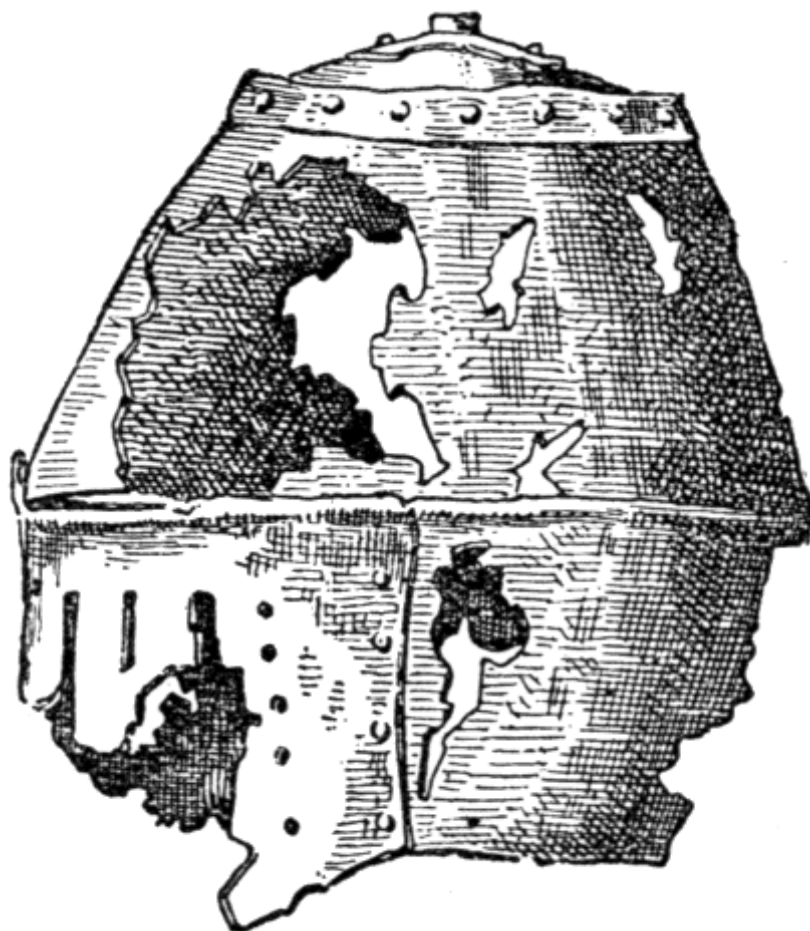# 1pot

One Pot rules set and options

Duncan Young

1pot

One Pot of
Rules, House Rules and Options
for Old School Style
Roleplaying Games

Duncan Young

WHAT..?

...is a roleplaying game?
If this is a question you need answering, stop now. This supplement assumes good knowledge of (d20-based) roleplaying games available from a range of publishers, and how to tinker with them.

...is the point in yet another rules supplement or heartbreaker?
It didn't start out this way. This was originally going to be a couple of blog posts of optional rules etc for fantasy roleplaying. Then things got out of hand... but yes, this is a glorified heartbreaker, collection of house rules, 'new pencil', labour of love/hate that started out as something new, but the world moved on...

...is ⅃pot ?
⅃pot aims to be a collection of optional modular rules for a different take on a fantasy roleplaying game, and whilst presenting those rules, describing a new complete-but-brief ruleset in and of itself. You will no doubt have your favourite game system, be it the original fantasy roleplaying game, or a retroclone or reimagining that has been published more recently. What ⅃pot offers is a selection of and discussion on new modular rules variants to plug and play into your existing game or rules of choice with the main focus of extending the gritty, dangerous feel of low-level campaign play – about succeeding as an adventurer _despite_ the odds.

...really?
What I've done is taken my love of the logic and internal consistency of the d20 system and experience with classic RPGs, and tried to combine a modular aspect of the rules to a simpler free-form system more reminiscent of old school play; where the characters are frequently only one blow away from death, where player ingenuity and a bag of marbles is as much a resource as the weapon or powers at your characters call, and where it is an achievement to finish a session with your character alive. And to see that characters personality and style build upon the experiences from within a game, rather than be determined up front by a set class progression and in two pages of prose from a player cum frustrated writer.

...screw you!
Not all players who like writing character background are frustrated writers, sure, and sometimes those backgrounds can be great springboards for DMs and players to work collaboratively on events that might develop in a campaign. But let's focus on the _game_ rather than the collaborative storytelling aspect for a second. For example, in the character section of ⅃pot I try to bring out a different take on this – the _evolution_ of a character, rather than the predestined development of a character. And this is from someone who loves dreaming up character concepts. I've personally had more fun from characters that have been randomly generated, from their stats to their abilities, equipment and relationships, than any intelligently designed character build. Embrace randomness in emergent character growth, and play to try and keep that frail evolving character alive so it can continue to evolve.

...sounds up its own arse...
It is a little, blame the trained biologist in me. Some of the other sections with rules suggestions for piecemeal armour, and modularising religion, magic and monsters may be more what you are looking for. All of these are _options_, ideas to be tinkered with. And why so many options within options? Because they Do Not Matter. Mechanistically, or in terms of misconception about fairness and balance. Something it's taken me a while to come round to, but I've embraced it. Random generation of characters and powers means the _game_ encourages optimisation.

...still sounds like it's been done before...
Yes it has. This work is my take on it, and inspired by being a lurker/voyeur on the various discussions on old-school blogs, forums and communities, as well as my own experiences of classic through to modern roleplaying across different types of games.. By its nature, elements will look familiar or similarly developed elsewhere. Where directly influenced or inspired, I acknowledge below.

...so what's really new or different here?
Parts I like to point out are: modularity; diverse class 'feel'; cleric, goblin and bard classes; lyncanthropy and vampirism 'classes'; elven, nature and shaman magic; reworking of spell lists with abbreviated descriptions; and reworking of monster powers.

... about 'old school'?... didn't I see skills mentioned later..?
Yep, you got me. Options for characters as described later on in the supplement do cover abilities that may be recognisable from more modern versions of the game. These are included for ease of adaptation between systems and applying a 'feel' across them.

...so who's this for?
Anyone who wants to extend the gritty, dangerous feel of playing a roleplaying game over the early levels (1-9) of their character adventuring life. Anyone with roleplaying experience looking for something different to sprinkle into their homebrew house rules, and anyone that has the creativity and nous to look at what's presented here, take what they like, ignore what they don't, and tinker with the rest. If you see a character ability grants +1-in-6 chance to blindly activate a magic item and need to be told that some items may be harder to activate and incur a penalty, or need to be able to point to a rule in a book to back that up with your DM/players, this isn't for you. In particular, it's for the people that have embraced drop-in on-the-fly gaming over the internet, especially for one-shots, conventions or under the FLAILSNAILS umbrella. This is a system that allows for characters in one game to hop between different campaigns run by different people, and is ideally suited to freeform gaming over the internet. (http://jrients.blogspot.co.uk/2011/08/flailsnails-conventions.html)

ACKNOWLEDGEMENTS

Character Creation

As with other d20-based games, each character has 6 core traits or statistics; strength (STR), dexterity (DEX), constitution (CON), intelligence (INT), wisdom (WIS) and charisma (CHA). These are decorative and have no impact on the game beyond what they do to dice rolls. You may choose to read more into them than that, and use them, such as a low Wisdom, to help imagine a character's personality or background, but that is completely up to you, and note that your extrapolations may not match another's. And that's ok too.

