area.
12	Stone Skin	7 AC for 1 hour granted by Natural Armor
13	Inky Black Bomb	Creates a 15x15 area of darkness for 1 hour.
14	Assassin Oil	Level 3 Poison, Fast, Lethal.
15	Luck	You may re-roll 1 die per scene for 24 hours.
16-20	Major Healing	Restore 10 HP

Wondrous

Roll	Wondrous	Description
1	Major Mutation	Gain 3 random mutations permanently.
2	Shrink	Become Tiny for 1 hour.
3	Giant Size	Grow to Giant Size for 1 hour.
4	Vitality	Heal 1 HP per hour for a week.
5	Fortune	Re-roll 1 die during each scene for a week.
6	Love	Becomes devoted to the first creature they see.
7	Fate	50% kills a living creature, 50% fully restores them.
8	Major Mana	Restore all lost MP. Gain 2 additional MP until spent.
9	Liquid Form	Move through Tiny areas for 1 hour. You take half damage from physical sources of damage such as weapons.
10	Mind Reading	You can read minds by making eye contact for 1 hour.
11	Dragon's Breath	Once per combat you can deal 10 fire damage to a target within 25 feet. This lasts for 24 hours.
12	Vaporizing Grenade	Deal 40 damage to 1 target. If destroyed it is vaporized.
13	Elemental Infusion	Choose an element. For 24 hours you deal 5 bonus damage of that type and gain resistance to that type of damage.
14	Courage	For 1 Week you have 1 extra level in Fighter but gaining this level will not unlock special abilities.
15	Resurrection	Revive anyone who has been dead for less than a week.
16-20	Restoration	Refill HP and remove all non permanent conditions.

Magic Weapons

+1 Weapon: These are relatively common weapons that have been infused with magic. When attacking add +1 to the AC of your target and is able to damage enemies who are only vulnerable to magic.

All magical weapons are considered +1 but may have other properties.

Roll	Enchantment	Description
1	Burning	When drawn it glows and deals Fire damage.
2	Icy	When drawn it deals Cold damage.
3	Stone	On a critical hit it will petrify a limb or the whole creature.
4	Vampiric	Gain 1 HP when you damage a living creature.
5	Radiant	Deals 5 bonus damage to Undead or Unholy.
6	Speaking	This weapon has a personality and you may re-roll one missed attack per combat.
7	Terrorizer	Psychic damage. Critical hits inflict Panic (5 difficulty save)
8	Dripping	Always has 1 Level of Fast Deadly Poison.
9	Slaying	On a critical hit it will slay a creature with 10 or less HP remaining after being dealt damage.
10	Light Quicksilver	Can become any Light Weapon or Tool
11	Medium Quicksilver	Can become any Medium Weapon or Tool
12	Heavy Quicksilver	Can become any Heavy Weapon or Tool
13	Phasing	Has an extra optional instance of Armor Piercing.
14	Guided	You have advantage to hit when throwing this weapon.
15	Battering	Apply 3 Push to any critical hit.
16	Destruction	5 Bonus Damage on critical hits.
17	Giant Slaying	1 Bonus Damage per size of the target above Medium.
18	Agony	Adds 1 Daze to any Critical Hit
19	Thunder	This deals Lightning Damage
20	Hunter	Glows near a creature type and deals 3 Bonus Damage to it. The GM should choose a relevant creature type.

Magic Armors

+1 Armor: These are relatively common weapons that have been infused with magic. Your AC is considered 1 lower when wearing +1 armor and you have a +1 to the target when resisting damage.

All magical armor is considered +1 but may have other properties.

Roll	Enchantment	Description
1	Resist Acid	Resist Acid Damage (1/2 Damage). Cannot be Corroded.
2	Resist Fire	Resist Fire Damage (1/2 Damage). Cannot be Ignited.
3	Resist Cold	Resist Cold Damage (1/2 Damage). Cannot be Frozen.
4	Resist Drain	Resist Drain Damage (1/2 Damage).
5	Shield of Care	Grants the wielder 10 Temporary HP once per day.
6	Changeling Armor	This armor can become Light, Medium or Heavy and change it's appearance.
7	Helm of Breathing	Breathe under water or ignore gas for 1 hour per day.
8	Magnetic Shield	Arrows, bolts and bullets have disadvantage to hit you.
9	Ship Shield	This can turn into a magical boat that fits 4 people.
10	Magic Barbs	Whenever you are dealt damage, deal 1 damage to the creature that harmed you.
11	Animated Shield	This shield does not require a free hand.
12	Dragon-scale	Resist Fire, Acid and Lightning damage.
13	Shadow Leather	Once per combat become invisible for one round.
14	Grounded Armor	Resist Lightning Damage (1/2 Damage).
15	Adamantine Armor	Reduce the damage of an attack against you by 1 per every 5 damage it would deal. Only Medium or Heavy armor.
16	Glamoured Light Armor	Can turn into any outfit. Reverts if you are damaged.
17	Silvered Armor	1 Bonus Damage per size above Medium.
18	Helmet of Infra-vision	When the visor is down you gain Infra-vision.
19	Spell Absorbing Armor	When you are dealt magic damage, gain 1 bonus damage to your next attack per every 5 damage you received.
20	Silent Helmet	Ignore all Psychic Damage and effects like telepathy.

Magic Wands

A magic wand can have as many as 5 charges but start with 1d20 / 4 charges meaning between 1 and 5. If the character does not have any Wizard levels, they must make a Wizard roll (difficulty 10) to use it for the first time.

Wands recharge at the rate of 1 Charge per day or 25 GP per charge at a city enchanter.

Roll	Wand	Description
1	Detect Magic	The target can detect magic for 1 hour.
2	Float	The target can walk on water or perform great leaps for 1 hour.
3	Healing	Restore 5 HP to a target within range of sight.
4	Lightning	Deal 10 Lightning damage to one target in range of sight.
5	Wind	Apply 3 levels of Push to a target within range of sight.
6	Disguise	Change the appearance of a target for up to 1 hour.
7	Fear	Apply 2 Panic to a target within range of sight.
8	Webs	Apply 2 Slow to a target in range of sight. You may pull that target up to 25 feet by performing an action.
9	Amplification	Boost a spell you are casting by 1 by expending a charge.
10	Unlocking	Unlock any non magical lock.
11	Detect Invisible	The target can see invisible things for 1 hour.
12	Acid	Deal 10 Acid Damage to a target within Range of Sight.
13	Magic Missiles	Create 2 Missiles that deal 4 damage each and each may automatically hit a target of your choosing.
14	Grab	Teleport a 1 Slot or less object that you can see into your other hand.
15	Ice	Deal 10 Cold damage to a target within range of sight.
16	Sleep	Deal 20 psychic damage to a target. They do not lose health, instead if they would be reduced to 0 HP they are put to sleep instead.
17	Teleport	Move a friendly target to a space within 50 feet.
18	Spirit	See and speak to spirits for 1 hour.
19	Protect	Grant a target within range of sight 5 temporary HP.
20	Dispel	Counter or end a spell. The person using the wand takes 1 Psychic damage per GP used to cast the spell.