To determine your character abilities, follow the core system you are using or choose one of the following options

❖ Roll 3d6 six times and assign each result to the statistics in order

❖ Roll 4d6 six times, discarding the lowest die roll each time, and assign to the statistics in order

❖ Any other method of coming up with numbers between 3 and 18 of your choice, but thereby missing the point

Each value confers a corresponding bonus in the game. Different versions of the d20 system use different modifiers. Selecting which one you favour has a broader impact on the *lpot* system as it will determine the 'power' level of the game you are playing. The larger the modifier, and how modifiers increase with the increase of a corresponding statistic, will impact playing using d20 + modifier or d20 roll-under stat, as well as how capable characters are in the game, so choose the level that suits your preferred playstyle best. The following table lists some suggested options, but actually playing without modifiers tends to work fine if stats themselves have meaning through skill rolls, saving throws and the other bonuses listed in the class tables that follow.

Stat Value	Modifier Options		
	A	B	C
3	-4	-3	-
4	-3	-2	-
5	-3	-2	-
6	-2	-1	-
7	-2	-1	-
8	-1	-1	-
9	-1	0	-
10	0	0	-
11	0	0	-
12	+1	0	-
13	+1	+1	-
14	+2	+1	-
15	+2	+1	-
16	+3	+2	-
17	+3	+2	-
18	+4	+3	-

For now, each statistic has the following effect in the game:

	Statistic	Stat/Modifier impacts...
Physical	Strength	Attack rolls in melee Weapon damage for melee/thrown weapons Number of inventory slots Saving throws vs. paralysis and petrification Muscular force-based skill checks
	Dexterity	Armour Class, Attack roll with ranged/thrown weapons Saving throws vs. falling and explosions Nimble- and deftness-based skill checks
	Constitution	Hit points Saving throws vs. fatigue, poison and life draining effects Stamina-based skill checks
Mental	Intelligence	Number of languages known Wizard, Elf and Gnome SpellCraft/Power Saving throws vs. forgetfulness Knowledge-based skill checks
	Wisdom	Cleric and Druid SpellCraft/Power Saving throws vs. confusion and fear Attentiveness and insight-based skill checks
	Charisma	Henchmen numbers available and morale Goblin or Shaman SpellCraft/Power Saving throws vs. charm, mental control Persuasion-based skill checks

Races?

The next step in character creation is to determine just what your character will be. Some systems include character race a separate from class, but here, the two are the different sides of the same coin. The next section deals with character classes, and the broader concept of removing 'level's from d20 play.

If you prefer to separate race and class in your games, then you can do so with the following adjustments; pick a race randomly from the table below, and when rolling for classes, only roll 1d4. But do consider if this is necessary. The class options presented below account for different nuances to both standard classes and racial classes, so it is entirely possible to get the unique dwarven spellcaster you are after... But if the random determination of the character is not what you're after, pick a race from the following table, and apply the relevant alterations.

1d8	Race	Modifier impacts...
1	Dwarf	+1 CON, +1 WIS +2 bonus to checks relating to metal- and stonework, and damage against orcs, goblins and giants
2	Elf	+1 DEX, +1 INT +2 bonus to checks involving detection
3	Halfling	+1 DEX, +1 WIS +2 bonus to checks involving stealth
4	Goblin	+1 DEX, +1 CON +2 bonus to checks involving stealth
5	Gnome	+1 DEX, +1 CHA 2 bonus to checks involving craft
6~8	Human	Rearrange any two ability scores as you desire after determining your class – humans are versatile like that

Note. I've not included darkvision or infravision in the racial abilities. This is because as much as it may make sense, I picture dwarves with roaring fires and furnaces in their holes underground, savouring the glow of gold in torchlight, and elves using magical flames to light their hippy communes in the forests. Give them the ability to see in the dark, and they become too emo in their blackened sanctuaries for my tastes. So sod it, they need torches like the rest of us.

Classes: Level-Free Progression

"He was trembling with fear, but his little face was set and grim. Already he was a very different hobbit from the one that had run out without a pocket handkerchief from Bag End long ago. He had not had a pocket handkerchief for ages. He loosened his dagger in its sheath, tightened his belt, and went on."   J.R.R.Tolkein, *The Hobbit*

Core to progression of character abilities within d20-based games is the concept of levelling. You have chosen a class or career, and your route is mapped out for you, as you move from one level to the next and accrue the skills, abilities, hit points and spells as determined by a chart. What differentiates one PC in a given class against the next are nuances applied by the player, or weapon used. I wanted to get away from it being just that.

Mechanically, what about a system whereby the acquisition of skills within your class is randomised – so what evolves through play is not predetermined by a chart, but something organic that you then have to adapt to. What if hit points, attack rolls and spells were not guaranteed to progress each time. A fighter may be adept at maintaining his armour or be strong in mind to resist spells flung at him, making him harder to topple,– at the expense of becoming better at hitting things. Those fighters play to different strengths, And then, what if these random progressions are applied more broadly? A thief who wants to dabble as a cleric, but without the predetermined optimisation offered in some games. Furthermore, someone playing in Todd's campaign might have access to a different set of progressions than when he plays in Mike's game, reflecting the specific of each DM's campaign world. And if he uses the same PC in both, under the FLAILSNAILS idea, the character itself becomes a mini-biography of accrued skills and powers from hits history of adventuring.

This comes back to one question. What does levelling mean? The quotation above indicates this nicely, I feel. Looking away from game mechanics, in old school type games, it's about a grim determination, a resignation to ones fate as an adventurer where they are likely to die – but become a hero despite the odds. The quote shows how it's as remarkable that the poor adventuring hero does not carry a handkerchief as it is he is about to enter the lair of a dragon; nothing to do with god-like abilities obtained through working your way up a predetermined table.

So forget levelling, think about progression. Experience (see below) is about growth and a reward for still being alive. The point can be not to plan what your character will be, but to discover what it *might* become *if* you can keep it alive along enough. And that's the key here – people enjoy the low level play, so what are the ways to maintain that feel for longer, but include growth and progression, without ending up too powerful? By removing levels. Your 'level' is best judged by the number of dents on your pot helm, and if you are still alive to wear it.
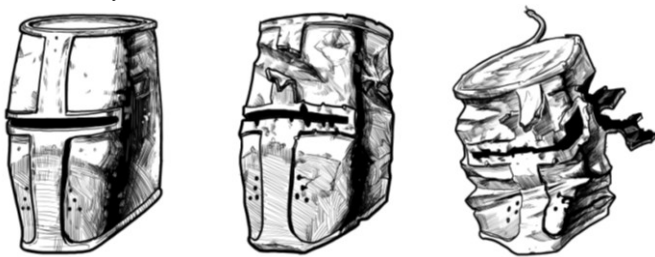
If you do need a stand-in for levels for whatever reason, use the total of a character's attack bonus and *spellcraft* as a guide.

Character Classes

The following pages list 4 core and 4 racial classes (and a further four optional class ideas) to choose from and their progression tables under this system. They are based on my take on the classes' background and role, but chances are that will differ from yours, so feel free to change or add in aspects that better reflect your campaign. You can pick your own class, or roll on the following table. A role of an '8' indicates the Goblin class; if this isn't suitable for your game or campaign world, substitute for Gnome or pick any of the Additional Classes listed thereafter

D4/D8 Core/Racial				D12 (optional)	
1 Cleric	3 Thief	5 Dwarf	7 Halfling	9 Gnome	11 Druid
2 Fighter	4 Wizard	6 Elf	8 Goblin	10 Bard	12 Animal

When you first select a class, you gain the ability listed at entry **12** on the progression table. You then roll **1d8** and also acquire the listed ability based on that result. Thereafter, whenever you are due to progress your character, roll **1d12** on the table to see which ability you gain. You can even hop between class tables if you wish, although suddenly becoming a dwarf mid campaign might be a little hard to swallow. If you do 'multiclass' through rolling on multiple class tables as you progress, then you gain the benefits of the new class table (rolling a d12, not selecting entry 12), but your class die for weapon damage will always be the lowest of the classes, reflecting the cost of splitting your focus between multiple disciplines. If the progression of your character being down to a random roll seems too extreme for you, then optionally you can grow up, or make 2 rolls and pick your favoured result.

Class Die

Each class has an associated **class die**, and this refers to the dice used when determining the characters' **hit points**, and **damage rolls** with any weapon. Customarily you gain your class die in hit points with each new level. Under this system, you get the class die of the class chosen at character creation as initial hit points (with or without CON modifier, your choice), and thereafter, the character only gains new hit points when indicated on the progression table result. Alternatively, choose from either class die (with or without CON modifier) with each progression, or only CON modifier with each progression, depending on how fragile you want the characters to be and the grittiness of the campaign.

Interpreting the Tables

The goal of ʟᴘᴏғ is to provide a system that is easily applicable to the variety of d20-based (or other) fantasy systems available. *System doesn't matter*- well, it does, but typically only insofar as it impacts on what expectations and prejudices players bring to the gaming session and when they try to impose their own, often cross-system/edition, views or house rules upon the system at hand. But fundamentally, there is little to put between the d20 games at hand at their core. So the aim of this supplement in its modularity is to allow for ease of application to any d20 system.

Abilities on the tables that grant a '+1' can be interpreted in several ways depending on the base system being used. This may mean a simple +1 or +5% on any relevant dice roll. It may mean 'treat the relevant ability in the core system as though it were 'one level higher'. Note also that depending if you chose to use a roll-under skill system, or d20+modifier system, a +1 may be a -1 to the roll under, a +1 to the relevant stat for a roll under (or -1 to the d20 roll), or a +1 to the d20 roll (with or without stat modifier) against a DC or other target number. Use your common sense when adjudicating this. In most cases, abilities are cumulative when rolled again subsequently for a character. Occasionally, where it corresponds to other unique powers such as dwarven runes, that power may be increased in potency or accessible an additional time per day, as described in the relevant section

Core Assumptions

The rules suggestions herein can be adapted to any variant of classical fantasy roleplaying games, and are based on the fundamental understanding that the different mechanics are still skinning the same cat. That said, the rules as I play them are based on the following assumptions:

1. Armour class is ascending; armour attrition is a risk
2. Skills & saving throws are based on roll-under relevant stat
3. Saving throws align to stats, not reflex or death ray etc
4. A spellcaster's *spellcraft* governs their skill as a caster and the number of spells they can cast.

CLERIC

Clerics are those driven by conviction – however misguided that may be. They stand between the mundane reality of existence as most know it, and the mind-rending horror that lies just beyond perception. Yet how they choose to approach this, and whether their crusade manifests in bloodshed, bestiality or bawdiness, is as inscrutable as the bizarre gods they follow.

Clerics are, above all, channels for their deity and its belief systems and prejudices into the game. The Religion section details a little more the types of major and minor gods they may worship, but bear in mind what may be anathema to one, could be delight to another. A Cleric's ability to turn or control depends on the nature of their clergy ('good' churches do not allow control). Just which targets they can turn or control also varies – all 'good' clerics can turn undead and supernatural creatures like

demons, but just what counts as *antithetical* or 'opposing faith' feeds on the peccadilloes of the church (see Sample Pantheon). So a *Crusader* in an evil church of decay may get bonuses to rolls involving controlling undead (rather than destroying) and to attacking and 'turning' cleaners and healers; druids may control plants and turn farmers. Try random cult generators such as Phonomicon ex Cultis or Petty Gods.

Options: You may wish to swap categories around e.g. more turn/control boosts, less spells; more spells, less attack bonuses. In less skill focussed games, substitute those for more spells and turn undead increases. Nature clerics may only want to roll for nature-based spells on the cleric spell list, and would gain powers/rolls from the Druid class table in return.
See also the Physicker for a less magical healer.

Armour: Any   **Class die: d6**

D12	ABILITY	DESCRIPTION	IF REROLLED…
1	Holy Warrior	+1 to attack rolls	Cumulative
2	Crusader	+1 to rolls vs. undead, unnatural, opposing faith	Cumulative
3	Paragon	Gain deity-specific ability (see Religion section)	Choose +1 use per day, or increase power
4	Bonus Spell	+1 spell slot/*spellcraft*	Cumulative
5	Religious Scholar	+1 INT checks for religious or undead lore	Cumulative
6	Divine Will	+2 to WIS/CHA saves, +1 to all others	Cumulative
7	Healer	+1 to healing skills; *cure* spells heal +1 damage	Cumulative
8	Bonus Spell	+1 spell slot/*spellcraft*	Cumulative
9	Channel Divine	+1 penalty to spell DC saves or progress Turn ability	Cumulative; if cannot cast spells, +1 spell slot
10	Stalwart Cleric	+1d6 hp (± CON modifier)	Cumulative
11	Defender of the Faith	Choose +1 to attack, +1d6 hp, or +1 spell slot	Cumulative; choose on each roll
12	Voice of the Deity	Gain ability to Turn/Control antithetical beings	Progress; +1 CHA roll or +1d6 targets

FIGHTER

Fighters hit things, are good at taking hits, and good with equipment that stops them being hit. Their strength (for player and character) lies in their simplicity of outlook and approach. The table below covers your standard default fighter, but there is much scope for specialism and nuance within this. Decide between simplicity or levels of detail.