Magic Scrolls

A piece of parchment or a tablet that contains a spell and also the energy required to activate it. After a scroll is used it will disintegrate into glowing dust. If a character does not have any Wizard levels, they must make a Wizard Roll (Difficulty 5) to identify or activate the scroll.

Roll Scroll		Description
1	Rest and Restoration	Fully restore a character's HP and remove all non permanent conditions from them. This will put them to sleep for 8 hours and they cannot wake before then.
2	Minor Elemental	Summon a level 3 elemental.
3	Exorcise	Deal 10 Radiant damage to all undead and unholy creatures within line of sight.
4	Mass Teleport	Move all friendly targets to a space within line of sight.
5	Mass Sleep	Deals 20 Psychic damage to up to 5 targets within range of sight. This does not reduce their HP, instead if their HP would have been reduced to 0 they are put to sleep instead.
6	Protective Dome	Creates a dome that lasts for 8 hours over a camp. The first hostile creature entering this dome will take 10 damage and set off a magical alarm waking the party.
7	Portal Home	Opens a door for 10 minutes to a safe location of the caster's choosing. This is a one way door.
8	Moment of Rest	Each friendly character within range of sight regains 5 HP.
9	Friend to Animal	Polymorph a friendly target into a level 3 or less animal.
10	Detect Everything	All magical, invisible, illusory or disguised objects and creatures within line of sight start to glow for 10 minutes.
11	Make a Friend	Permanently create a level 1 Skeleton minion.
12	Unstable Change	A friendly target gains 3 random Mutations for 24 hours.
13	Magical Menu	Each friendly target is prompted to manifest one mundane food item and drink of their choosing. They can be and should be luxury items.
14	Equip Other	Manifest a non magical armor, outfit, weapon and piece of equipment of your choosing onto a friendly target. These are permanent.
15	Mass Repair	Each friendly target has damaged armor, weapons and equipment repaired.
16	Delivery	Up to 5 Slots are sent to a friendly character instantly.
17	Capture	One Medium or Smaller target cannot leave the space they are in for 24 hours.
18	Identify	Know the details of a magical item.
19	Shrink	The friendly target becomes Tiny for 1 hour.
20	Enhance	Target weapon or armor becomes +1 for 24 hours.

Magic Jewelry

The wearer of magic jewelry will gain an ongoing magical effect, although they might not always be aware of it at first.

Roll Enchantment		Description
1	Protection	Start each combat with 1 temporary HP per total character level if you did not have any temporary HP.
2	Regeneration	Recover 1 HP each hour.
3	Spiritual speech	You may see and communicate with spirits.
4	Haste	The first time in the day you take damage gain an extra action for 3 rounds.
5	Escape	The first time in the day you take damage you instantly turn invisible for 3 rounds.
6	Lucky	Re-roll your first failed roll of each scene.
7	Resistance	The first time in the day you take damage, take half that much damage (resist it).
8	Mana Store	When you cast your first spell of the day, regain 1 MP.
9	Miracles	The first 1 you roll in a day becomes a natural 20.
10	Friendship	Improve your first Reaction Roll of the day.
11	Vitality	You may ignore 1 level of Exhaustion.
12	Reviving	If the wearer would die, the ring vanishes and they are returned to life with half their hit points.
13	Poison Resistance	Always have advantage when trying to resist poison.
14	Animal Understanding	You can understand animals so long as they have something to tell you.
15	Translation	You can understand any language spoken out loud.
16	Winter	You can ignore cold environments and resist Cold damage.
17	Warning	You gain advantage on evading traps and ambushes.
18	Hostility	During combat foes will always choose you if given equally valid choices.
19	Second Wind	Once per day if your HP drops below half you instantly recover 1 HP per total character level.
20	Mule	You may carry 2 more Slots.

Petty Magic Item

Petty magic items may seem like small gadgets and mostly useless novelties, but when used with creativity they can absolutely save an adventurer's life.

Roll Petty		Description
1	Animated Game Board	An extremely difficult (5) opponent in a game of strategy. It also resets itself after each match.
2	Skeleton Key	Opens one non magical lock and vanishes.
3	Merfolk Pearl	You may breathe underwater while it is in your mouth.
4	Refilling Flask	At dawn this flask fills with luxury spirits. 2 servings.
5	Luck stone	Every morning gain an inspiration called Lucky if you do not already have it.
6	Ward	You may automatically resist (1/2 effect) one spell which causes the ward to disintegrate.
7	Water Rod	By concentrating while holding this rod it will point you in the direction of water.
8	Tiny Tent	A handkerchief that unfolds into a tent when thrown.
9	Boiling Pot	So long as you focus your gaze on this pot it will get hot.
10	Smelling Salts	A vial of strong smelling minerals. If somebody at 0 HP is exposed to them they instantly awaken with 1 HP.
11	Flawless Flint	This flint will always successfully ignite something even when wet or when the wind is blowing super hard.
12	Flying Stationary	If you write a letter on this stationary it will fold into a bird and fly to deliver itself. 10 sheets.
13	Locking Key	This key can lock any door. It cannot unlock any doors.
14	Sharpening Stone	The first time you deal melee damage in combat, you deal 1 Bonus damage. This charm is smooth and cannot actually sharpen weapons.
15	Eternal Candle	A half burnt candle that will never burn any lower no matter how long it is light.
16	Sleep Mask	While sleeping you recover 1 additional HP per total level.
17	Tied Silks	Many colored pieces of silk that extend up to 25 feet when used as rope.
18	Coin of Cheating	This coin can only land on Heads.
19	Perfect Bell	This bell will ring clearly up to 100 feet away even through solid stone.
20	Lunch Box	It can hold 1 Slot worth of rations that will never go bad.