Options: The Tactician or a Warrior entry in the table below could be substituted to allow for different areas of fighter specialism (c.f. the Wizard), be it style or weapon. Alternatively it could be used to introduce 'feat'-type abilities like cleaving through one opponent to the next. Suggested examples are in the table opposite.

Armour: Any   **Class die: d8**

D8	SPECIALISM	OR ABILITY
1	**Archer**: +2 to ranged attacks, melee at ½	+1 AC when using 2H polearm or staff
2	**Berserker**: +2 HP & damage; shield only	Attack on +1 target adjacent to felled foe
3	**Bodyguard**: DEX check intercept blow; -2 dmg	+1 DEX check to catch thrown weapon
4	**Leader**: +1 Bard Inspir. Voice/Snap Out of It	+1 AC when using 1H blade, no armour
5	**Hunter**: +1 DEX stealth skills; +2 dmg if hidden	Struck target CON save or -1 initiative
6	**Kensai**: focus weapon gains **Familiars** powers	+1 Initiative checks
7	**Monk**: +2 unarmed dmg; armed does d4	+1 STR/DEX skills when grappling
8	**Sworn**: Roll on Holy or Unholy table below	+20% range with ranged weapons

D12	ABILITY	DESCRIPTION	IF REROLLED…
1	Athlete	+1 STR/CON-based skills and checks (athletics, open doors etc)	Cumulative
2	Field Armourer	+1 skill checks to forge, repair or maintain weapons/armour	Cumulative
3	Warrior	+1 to attack rolls	Cumulative
4	Tactician	+1 bonus to all rolls for trip, disarm and grapple attempts	Cumulative
5	Hit 'em Hard!	+1 damage rolls	Cumulative
6	Warrior	+1 to attack rolls	Cumulative
7	Just a Scratch!	+1 to rolls on Lethal Damage Table;-1 damage from critical hits	Cumulative
8	Tough as Old Boots	+2 to STR/CON saves, +1 to all others	Cumulative
9	Battle-hardened	+1d8 hp (± CON modifier)	Cumulative
10	Battle-hardened	+2d4 hp (± CON modifier)	Cumulative
11	Veteran	Choose +1 to attack rolls, +1 damage, or +1d8 hp	Cumulative; choose on each roll
12	Warrior	+2 to attack rolls	Cumulative

Thief

The thief covers many character types – thug, burglar, assassin, sniper; perhaps more than the other classes with a good archetype for each stat playing a leading role. Any character class can move stealthily, hide, detect traps and cut tripwires... but the thief has the knack of just doing these things better, and importantly getting away with it when things go wrong..

A thief's ability to sneak attack might only apply to attacks made once they have successfully hidden from their target and/or could apply to any attack where a target is distracted, such as being flanked. Flanking sneak attacks do change the tone of the thief into more of a brawler than you might want, but their fragility should compensate for this.

Armour: Light   Class die: d6

Options: You might offer a bit of variety by including some archetype options instead of entry '6' on the table below, by rolling d8 and selecting from:

D8	Specialism	Ability
1	The Boss	+1 **Bard** Inspiring Voice or Snap Out of It ability
2	The Muscle	+1d6 hp (± CON modifier)
3	The Nasty One	+1 skills to make/use poison, +1 potency/DC
4	The Face	+1 CHA skills for disguise and deception
5	The Dip	+1 reroll on failed pickpocket
6	The Scavenger	-2 damage from traps and hazards; +1 carrying capacity
7	The Brains	+1 **Bard** Practical Knowledge
8	The Priest	Roll on **Holy** / **Unholy** table

D12	Ability	Description	If Rerolled...
1	Assassin	+1d6 sneak attack damage	Cumulative
2	Born Climber	+1 to climb skills, -1 falling damage	Cumulative; damage never reduced below 1
3	Fake it	Use 'restricted' magic items on difficult INT check	Cumulative +1 to check
4	Unseen Acrobat	+2 DEX-based skill checks (stealth, agility, climbing)	Cumulative
5	Agile Mind and Body	+2 DEX/INT saves, +1 to all others	Cumulative
6	Light fingers	+1 lockpicking, pickpocketing and trap-related skills	Cumulative +1 to relevant skill check
7	Codebreaker	+1 INT check to transmit/decipher text/code, forgery	Cumulative +1 to relevant skill check
8	Precise Strike	+1 to called shot attacks, +1 damage on critical hit	Cumulative
9	Master Bandit	+1 to attack rolls	Cumulative
10	Thug	+1d6 hp (± CON modifier)	Cumulative
11	Versatility	Choose +1 to attack, +1d6 sneak attack, or +1d6 hp	Cumulative; choose on each roll
12	Master Thief	+1 lockpicking, pickpocketing and trap-related skills	Cumulative +1 to relevant skill check

Wizard

Wizards are the sombre sages or obsessive perverts of any adventuring party. No matter the amount of book reading an austere, laureate wizard has done to amass the knowledge and power that courses through their neurons, at some point in their life they have been goresplattered and elbow-deep in the corpse of a magical beast or fantastical creature in pursuit of the traces of its magical essence and an understanding of its inner workings.

When gaining spells at first level, either choose randomly from the arcane spell list, or choose specific ones; if feeling generous you might rule that all Wizards start knowing *Read Magic* and one randomly chosen other spell. A wizard's skill in creating Alchemical Items includes any potions based on spell or other effects, healing, acids, glues etc as explained below.

Options: You might want to include other facets of being a wizard or other types of magecraft. For example, a 'Witch' might lose the ability for school specialisation but gain the additional option of familiars or alchemy advancement in its place, and be restricted to spells randomly chosen from the Shaman spell list instead. Another aspect could be some form of manifestation of memorised spells in the wizard's physical form e.g. when memorizing *Charm Person*, the wizard takes on fey-like features. Randomly determine the first spell they learn and have it induce some otherworldly characteristic to the mage, or randomly determine a spell from any level, and the manifestation only occurs when that spell is in memory.

Armour: None   Class die: d4

D12	Ability	Description	If Rerolled...
1	Loremaster	+1 INT skill checks to recall scholarly information	Cumulative
2	Linguist	+1 language spoken/understood	Cumulative; new language each time.
3	Alchemist	Can produce alchemical substances of +d4 potency	Substances increase in potency by +1d4
4	Spell Exposure	+2 WIS/CHA saves, +1 to all others	Cumulative
5	Familiar	Gain a loyal 1d4 hp Familiars of your choice	Familiar gains +1d4 hp; size/powers increase
6	Channel Arcane	+1 DC all spells for targets to resist	Cumulative
7	Specialist Mage	Gain Wizard School Specialisation	Increase potency of specialist abilities
8	Bonus Spell	+1 spell slot/*spellcraft*	Cumulative
9	Bonus Spell	+1 spell slot/*spellcraft*	Cumulative
10	Mind and Body	+1d4 hp (± CON modifier)	Cumulative
11	Adept	Choose +1 to attack, +1 bonus spell, or +1d4 hp	Cumulative; choose on each roll
12	Master Mage	+2 spell slots/*spellcraft*	Cumulative

DWARF

As the illustration implies, dwarven ideology has parallels with the tenets of national socialism; from a firm belief in autarky, or self-sufficiency, in their underground caverns to their racial prejudices and disdain that bring them into conflict not just with the savage humanoid races but the civilised elves too. A highly militaristic race, from birth all dwarves adopt an unshakable credo of "Gold, Country, Corps", and deviation from this is considered most undwarven. The love of gold above all things manifests itself in several ways amongst the dwarven people and their professions, most commonly as miners and prospectors or merchants and craftsmen. Thieves and adventurers are known, but tend to ply their trades further from dwarven communities.