Uncommon Magic Item

Roll	Uncommon	Description
1	Cloak of Gliding	So long as the wearer is not over encumbered, this will allow them to glide when they would normally fall.
2	Eagle Eye Glasses	You can see extremely long distances and do not have disadvantage on any ranged attacks.
3	Low Light Vision Glasses	While worn you have low light vision.
4	Strange Sack	Once per day produce one piece of equipment at random.
5	10 Magic Beans	When planted, over the course of 10 minutes it will grow along any wall making it very easy to climb.
6	Serpent Belt	When removed it becomes a level 1 Poisonous Serpent under the owners command. If killed the belt is ruined.
7	Queen's Crown	Once per scene you can order a humanoid to bow. In combat this will Daze them (using up a future action).
8	Boots of speed	+5 Feet of Movement per action.
9	Wolf skin Cloak	Once per day you may transform into a wolf for up to 1 hour, leaving your possessions behind.
10	Flying Broom	So long as you are not over encumbered you can fly for up to 1 hour per day for a total distance of 24 miles.
11	Archers Gloves	When using a bow or crossbow you deal 1 bonus damage.
12	Enchanted Instrument	This instrument can play on it's own when commanded to do so or somebody can pretend to play it.
13	Magical Prosthesis	An arm or leg made of wood that is 100% as functional as a limb they where born with.
14	Tool +1	Similar to a +1 Weapon but also makes work easier.
15	Tavern Seeking Mug	When held at arms length it will point towards the nearest tavern.
16	String-less Puppet	A tiny puppet you can control with eye contact. It can sneak into places and carry small items.
17	Blindfold of Seeing	You may see any invisible thing and nothing else.
18	Dancing Boots	Once per combat have an enemy re-roll a successful hit against you.
19	Inertia Boots	You can run up any surface for up to 6 seconds (1 round).
20	Quilt of Magic Scraps	Two people can fit under the quilt although just barely. If they get at least 6 hours of sleep grant each 5 extra HP restored and 1 random effect from enchanted Jewelry table for the next 8 hours. This effect is unknown to the players.

Wondrous Magic Item

Roll	Wondrous	Description
1	Gauntlets of Might	Add 2 Bonus Damage to all melee attacks. Gain advantage on rolls that would involve raw strength like bashing down a door, lifting a boulder or wrestling a monster.
2	Mirror of Capture	You may use this mirror to capture any creature that is in a bloodied state. If the mirror is broken the creature will be released. Some mirrors have creatures already trapped.
3	Needle of Agony	Attacks with this will deal 1 damage. The target must make a difficult roll (5) to not be stunned for 1 round and has disadvantage on attacks while the needle is stuck in them.
4	Bag of Holding	This bag can hold up to 20 slots worth of stuff. Retrieving a specific item takes 10 minutes or you can dump out and re-fill the bag.
5	Unpredictable Quiver	Any arrow drawn and fired from this quiver will have a random magical effect.
6	Magic Lamp	The owner of this lamp is given 3 minor wishes before the lamp vanishes to re-appear somewhere else in the world.
7	Magic Figurine	Once per day this becomes a level 4 Monster of the GM's choosing. If bloodied it becomes a figurine again and if slain the figurine is broken.
8	Skip Boots	Once per day teleport to a visible location as a reaction avoiding an attack, spell or trap.
9	Reading Glasses	You may understand any written language while wearing them. They are fragile and should be protected.
10	Dragon Mask	Once per combat use a breath attack dealing 10 damage in a 15x15 area in front of you.
11	Holy Lantern	Undead or Unholy creatures near this lamp (15 feet) take 1 damage per round.
12	Elemental Flute	So long as you play this flute elementals will not harm you and you can give them simple telepathic commands.
13	Magic Mortar	Produce 2 potions instead of 1 when using this mortar.
14	Helpful Tome	Once per day request a spell. 50% chance the tome shows that spell, 50% chance it shows a spell of the GM's choosing.
15	Staff of the Mage	When you cast a spell costing 4 MP or more get 1 MP back.
16	Enchanted Doorknob	Placed on any door, it will open a one way door to your home or room at an inn. You get the doorknob back.
17	Dwarven Belt	Increase your MAX HP by 1 per level. instantly grow a beard regardless of gender or species.
18	Cloak of Magic Resistance	Gain advantage resisting effects and damage from spells.
19	Cloak of Invisibility	Once per day become invisible until you take damage.
20	Wisp Cloak	Once per day become a gas that can pass through tiny cracks and is immune to most damage for 10 minutes.

Magic Ammunition

All magical ammunition (arrows, bolts, bullets) tend to disintegrate after being fired. Also for use with the Unpredictable Quiver. All these arrows are also +1 making it easier for them to hit.

Roll	Ammo	Description
1	Fire	Deals Fire Damage.
2	Ice	Deals Cold Damage.
3	Lightning	Deals Lightning Damage.
4	Radiant	Deals Radiant Damage.
5	Paralyzing	The target must save difficulty 10 or be paralyzed for 3 rounds.
6	Explosive	Deals 10 Fire damage in a 15x15 area where it hits.
7	Heart Seeker	Advantage to hit. If you had advantage it defaults to being a critical hit.
8	Draining	Recover 1 HP per every 5 damage dealt.
9	Acid	Deals Acid Damage.
10	Sleep	Deals double Psychic damage but does not reduce HP. Instead if the damage exceeds the remaining HP the creature is put to sleep.
11	Cupid	The target will also be Charmed.
12	Cube	Create a Gelatinous Cube. A Medium or smaller target will be trapped inside the Gelatinous Cube.
13	Web	Create 15x15 Difficult Terrain. Characters in that area must make a 10 difficulty roll or not be able to leave.
14	Screeching	Loudly screeches as it flies through the air.
15	Rope	Leaves rope attached to wherever it hits, magically stuck. The other end of the rope starts at the person who fired the arrow.
16	Magic Missile	splits into 4 Magic Missiles that automatically hit any targets you choose.
17	Virulent	Also causes Level 2 Poison, Fast, Incapacitating.
18	Teleportation	The target is teleported to an empty space. On an even roll you choose the location, on an odd roll the GM does.
19	Agonizing	So long as you deal damage you cause 1 Daze.
20	Crushing	This arrow gains Crush and will cause 1 level of Push per every 5 damage dealt.

Cursed Items

Roll	Wondrous	Description
1	Collapsing Armor	When you take damage this armor dismantles and falls to the ground.
2	Screaming Sword	+1 Sword that screams threats and insults as you attack.
3	Bloodthirsty Heavy Weapon	If a creature is bloodied you cannot leave without making a difficult roll to stop yourself from fighting.
4	Odd Weapon	Whenever you get an Odd result on a die roll add 1 to it.
5	Beacon of Undead	Magic Jewelry. All undead within 50 feet are aware of the beacon and mindless undead will be drawn to it.
6	Ravenous Bag	It will digest anything left in the bag for 10 minutes. If a player searches the bag for 2 rounds in a row it becomes a hostile Mimic.
7	Blood light	While covered in fresh blood this weapon emits light for 20 minutes.
8	Crusading	This +1 weapon is aware of Undead or Unholy within 25 feet and will try to force you to attack them.
9	Jewelry of Truth	This item glows whenever the wearer tells a lie.
10	Shared Pain	This +1 weapon deals 2 bonus damage and causes 1 damage to the wielder.
11	Golem Armor	Heavy armor defaults to 4 AC and grants your attacks 1 bonus damage. You cannot disobey any direct orders while wearing this armor as the armor will follow them.
12	Symbiotic Shell	+1 Armor. It will consume 1 HP from the wearer to repair one point of damage to the armor each round.
13	Armor of Undeath	+1 Armor. Anyone who dies while wearing it returns to life as a sentient undead Revenant.
14	War-coffin	Permanently attached heavy armor set to 3 AC. Removing requires magic and will cause 3 Fatigue.
15	Deceitful Djin	They will grant up to 3 somewhat altered minor wishes.
16	Jewelry of Hunger	You must consume twice as many rations to avoid fatigue. You heal 2 HP whenever you consume a ration.
17	Mystery Vial	Every day it re-fills with one unidentified Uncommon potion. You must drink it or pour it out to know what it does. Grenade style potions are centered on the owner.
18	Enthusiastic Weapon	Add 3 to all rolls even when this would cause you to miss.
19	Helm of Enmity	Any creature you damage will solely target you.
20	Box of Loot	It has a slot to insert coins. When 100 gold coins has been inserted it will pop open producing the contents of 1 random Collection. If pried open it is empty.

Spellbooks

A spellbook takes up 1 slot and can contain up to 5 transcribed spells. A spell Tome takes up 2 slots and can contain up to 10 transcribed spells.

Roll	1-6 Common	7-8 Astral	9-10 Divine	11-12 Elemental
1-2	Fire			
3-4	Ice			
5-6	Lightning			
7-8	Radiant			
9-10	Paralyzing			
11-12	Explosive			
13-14	Heart Seeker			
15-16	Draining			
17-18	Acid			
19-20	Sleep			
Roll	13-14 Enchantment	15-16 Illusionist	17-18 Nature	19-20 Necromancy
1-2	Cube			
3-4	Web			
5-6	Screeching			
7-8	Rope			
9-10	Magic Missile			
11-12	Virulent			
13-14	Teleportation			
15-16	Agonizing			
17-18	Crushing			
19-20				

Boons, Blessings and Wishes

Sometimes players will earn a great reward from a magical creature such as a Boon, Blessing or Wish. Here are some guidelines on how these should generally work. Here are some examples that would likely not break the game:

Boons, Blessings and Wishes should affect the players, not other entities. You cannot simply wish harm on somebody or remove somebody's free will.

Resurrect a dead character.

Make all targets 2 points easier for 1 Week.

Transport the party to a location of their choosing.

Fully restore a person removing permanent conditions.

Grant a permanent Origin or Perk associated with the magical creature.

Give them a petty or uncommon magic item they have heard about.

Grant the character 5 Temporary HP at the start of each day for a week.

Give the players a magical creature as an ally.

Raise a magical squadron (10 Level 1 creatures who are undead, construct, etc).

Permanently enchant a weapon or piece of armor.

Give an honest answer to a plot mystery or question.

Create a two way magical portal that lasts for 24 hours.

Take you to the location of an object you seek but do not know where it is.

Permanently teach you a spell from the normal lists.

Remove 20 years or add 10 years to a character's age.

Etc.

Genies: Usually they will do their best to grant a minor wish and are not especially devious unless you get a deceptive Djinn.

Gods: They are often capricious but will answer prayers that serve their interests and reward those who are devoted to them, but will likely ignore non believers.

Devils: They love contracts and will offer minor wishes and boons in exchange for a later task, the collateral often being the characters very Soul. A soulless character will start to exhibit undead traits and eventually become a revenant.

Demons: As powerful as Devils but with no sense of fair play. They will reward those who serve them completely and punish those who oppose them.

Fae Lords: Similar to Devils they love contracts but will often grant a boon or wish out of gratitude for saving their subjects or completing a task for them. Those who cross a Fae Lord will often be cursed, transformed into an animal or trapped in the Fae realm.

Powerful Witches, Liches, Wizards and Sorcerers: Some entities have attained a sort of immortality through magic and can occasionally reward those who serve them or who they see potential in. They might interfere in world affairs by granting power to a young adventurer or help a pretender to a throne.

Learning to Crawl

Hex Crawl

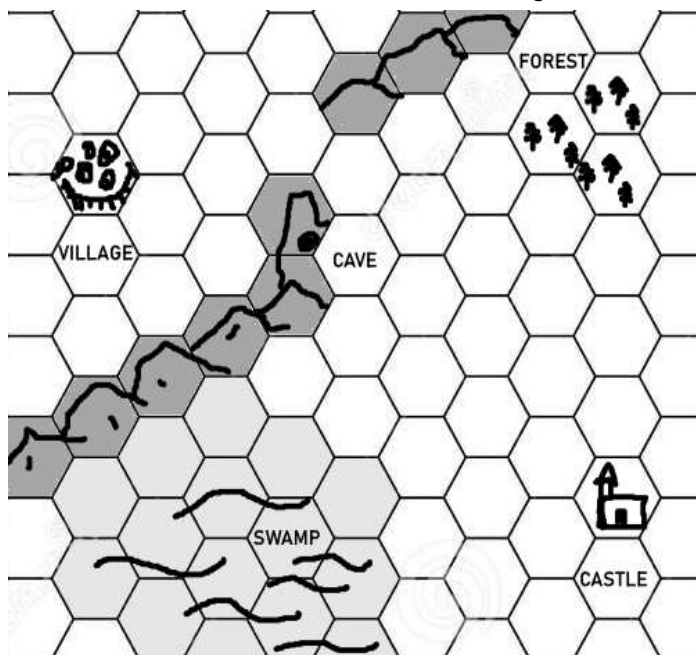
A hex crawl uses a Hexagonal map which will indicate how large each hex is. For the purpose of this game we are saying that a hex is 6 miles across and takes about 4 hours to cross, or you can cross 2 in 4 hours if you are following a well traveled road.