Dwarves typically shun the academic study and struggle with the practice of magic, but some manifest unique powers related to their military prowess and mastery of metal and stone. Dwarven Runecasters abilities are described in the Magic section

Options: Dwarves in your campaign may not have magical or runic powers, so that could be traded out for an attack or HP bonus, or a bonus to underground fighting or lore skills, to focus on the stocky underground warrior aspect. Alternatively, you may wish to give them an option to progress in traditional clerical magic or increase the chances of a runecaster ability.

Armour: Any   **Class die:** d8

D12	Ability	Description	If rerolled...
1	Runecaster	+1 Dwarven Runecasters ability/*spellcraft* (see Magic section)	Additional use / increased power
2	Craftsman	+1 skill checks to forge, repair, appraise items or structures	Cumulative
3	Warrior	+1 to attack rolls	Cumulative
4	Foekiller	+2 damage bonus vs. orc- and goblinkind, and giants	Cumulative
5	Athlete	+1 STR/CON-based skills and checks (athletics, open doors etc)	Cumulative
6	Warrior	+1 to attack rolls	Cumulative
7	Just a Scratch!	+1 to rolls on Lethal Damage Table;-1 damage from critical hits	Cumulative
8	Tough as Old Boots	+2 to STR/CON saves, +1 to all others	Cumulative
9	Battle-hardened	+1d8 hp (± CON modifier)	Cumulative
10	Battle-hardened	+1d10 hp (± CON modifier)	Cumulative
11	Veteran	Choose +1 to attack rolls, +1 damage rolls, or +1d8 hp	Cumulative; choose on each roll
12	Warrior Adept	+1 to attack rolls and all saves	Cumulative

ELF

Elves have lived long enough as a race to see the cycles of man and civilisation come and go, and know exactly what they are doing by keeping to the depths of the woodland far from encroaching empires. There is no joy in engaging with the short-lived, short-sighted actions of the other races that threaten the world in their hubris. And there is no teaching them. The dwarves have their holes in the ground; the elves have their unblemished secluded woodlands. And neither have an interest in leaving or sharing their last stand as the current civilisation crumbles away for the next. And so, elves immerse themselves to dance, crafts, song, music, magic and martial skill as a means to distract the loved ones from the horror of their longevity. They shield their young from the realities outside and inside their forest homes

best they can; interlopers are dealt with brusquely and those that leave are rarely welcomed back. An elf found venturing into civilisation is more often than not bereaved and desperate, seeking one last act of redemption or just a way to end it all with some semblance of meaning.

Accomplished and lithe spellcasters, elves start able to cast arcane magic (from the Elven school) in light armour on their torso only. As they grow in skill, they are able to cast in heavier armour.

Options: The elf as presented is a fighter-mage hybrid, but you could split into spell-weavers and blade-dancers by varying the ratio of bonuses to attacks and spellcraft as suits.

Armour: None/light   **Class die:** d6

D12	Ability	Description	If rerolled...
1	Keen sight	+1 to all WIS skill checks involving detection	Cumulative
2	Elven lore	+1 INT checks to recall lore relating to magic or nature	Cumulative
3	Feyblood	-1 penalty on targets to resist illusion, enchantment spells	Cumulative
4	Bow and Blade	+1 to attack rolls	Cumulative
5	Elven Grace	+2 to DEX/CHA saves, +1 to all others	Cumulative
6	Elven Training	+1 STR/DEX-based skills and checks (athletics, stealth)	Cumulative
7	Armoured Caster	+1 to armour bonus permitted yet to allow spellcasting	Cumulative; see Armour section
8	Bow and Blade	+1 to attack rolls	Cumulative
9	Bonus Spell	+1 spell slot/*spellcraft* (Elven school)	Cumulative
10	Oaken Resilience	+1d6 hp (± CON modifier)	Cumulative
11	Word and Steel	Choose +1 to attack, +1 bonus spell, or +1d6 hp	Cumulative; choose on each roll
12	Elven Paragon	+1 spell slot/*spellcraft* (Elven school) and +1 all saves	Cumulative

Halfling

From the outside, halfling communities appear full of misanthropic hedonistic gluttons whose forced frivolity and festivities are in truth little more than excuses for gossip and greed. Bickering between clans is matched only by the grudges held within them, but when threatened there is little stronger and more cohesive. In fact it would seem that halflings as a people derive their strength from knowing and being open about each other's shortcomings. In this way, each halfling has their niche and place in a village and everyone knows this. At least Old Jeb can be relied on to be unreliable and when his daughter Chirrup takes over that awful inn, it won't be as good as it used to be under Jeb...

Their short size and outlook gives Halflings certain advantages. They are quick at reacting to danger and scurrying to safety, whilst taking pot-shots at a threat from afar. They are strangely resistant to explosive damage, and it's said there is a secret cabal of halfling guerrilla warriors that exploit this fact to deadly effect – for the highest bidder. Dark mages seek to extract this power.

Options: Honestly, I've found converting my view of Halflings to this format difficult – it made me realise that I did not have a particularly strong opinion on their nature and powers, other than their being small and plucky. Other options to give a better character to halflings could include adding in some nature-related abilities (see Druid below) if you see them as a race of farmers and survivalists, or including a sneak attack ability for a more cutthroat urchin-type race.

Armour: Any   **Class die: d6**

d12	Ability	Description	If rerolled...
1	Nimble	+1 to all acrobatic and climbing skills	Cumulative
2	Sneak	+1 to all DEX stealth and escape skills	Cumulative
3	Quick Reflexes	+1 to all initiative checks	Cumulative
4	Cockroach	Resist +4 damage from area-of-effect spells/explosions	Cumulative
5	Good aim	+1 damage with ranged attacks	Cumulative
6	Halfling Luck	+1 to all saves	Cumulative
7	Sneak	+1 to all DEX stealth and escape skills	Cumulative
8	Warrior	+1 to attack rolls	Cumulative
9	Warrior	+1 to attack rolls	Cumulative
10	Stocky	+1d6 hp (± CON modifier)	Cumulative
11	Make your own Luck	Choose +1 to attack rolls, +1 all saves, or +1d6 hp	Cumulative; choose on each roll
12	Halfling Pluck	+2 to all saves	Cumulative

Goblin

Goblins or any other lowly skulking creature the players might want to be, occupy a niche of the downtrodden-but-deservedly-so or scavengers-on-the-edge-of-civilisation that have a place but don't necessarily fit with the other races. What offering goblins as a class *can* do is give players licence to be a little more off-the-wall and creative; something that halflings alone don't tend to bring out as much.