Each hex by default contains a terrain type, such as desert, swamp, hills, mountains, jungle, forest, etc. This affects the type of adventures you might have in this hex.

Hexes will often contain a feature. This can be as mundane as a river or road or as exciting as a city or dungeon. You are usually traveling seeking out these features.

Lastly a hex may be affected by time of day and weather... I would not suggest venturing in a mountain during a snowstorm at night.

This creates a very strict way of playing a group of traveling adventurers since you will need to account for time elapsed and probably also track rations and make camp overnight somewhere. It is also the most rewarding way to play travel as it implies that each individual hex can be an adventure, especially when you use procedures that generate encounters, locations, landmarks and other great adventure seeds.

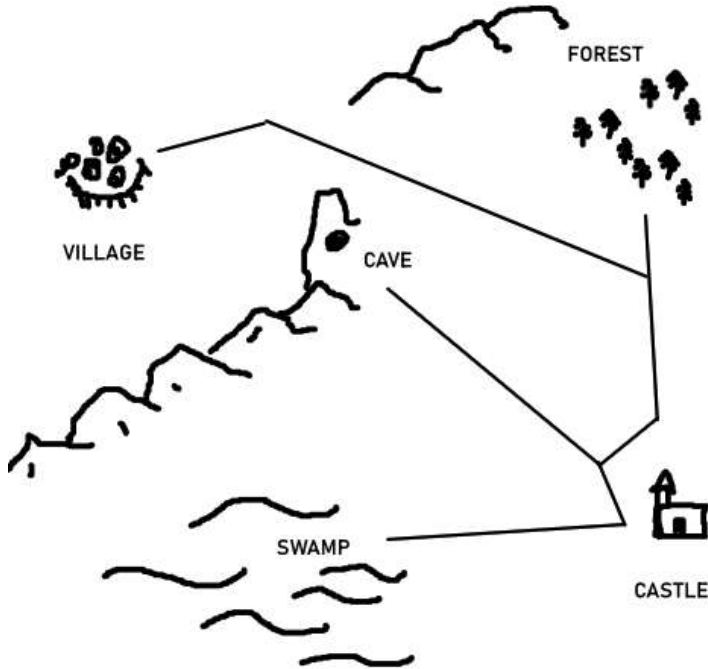


You can also use a hex map to connect various published dungeons and adventures, creating a larger world connecting your favorite books.

Point Crawl

A point crawl is like a hex crawl, minus the hexes. Instead you have a series of points of interest on a map and the GM should be able to estimate how long it takes to travel from one to another. Maybe going from the Castle to the Cave is 8 hours of travel and going to the Village is 16 hours. That means you will probably have to camp at least once on your way to the village.

Using a point crawl becomes almost mandatory when traveling over very long distances especially with the aid of a cart, ship or other means of travel. The GM should still check for the occasional encounter every 4 hours or so (midway between locations) and players can still discover things that are not on the map such as a dungeon, camp, hideout or so on. They can also hunt and fish similar to a hex crawl if they want to play into the survival simulation.



Roads or lines or dots connecting places are optional and are mostly shown in the illustration above show a few of the distances.

Simulating Survival

For as long as there have been role playing games, there have also been games about wilderness survival and exploration. There is something exciting about setting a group of hopefully well prepared adventurers off in direction to see what they discover.

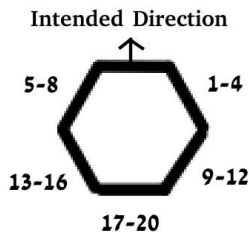
Hunting, fishing and foraging: If players do not want to eat their preserved rations, they can always attempt to hunt or forage. In a plentiful area it stands to reason most players can find something to eat and clean water, but in other circumstances such as a desert they will need to lean heavily on special training and more than a little luck. If you wish you can assign an area to be Easy (15), Normal (10) or Difficult (5) based on the terrain. Success should normally produce 2 rations but a large prey or lots of fish could be equivalent to 4 or more. Berries, mushrooms and insects one forages could make a character sick or poison them, but it is up to them to use their skills to identify such hazards or just eat a bunch while the rest of the party watches and waits. Also all this fresh food will already start to spoil tomorrow so find a way to preserve it or eat your fill and move on.

Weather: At very least bad weather will slow down travel and could potentially cause harm or exposure. Extreme heat or extreme cold will likely cause a level of Exhaustion if traveling without protection and maybe even Damage. A storm might make rivers flood and become impossible to pass.

Encounters: Game Masters can always roll for encounters and if they get a 1-3 on a D20 they can introduce some monsters, fellow travelers, bandits, strange events or new hazards. Maybe roll every 2 hours or when things are too quiet.

Camping: Players can usually gather enough wood from dead branches to start a camp fire, if not they can put together 3 torches. A camp fire should last overnight if the weather is not too wet and provide warmth and some protection from natural predators. It would be smart to take turns keeping watch for 2 hours at a time, so 4 characters can get 6 hours of sleep each without an ambush or even mischievous creatures stealing things from their backpacks. Players are very vulnerable to receiving half healing due to sleeping on the cold hard ground so it is smart to pack a bedroll and a tent so you can camp in style.

Navigation: Sometimes a party can get lost when there is no road and they lack the right equipment or training to find their way. On a failed roll use the following diagram to figure out which hex they travel to.



Procedures and Play

As the GM you will quickly learn that planning everything out does not work and even if it did, that would be a little too predictable. By using procedures and also procedural design you can surprise yourself and your players with exciting and unexpected content. This can be as simple as a monster attack or as complex as a whole dungeon or kingdom that is randomly generated.

Procedures include things such as keeping time, tracking rations and torches, checking for random encounters, having players search rooms, etc.

Procedural Generation lets you figure out what is in the next hex people are crawling through. It can also be used to generate towns, dungeons, caverns, lairs, adventures, characters and anything else.