Goblins don't have a culture as a race *per se* but instead adapt into the same certain kind of niche in whatever culture they find themselves – often vying with the vermin and urchins. There may be talk of long lost transcendent goblin civilisations but no evidence of this has been found and little trace could be said to remain in their demeanour. No matter how well adapted and mannered they appear, however, it is only ever a simpering veneer over a bubbling cauldron of viciousness and filth – a congealed skin of love over a stew of bile. They tend to be openly proud of how their baser instincts are always uppermost in their mind, and struggle to comprehend how others find this off-putting.

Options: This table assumes the goblins focus on stealth and vicious surprise attacks, but also some demonstrate a minor shamanic ability, and an affinity with wolves and poisons. For more goblin ranks in your game, you could have more chances to improve shaman powers and familiars at the expense of attack rolls for a Goblin Warshaman class, develop the animal handling for a Whelpmaster.

Armour: Light   **Class die: d6**

d12	Ability	Description	If rerolled...
1	Warrior	+1 to attack rolls	Cumulative
2	Sneak	+1 to all DEX stealth and escape skills	Cumulative
3	Quick Reflexes	+2 to DEX/CON saves, +1 to all others	Cumulative
4	Whelpmaster	+1 to wolf handling/riding skills; wolf companion +1d4HD	Cumulative
5	Poisoner	+1 skills to make/use poison, +1 potency/DC	Cumulative
6	Shaman	+1 bonus spell/*spellcraft* as Shaman – see Spells section	Cumulative
7	Sneak	+1 to all DEX stealth and escape skills	Cumulative
8	Warrior	+1 to attack rolls	Cumulative
9	Pile on!	Mob attack (+2 damage if outnumbering foes in melee)	Cumulative
10	Stocky	+1d6 hp (± CON modifier)	Cumulative
11	Make your own Luck	Choose from +1 to attack, +1d6hp, +1d6 sneak attack	Cumulative; choose on each roll
12	Goblin strike	+1d6 sneak attack damage	Cumulative

Other Uses for Tables

Naturally, this random table-based method of progressing your character can be applied beyond the traditional core classes and races associated with fantasy roleplaying – but not *just* to other races and classes. Below are examples of using the table system to create other races (gnome), other classes, 'prestige classes' or characteristics a character may acquire and develop over play (holy, dark, Druid), afflictions that may shape the very nature of the character (lycanthropy, vampirism), and also elements to reflect participation in particular campaigns and gaming styles.

Additional Classes

Gnome

Gnomes, the bastard cousins of elves and dwarves. All the magical knack of an elf but without the grace and beauty; all the practicality of a dwarf without the muscle and beard. Gnomes, especially as tinkers and practical jokers when conflated with the thieving Halfling trope, have gotten a bit of a bad reputation. This take focuses on the elf-dwarf hybrid concept.

Armour: Light   Class die: d6

D12	Description
1	+1 skill checks to forge, repair, appraise items
2	+1 to all DEX stealth skills
3	+2 to CON/WIS saves, +1 to all others
4	Burrow Mage: +1 dwarven rune ability/*spellcraft*
5	Alchemist (+1d4 power from alchemical creations)
6	Magician (+1 bonus spell – use Elf selection)
7	Natural linguist – *Speak with Animal* +1/day
8	+1 to attack rolls
9	The Knack: +1 in 6 chance of blindly activating any magical item
10	+1d6 hp (± CON modifier)
11	Choose from +1 to attack, +1d6hp, +1 all saves
12	+1 to attack rolls and all saves

Bard

Screw you, I like bards. Not everyone does, by any means, hence their appearance here in the optional section. It all depends on how their viewed – a camp foppish Allan-a-Dale minstrel, or merely, as I prefer, an itinerant entertainer, huckster, confidence trickster and leader, always on the move before his latest schemes and dalliances return to haunt him; in some ways more of a common thief than the thief class implies. But beyond even that, the idea of a role that inspires and leads others can have a place in an adventuring party. Music is optional. The class below offers a take on a bard that is more about a leader, coordinator and conspirator role in a party.

Armour: Light   Class die: d6

D12	Description
1	+1 to attack rolls
2	+1 to all DEX stealth and escape skills
3	+2 to WIS/CHA saves, +1 to all others
4	+1 backstory (identity or knowledge of a profession)
5	Practical knowledge (+1 INT check to recall historical information relevant to any situation or object at hand)
6	Snap out of it! (grant ally reroll on failed WIS/CHA save with +1 bonus)
7	+1 to all CHA subterfuge and persuasion skills
8	+1 to attack rolls
9	Practical knowledge (+1 INT check to recall information relevant to any situation)
10	+1d6 hp (± CON modifier)
11	Choose +1 to attack, +1d6hp, +1 to a skill, or +1 all saves
12	Inspiring voice (+1 x day, rally allies in combat granting each +1 to attack/damage/saves for +10 minutes)*

*   Rerolling this allows the choice of increasing use per day, or increasing the benefit granted; player's choice.

Druid

This class can be used to introduce druids into a campaign, or to give an outdoorsman, survivalist or druidic flavour to other classes. For example, as well as rolling only on this table, a falconer/hunter may alternate rolls on the Fighter chart with rolls here, a traditional 'druid' might swap between this and the Cleric table; but any Druids are forever restricted to only the Nature spells from the clerical spell list, regardless of future class rolls. If combining Druid and Cleric class abilities, the 'Turn' ability of the cleric allows a druid to control plant-type creatures. Druids also gain the ability to cast the Wizard spell *Reincarnation* as a fourth level cleric/nature spell instead of the spell *Languages*.

Armour: Light   Class die: d6

D12	Description
1	Nature Warrior (+1 attack in natural surroundings)
2	Natural linguist – *Speak with Animal* +1/day
3	Hedge Wizard (+1 spell/*spellcraft*; clerical, nature)
4	Pathfinder (+1 skill checks for wilderness travel, tracking, sensing danger in natural environ)
5	Trapper (snares and traps +1 difficulty to find, do +1d6 damage)
6	Hedge Wizard (+1 spell/*spellcraft*; clerical, nature)
7	Nature affinity (+1 INT and CHA checks regarding or interacting with nature, animals, plants and their care)
8	Warrior (+1 to all attack rolls)
9	*Polymorph Self* to known animal form and back +1/day
10	+1d6 hp (± CON modifier)
11	Choose one of +1d4 animal, +1 bonus spell, or +1d6hp
12	Animal Companion (+1d4 hp, loyal obedient animal)

| D8 / Animal Companion (examples)							
1	Wolf	3	Fox	5	Bear	7	Snake
2	Boar	4	Badger	6	Tiger	8	Hawk

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Companion Animal

Instead of playing a druid with an animal companion, you might want to riff off the fantasy trope of a supernaturally smarter-than-the-average animal that is treated as a fully fledged party member in their own right. Alternatively, you may want to play as a witch's or adventurer's companion or continue playing after *reincarnation*. Animals start with a rudimentary understanding of the common tongue but are able to converse fully with their own kind. They also require special equipment to carry an inventory, unless as indicated below. **Armour: Any**   **Class die: d8**

D12	Description
1	+1 to attack rolls
2	+2 damage inflicted when pouncing/diving on a foe
3	Able to carry +1 object, mysteriously secreted on body
4	Resist +4 damage from area-of-effect spells/explosions
5	Able to communicate with +1 other type of animal
6	+1 to all DEX stealth and escape skills
7	+1 to attack rolls
8	Able to vocalise +1 word of speech
9	+1d8 hp (± CON modifier)
10	+1d8 hp (± CON modifier)
11	Choose +1 to attack, +1d8hp, or +1 all saves
12	+1 to attack rolls and all saves

D8 / Animal (examples)

|							
1	Wolf	3	Fox	5	Bear	7	Shark/Ape
2	Boar	4	Badger	6	Tiger	8	Hawk
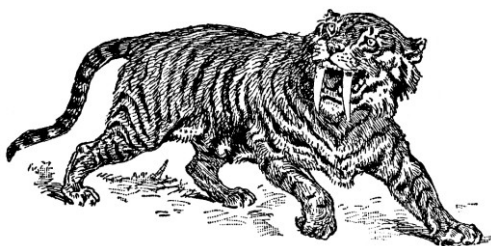
Physicker

The cleric class, or rather the on-tap healing they provide, can be at odds with a grittier campaign tone. The Physicker can be substituted for the cleric class as an alternative itinerant apothecary and surgeon, whose skills are less fantastical in nature and instead reliant on the contents of a bulging Gladstone bag of unguents, pills, knives, saws and drills. Their healing comes from more efficacious use of the bandaging skill and balancing the humours to fend off other ailments – usable once *per injury*. **Class die: d6**

D12	Description
1	+1d6 sneak attack damage using a knife or scalpel
2	+1 alchemy/herbalism INT skills; potions or salves they produce are +1d4 in effectiveness
3	*Yellow Bile*: can heal +1 fire damage, +10% chance of removing any *paralysis* condition
4	*Black Bile*: can heal +1 acid damage, +10% chance of removing any *confusion* condition
5	*Blood*: can heal +1 electrical damage, +10% chance of removing any *fear* condition
6	*Phlegm*: can heal +1 cold damage, +10% chance of curing any impaired sense e.g. *blindness, deafness, anosmia*
7	Tended fractures / ability damage heal in +10% less time
8	+10% chance to cure any poison or disease; +1 INT lore
9	+1 to attack rolls
10	+1d6 hp (± CON modifier)
11	Choose +1 to attack, +1d6 hp, +1 all saves, or +1hp per bandaging
12	+1 Healing, surgical and examination/autopsy skills Bandaging cures +1hp per use; +1 to all saves

Other tables might include initiation of PCs into assassin leagues, training in ancient martial arts; anything that reflects a PC's history and your own campaign world-building. Note, not all results need be equal in power; abilities can also just add flavour or minor powers, reflecting player or party campaign achievements.

Campaign Classes

The table format is a great way to quickly draw up new classes related to the campaigns you run, be they 'prestige' classes that PCs may have to qualify for before they can roll on that progression table, or, more broadly, a group of abilities related to the skills PCs acquire in a given setting/campaign. 'Prestige' or other new classes then become less about something a player dictates to gain additional powers for their PC, but more something reflecting the myriad of adventurers they have experienced. You may never roll on you 'class' table again. For example, Todd is running a game set around an undead-infested volcano, and the players are currently hacking their way through a labyrinthine megadungeon towards the fane at its fiery heart. So far they have infiltrated a Cult of the Living Volcano, and disguised as cultists to deceive and sneak past some guards. Some of the players enjoyed acting as members of the cult and their PCs were exposed further to its beliefs – that all volcanoes are in fact sentient, formed at the site of death of a powerful dragon. Even volcanoes spewing frost and acid, much like other varieties of dragon, are rumoured to exist (*a suggestion from one of the players that Todd picked up and ran with*). Todd decides to allow the PCs to progress as Cultists of the Living Volcano, and grant them a roll on a class table of his own design.
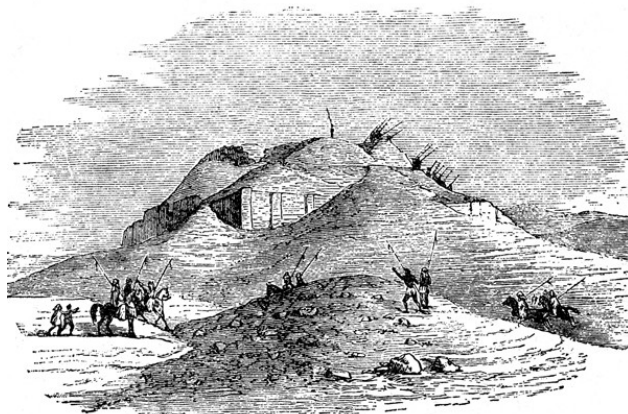
Cult of the Unliving Volcano

Before the PCs can progress in the cult, they must endure the savage initiation ritual, involving searing their flesh with lava. This permanent disfiguration causes -1 CON, -1 CHA. Entry into and through the ranks of the Cult grant unique abilities, determined by a d12 roll on the following class table.

D12	Description
1	*Volcano Sense*: +1 to INT check to determine the location of the nearest volcano and its status
2	*Summon Volcano*: 1/day conjures a small volcano under a target that does +1d6 damage
3	You may walk on lava as if solid rock 1/day
4	+1 bonus spell (Shaman list); +1 damage for fire spells
5	+2 to DEX/CON saves, +1 to all others
6	*Fists of Lava*: your touch does +1 ongoing fire damage, until washed off or healed
7	+1 to attack rolls in hot/fiery surroundings
8	+1 bonus spell (Shaman list); +1 damage per die rolled for fire-based spells
9	You can turn + 10' cube of rock into lava
10	You take +1d6 less damage from all sources of lava/fire
11	*Erupt*: you can spew lava as an attack, once per day
12	*Fists of Lava*: your touch does +1 ongoing fire damage, until washed off or healed

Todd also rewards the players experience in his campaign setting by granting them a free progression roll on a table he devises for his undead-heavy campaign. In this way, PCs in different campaigns may develop distinct traits related to that campaign. In the FLAILSNALS universe, this can be a way of a PC manifesting his travels and biography, when a wizard saves the day in one campaign using unique powers picked up elsewhere.