Procedural Cavern Adventures

You can use these tables to generate vast and possibly never ending caverns either ahead of time or during play. Caverns will provide plenty of danger, challenges, difficult to reach areas and rewards. Also they are great at depleting resources and not all food and water you find in a cavern can be trusted.

To keep things simple enough caverns are assumed to be a series of 5 or 10 foot wide tunnels that require 10 minutes to traverse connecting to larger Chambers between 15x15 feet all the way to 100x100 feet and more.

Cavern Themes (these may change every 10 times you descend).

1 - 11 Solution or Typical Cavern: The caverns are your typical caves formed by erosion and tend to descend gradually following the path of underground rivers. These can flood during bad weather and generally will have a bit of water, life and vegetation.

12 Mines: Abandoned tunnels carved out by humanoid workers. They will be full of metal, abandoned tools, gems and wooden beams holding it together. It is likely that it was abandoned due to an invasive species, another group of humanoids claiming it, a collapse or dangerous conditions. Use all sorts of threats and frequent monsters coupled with frequent rewards.

13 Thermal: Lava created tunnels and chambers with smooth walls and sometimes heat is near the surface, manifesting small lava pools, steam vents and many toxic and treacherous materials.

14 Crystalline: Beautiful, but also full of sharp edges. Use a lot of mineral threats where falling can cause damage and bleeding. Light refracts into rainbows and there is a lot of inexpensive gems everywhere.

15 Burrows: These tunnels were made by monsters, either one huge one or a bunch of small ones. Expect to find life, lairs and maybe some treasure. Typically colonies of insects will take up residence in burrows and expand on them.

16 Flooded: Solution caves with a constant influx of water from the ocean or a lake. Expect a lot of submerged tunnels, flooded caverns and dangerous things lurking in possibly toxic or acidic pools of water.

17 Vertical: Tunnels that go straight down and often require rope or real skill to traverse. Rocks often fall and create many perils for adventurers. Flying creatures have a huge advantage and swarms of bats can be extremely dangerous.

18 Fossil: Ancient creatures are trapped under layers of rock forming frequent pools of oil and many ancient and valuable relics. Walls show the bones of huge dragons and similar creatures.

19 Civilized: A deep civilization calls this cavern home and will have many small areas leading up to a major chamber housing an underground city. Good place for trade, bad place to pick a fight.

20 Glacial: Conditions have created super cold caverns with icy formations. Many mineral based threats but created from ice. Also survival is difficult if the party is not prepared for cold weather.

Cavern Generator

Roll	Tunnel	Chamber
1	Hazard and re-roll (1 or less)	Hazard and re-roll (1 or less)
2	Tight Squeeze 1/2 speed, no large creatures.	Lair with Hazard and one tunnel.
3	1 foot hole only tiny creatures can squeeze.	Lair with rare find and a tunnel.
4	Knee deep water.	Encounter with a Hazard and 2 tunnels.
5	Swim but air is regularly available.	Encounter with one tunnel.
6	Fully flooded requires holding breath and swimming under water.	Encounter with a Hazard and a tunnel.
7	Climb with easy footholds.	Reinforced structure and Encounter with 2 tunnels behind doors.
8	Climb with large boulders.	Structure with a Trap and a tunnel behind a door.
9	Climb with a smooth surface.	Structure with 2 tunnels behind doors.
10	Partial collapse, dig through gravel and sand for 10 mins 4x with no tools.	Open chamber with vertical descent & a Hazard.
11	Narrow tunnel, descending.	Open chamber with a vertical descent and one tunnel.
12	Wide tunnel, descending, encounter.	Open chamber with a vertical descent only.
13	Long narrow tunnel 20 minutes.	Open chamber with 2 tunnels.
14	Long wide tunnel, 20 minutes, encounter, descending.	Open chamber with 2 tunnels.
15	Extremely long descending tunnel, 30 minutes.	Open chamber with 2 tunnels.
16	Narrow Tunnel.	Open chamber with one tunnel.
17	Wide Tunnel.	Open chamber with one tunnel.
18	Long narrow tunnel. 20 mins.	Open chamber with one tunnel.
19	Long wide tunnel, 20 mins.	Open chamber with one tunnel.
20	Narrow tunnel. Encounter.	Open chamber with one tunnel.

Vertical Descents or Climbs (tunnels) will go straight down (or up) into another chamber.

If you need a size for a chamber (there is a combat encounter) roll 20x5 for Length and Width with a minimum of 10x10 feet. Average them if you want a more even chamber or leave it tunnel like.

Cavern Hazards

Roll	Type	Description
1 to 2	Water	Freezing Water 10 minutes causes 1 Damage and 1 Level of Frozen.
3 to 4	Water	Hot water causes 2 Damage per 10 minutes. In a Chamber pools of boiling water cause that damage in 1 combat round.
5 to 6	Water	Save against a Level 1 Slow Disabling Poison.
7 to 8	Water	Dense mud causes difficult terrain (half movement speed) and each player has a 1-3 out of 20 chance when they traverse of hitting a hidden sink hole and start to be pulled under.
9 to 10	Water	Corrosive water causes 1 damage and increases armor AC by 1 after 10 minutes. Pools of acid in a chamber deal 5 Acid damage if a creature falls in.
11 to 12	Water	Blind leeches reduce the HP and max HP of the character by 1.
13 to 14	Water	Gas is suspended under a plastic like surface on the water. Roll for an Air hazard.
15 to 16	Water	A powerful whirlpool will try to suck any adventurer caught in it down into a chamber bellow which will contain a water hazard.
17 to 18	Water	Slime causes difficult terrain. Concentrated pools of slime in a chamber cause 5 acid damage.
19 to 20	Water	Fetid nauseating water, disadvantage on all rolls.
1 to 2	Air	Highly flammable gas, blue flames, possible 10 fire explosion when interacting with a torch or candle for too long.
3 to 4	Air	Intense smell of decay, disadvantage on all rolls.
5 to 6	Air	Clouds of spores that will apply a random level 1 poison if they fail a roll to avoid it.
7 to 8	Air	Invisible poisonous gas that will apply fast level 1 Slow Deadly Poison on a failed roll. Smells sulfurous and artificial.
9 to 10	Air	Dense gas that makes breathing slow and makes you sleepy making torches dim and disadvantages on all rolls.
11 to 12	Air	Steam vents that can deal 2 Damage on a failed roll.
13 to 14	Air	Clouds of stinging insects that will cause 1 damage every 10 minutes.
15 to 16	Air	Gas that inflicts 1 damage every 10 minutes plus blindness.
17 to 18	Air	Harsh chemical smell disadvantage on all rolls
19 to 20	Air	A gas that extinguishes any fire or torch. Players take 1 damage every 10 minutes.

Cavern Hazards

Roll	Type	Description
1 to 2	Flora	Tangled roots create difficult terrain and can entangle a character who falls or is knocked prone.
3 to 4	Flora	Slimy surfaces make everything slippery and dangerous.
5 to 6	Flora	Slime that is both slippery and causes 1 level of Slow Incapacitating poison if somebody falls in it.
7 to 8	Flora	Thick tubers that look appetizing but are poisonous.
9 to 10	Flora	Pollen dense area, save to not be blinded, either way the characters feel extreme irritation in their eyes and throat.
11 to 12	Flora	Exploding mushrooms will create a 15x15 cloud of a random level 1 Slow poison.
13 to 14	Flora	Blind tentacles grab causing 1 damage per round and entangle any creature if a roll is failed. You must cut or burn through them.
15 to 16	Flora	A large digestive basin for a carnivorous plant or fungus that causes 1 acid Damage per round if not avoided. The pit might contain 2 Stashes of undigested valuables.
17 to 18	Flora	Super dense dry dead roots either burn or chop through them, will require 30 minutes to clear.
19 to 20	Flora	Dense lilies in water tangle, slow movement, and could drown a character who falls or is knocked prone.
1 to 2	Mineral	Falling rocks each each has a 1-4 out of 20 chance of having one fall on them when moving, if Odd it deals 10 damage, if even it deals 5. They can save to dodge it.
3 to 4	Mineral	Sharp stalagmites 5 damage if knocked prone or falling onto them.
5 to 6	Mineral	Irritating chemicals 1 that look beautiful, cause 1 damage if touched and as a combat hazard 1 damage if entering as pace with them.
7 to 8	Mineral	Collapsing platforms or floors which will cause falling damage and may drop somebody into another chamber.
9 to 10	Mineral	A few molten pools that will cause 10 fire damage if not avoided.
11 to 12	Mineral	Sleek and slippery surfaces, disadvantage on most rolls.
13 to 14	Mineral	Coal dust causes the torches to spark, if ignored one player will experience a 5 fire damage explosion in the chamber.
15 to 16	Mineral	Fools gold looks valuable can eat up 30 minutes of mining but will be worthless on the surface.
17 to 18	Mineral	Mud which slows movement.
19 to 20	Mineral	Fake jewels that look valuable and might eat up 30 minutes of mining but will be identified as worthless on the surface.

Searching and Foraging

Roll	Description
1	Fresh Spring water and 1 ration of berries, rays of sunlight.
2	A patch of edible mushrooms worth 2 rations, 50% poisonous.
3	A fat deep hare worth 2 meaty rations if shot before it escapes.
4	Thick dry roots usable as 5 feet of rope or combined into a torch.
5	A small pool of natural flammable oil (1 vial of Oil if bottled).
6	Bioluminescent insects (24 hours) provide candlelight if captured in a jar.
7	1 ration worth of starchy underground tubers.
8	Lard worms fatty but gross adding up to 1 ration.
9	Several blind, translucent fish worth 2 rations.
10	A mineral water Spring, 1-10 not hazard 11-20 roll water hazard.
11	5 SP worth of silver dust scraped from a wall.
12	A gold nugget worth 2 GP.
13	A rusty Spring with colorful water. Will cause disadvantage for 4 hours if a character drinks it.
14	A desiccated creature or humanoid corpse.
15	Moss filters enough clean drinking water for 1 person. After squeezing the water you must wait 1 hour to do it again while it accumulates.
16	Assorted insects worth 2 rations but will cause disadvantage for 4 hours if eaten as they are not fit for human consumption.
17	Something scampers beyond beyond the light in an adjacent tunnel. It will be either an encounter or a non hazardous animal.
18	A flat dry area ideal for camping.
19	A rare find (roll on that table).
20 +	Nothing useful.

These things are not instantly obvious but can be easily found when searching. You can roll a d20 for each person searching. Most rooms will allow a maximum of 2 searches, but a huge room might have multiples of anything found while a tiny chamber might only have 1 thing to be found. Searching requires 10 minutes.

Increase your roll by 1 per every 5 times you have descended. Light, food and clean water become increasingly rare as you descend further underground.

Rare Finds

Roll	Description
1	10 GP of silver nuggets.
2	10 GP of gold nuggets.
3	2 tinned rations left on a rock.
4	A Large quartz 1 encumbrance worth 200 GP
5	3 inexpensive gems.
6	1 Valuable gem.
7	A Spelunker corpse stash plus one torch.
8	Mysterious clay artifacts 50% worth 100 GP when appraised.
9	1 precious gem.
10	A large mole hog worth 4 rations if hunted.
11	Glow stone (level 3 glow ingredient) glows for 24 hours mixed in water.
12	Silver vein 20 GP per hour per person max 200 GP harvested.
13	A large deep pool of flammable oil.
14	1 Stash.
15	A fading portal to a nearby city or castle.
16	A sentient explorer happy to trade.
17	Patch of 4 level 2 alchemical ingredients.
18	Sulfuric pool heals 1 hp per character level after soaking for 10+ minutes.
19	A gold vein 20 GP per hour per person max 200 GP
20	1 priceless gem.
21	A diamond worth 1000 GP
22	A luminescent pool will restore a character after a soak but it stops glowing.
23	1 Stash and 1 Hoard
24	A warm subterranean grotto with lots of edible plants.
25+	1 Collection.

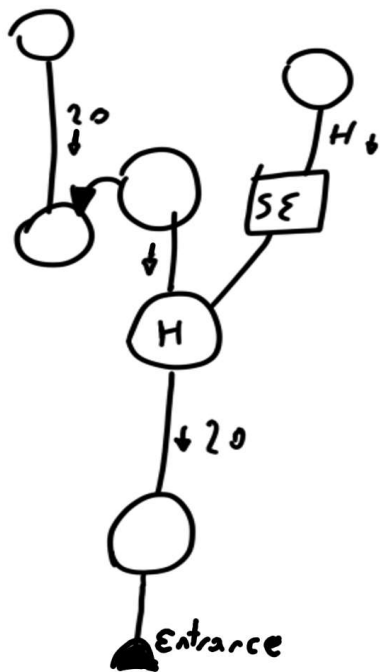
Increase your roll by 1 per every 5 times you have descended. Strange and wondrous treasures are often stashed deep in caverns where it is unlikely anyone will find them ever again.

Cave

There is no need to create a whole dungeon around a series of caves, it would take forever to create a really cool adventure. Instead you can use circles and lines to show chambers and tunnels. Here I have an example with some possible notations you can use, or if you create it ahead of time you can use numbers and associate them with a list of pre-rolled results or things you decided you wanted in your cavern based on the theme.

Important things to note are long tunnels that take more than 10 minutes to traverse, times descended, and as usual keep track of hours passed, torches, rations and other survival elements. Every 10 minutes you can roll for encounters as per usual.

20 - 20 mins
 S - Structure
 H - Hazard
 E - Encounter
 ↓ - Descent



Micro Settings

- **Under an Obsidian Sun:** Following a magical apocalypse the survivors are rebuilding a world where almost all metal was sunk into the core by a powerful spell. Scavenge in the wasteland or fight in the arenas to achieve glory.
- **Sailing the Slimy Seas:** A world of high adventure on a living ocean that quickly devours those who fall into it. Many have taken to piracy to survive, while others hunt pirates or simply go after their buried treasure.
- **Mages and Musqueteers:** An enlightened world where most labor is performed by mechanical men. Everyone else maneuvers, schemes and duels to achieve high standing and be granted land and luxury.
- **Crystalline Kingdom:** An alien planet of beast men and powerful warriors where everything is powered by mysterious crystals. Transform into your warrior form, ride unicorns and save the day with the power of friendship.
- **Magical Mecha:** In a world overrun by huge dragons, giants and aberrations, the hunter guild climbs into large golem suits and do battle with the creatures that threaten civilization.

Consult the Cards of Fate for inspiration.

When playing without a GM, either solo or in a group, sometimes you will have questions as to what happens next. Here you can roll a d20 to select a card and it will tell you what is going on based on the column you choose.

Roll	Card	Encounter	Discovery	Reaction	Regional	Quest
1	The Fighter	Champion	Weapon	Combat	Peace	Defeat
2	The Thief	Robbery	Stash	Flee	Arrests	Capture
3	The Wizard	Spell-caster	Scrolls	Distrust	Inquisition	Investigate
4	The Dragon	Epic	Hoard	Threaten	Frost	Slay
5	The Castle	Guards	Ruins	Hide	Siege	Rescue
6	The Dungeon	Trap	Passage	Ambush	Rivals	Explore
7	The Forest	Animals	Shelter	Secretive	Fire	Find
8	The Ghost	Haunting	Ancient	Scared	Undead	Negotiate
9	The Shield	Raid	Armor	Guarded	Invasion	Defend
10	The Comet	Cosmic	Material	Snipe	Disaster	Gather
11	The Moon	Ambush	Portal	Deceive	Drought	Spy
12	The Sun	Allies	Map	Assist	Eclipse	Conquer
13	The Captive	Prisoner	Informant	Plead	Fugitives	Rescue
14	The Diamond	Single	Gems	Stubborn	Schism	Recover
15	The Witch	Curse	Potions	Trickery	Cursed	Disenchant
16	The King	Leader	Jewelry	Demanding	Usurper	Impress
17	The Horse	Chase	Location	Companion	Migration	Deliver
18	The Tome	Illusion	Books	Curious	Mystery	Learn
19	The Chest	Treasure	Coins	Negotiate	Famine	Loot
20	The Beast	Alpha	Trophy	Fearless	Poaching	Hunt

Or

When you play alone or with minimal GM planning sometimes there will be questions decided by fate, not the skill of characters.

1 No and a complication.

2-5 No

6-10 No but...

11-15 Yes but...

16-19 Yes

20 Yes and a bonus.

Complications: The next question related to this one has an additional cost.

But... if you choose to proceed you must **pay a cost** such as make a loud noise, waste an hour or day, have an encounter, pay bribes, owe a favor, break a tool or equipment, attract attention, etc.

Bonus: Yes without complications and usually with some advantage like you find something useful, they are very friendly, it was easy, there is a shortcut, etc.

It is best to ask questions where a Yes would be in your best interest.

Examples

Is the door Unlocked?

Is the guard Asleep?

Is there an available room at the Inn?

Is there anything of value?

Are they friendly?

Possible Costs

1-2) Attracts attention.

3-4) Requires costs resources.

5-6) Takes a long time.

7-8) Causes exhaustion.

9-10) Failure is dangerous.

11-12) Requires difficult roll.

13-14) Leaves evidence.

15-16) Requires help.

17-18) Only one chance.

19-20) Creates disadvantage.

Wanderers on the Road.

Typical group of NPC one can find on the road, trade with, hire help from or rescue from an encounter with a monster or bandits.

Roll	Encounter	Description
1	Traveling Farmers	Taken their wares to or from town. Discounted fresh rations and possibly sell some equipment.
2	Escorted Prisoner	Guarded by soldiers on their way to a distant prison.
3	Religious Pilgrims	Traveling to a holy site, seeking blessings and guidance.
4	Wandering Merchant	Selling everyday items and simple tools. Might have some petty potions.
5	Family Caravan	Relocating to start a new life in a different region.
6	Herdsmen	Driving their cattle to a more fertile grazing land.
7	Tax Collectors	Transporting coins, grain and documents.
8	Woodcutters	Returning home after a long day in the forest.
9	Traveling Tinker	Offering to repair household items and sharpen tools.
10	Fishermen	Bringing their catch to a nearby market to sell.
11	Baker's Cart	Selling fresh bread and pastries on their way to the market.
12	Village Blacksmith	Delivering newly forged tools and horseshoes to nearby farms. Might be willing to fix something.
13	Shepherds	Moving their flock to new pastures for better grazing.
14	Performers	Dancers, actors and musicians willing to spread joy for some coin.
15	Wandering Storyteller	Entertaining children and adults with tales of old and they might know some helpful secrets and legends.
16	Nomadic Traders	Offering goods and news from far away lands.
17	Traveling Doctor	Providing medical aid and simple remedies to rural communities.
18	Peddler with a Donkey	Selling trinkets, pots, and pans along the roadside.
19	Local Patrol	A number of guards on horseback looking for bandits and deserters.
20	Migrant Workers	Moving to find seasonal work in fields and orchards and might be willing to travel together.

Rare Travelers.