Todd's Undead Volcano Game

Rather than a class progression, this is a list of abilities that players might gain for surviving in an undead-heavy campaign, forever bearing the scars and abilities the campaign gave them as experience. Todd decided to give his players a bonus for reaching certain milestones in his campaign as new progression skills reflecting their adventures. Roll 1d12, and add the listed ability to the PC.

d12	Description
1	1 in 6 chance of sense nearby undead (+1 on reroll)
2	+1 damage against all undead
3	+1 to attack rolls against undead
4	+1 INT checks regarding Underground Lore
5	+1 INT checks regarding Undead Lore
6	+1 saves against any Undead power or magic
7	+1 to attack rolls against undead
8	+1 damage against all undead
9	+1 AC against insentient undead (zombies/skeletons...)
10	Undead Foe; all undead will attack you on sight but take -2 on their attack rolls
11	Undead affinity; +1 in 6 chance of undead creature ignoring your presence, or +1 to CHA reaction rolls
12	Gain the ability to Turn Undead as a cleric

Deathtrap Dungeoneering

Several people have tried player vs player games, where PCs start in a large complex, and the goal, by savagery and guile, is to be the last PC standing. The table below suggests some rewards in the progression table format that might be suitable to grant the surviving PC from such games between competition events.

d12	Description
1	+1 to all DEX stealth checks
2	+1 to CHA checks for deception, misdirection and feints
3	+1 attack/damage with improvised weapons and traps
4	Construct makeshift one-use weapon/trap in 1d4 rounds doing +1d12 damage
5	+1 in 6 chance of activating or being able to use any random item you find or salvage e.g. fighter finds a wand or scroll
6	+1 to all stealth checks
7	+1 to CHA checks for deception, misdirection and feints
8	+1 attack/damage with improvised weapons and traps
9	Construct makeshift one-use weapon/trap doing 1d12 damage in 1d4 rounds (+1d12 damage if ever rerolled)
10	1 in 6 chance of activating or being able to use any random item you find or salvage e.g. fighter finds a wand or scroll
11	Betrayer: double damage when striking former allies
12	+1d6 sneak attack damage

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Traits

Apart from classes, the concept of these tables can be applied to other things that might happen to a character. In some cases, the 'pick ability 12, roll d8' concept for first roll on a table will make sense, in others it can be a straight d12 roll. No class die is given for these statuses or afflictions, as they reflect additional powers or abilities beyond class related skills.

Holy

This table describe abilities a character may attain if they follow a particularly good path, working with churches of good standing to further goals that aid the common man. A paladin may roll on the Fighter table at the start of his career, then here once he has proved himself to the church and been ordained after some heroic quest. Alternatively, a church may bestow a roll on this table to all characters if they have performed some incredible deed that combats the machinations of evil. These abilities may cease to function if the character happens to stray from a righteous path.

d12	Description
1	+1 use of *Detect Evil* ability per day
2	+4 saves to resist poison and disease
3	+1 to attack rolls vs. demons, devils and the undead
4	+2 damage rolls vs. demons, devils and the undead
5	+1 bonus spell/*spellcraft* (clerical, good)
6	+1 use of *Detect Evil* ability per day
7	Lay on Hands (1 x day heal 1d6hp; +1 use/+1hp on reroll)
8	+1 daily use of Smite Evil (+4 attack, double damage)
9	+2 attack/damage when facing overwhelming odds
10	+1 to CHA skill checks
11	+2 CON/WIS saves, +1 all others
12	Lay on Hands (1 x day heal 1d6hp; +1 use/+1hp on reroll)

Unholy/Dark

Adventurers are butchers, marauders and thieves who turn their attention to those dark monster-ridden holes underground rather than the cities and good people above. But that dark spark that lies in the heart of all adventurers tainted by their work can be a readily kindled by the promises of the powers of Evil. Roll on this table for characters that become bad lots, or when sacrifices are used to entreat an unholy patron for a boon. Such powers often manifest themselves physically with (1d6) a change in skin colour or pallor, goat-like horns, a barbed tail, reptilian eyes, a forked tongue, or sharpened teeth.

d12	Description
1	+1 to attack rolls vs. agents of good (angels, clerics etc)
2	+2 damage rolls vs. agents of good (angels, clerics etc)
3	+1 to all DEX stealth skills
4	+2 CON/WIS saves, +1 to all others
5	+1 to CHA/DEX skills involving deception and theft
6	+1 daily use of *Cause Condition* (or +1 DC if rerolled)
7	+1 daily use of *Poison* (or +1 DC if rerolled)
8	+1 daily use of Smite Good (+4 attack, double damage)
9	Dark Whispers (+1 all INT checks)
10	*Conjure Darkness* (20ft radius globe, does not block eyesight of evil creatures), +1 use per day
11	+1d6 sneak attack
12	Insanity (+2 WIS/CHA saves, but +1 in 6 chance of acting unpredictably under duress, or roll on an insanity table for manifestation)

Lycanthropy

When bitten by a werewolf or other were-creature, a PC may become afflicted with lycanthropy and risks changing shape to that of a savage animal, or adopting the form of an animal-human hybrid. Typically, this is handled in game terms by the PC adopting a 'template' or certain characteristics of the lycanthropy and progressing as normal. Using the table progression system, lycanthropy can be yet another 'class' in which the PC gains levels, and perhaps lycanthropy manifests itself differently in different people, as the entries on the table below indicate. When a character becomes afflicted, they gain the ability described on a result of a 12, then roll a d8 to determine other manifestations of the disease. Further d12 rolls on the table demonstrate the growing strength of the disease. Lycanthropy is a curse, and as such the abilities listed will not necessarily be desirable – but how the player then adapts to that with his PC is the fun part. Players may progress afflicted PCs using *only* the lycanthropy table, until they gain the 'Self control' ability and may select any class table thereafter.

Lycanthropy cont...

D12	Description
1	+1 in 6 chance in combat of dropping held items and trying to bite nearest enemy. If rerolled, +1 risk.
2	Animal traits – adopt a trait of the animal source of the lycanthropy (hirsuteness, twitching head movements, sniffing air etc). Trait is stronger on each reroll.
3	Use WIS check to pick up scent trails, +1 on reroll
4	Animal affinity; +1 CHA checks to deal with all animals associated with the form of lycanthropy
5	-1 on all dice rolls for every 24 hour period the victim has not eaten fresh raw meat.
6	+1 to attack/damage/all saves in animal/hybrid form
7	+1 to all DEX stealth skills (in any form)
8	In stressful social situations, +1 in 6 risk of resorting to violence (+1 risk if rerolled)
9	Bestial fury – at will, can trigger lycanthropy and force shapechange (1 in 6 chance of success; +1 per reroll)
10	Self-control – decrease risk of unwanted shapechange by 1; no longer restricted to rolls on lycanthropy table and can now progress in normal class
11	+1d8 hp (± CON modifier) in animal/hybrid form
12	Adopt savage animal or hybrid form on full moon, and 1 in 6 chance when injured to below 50% maximum hp (if rerolled, increase the risk of changing when injured by 1, and increase the period of change around the full moon by 1 day)

If randomly determining the nature of the lycanthropy, use this chart first.

D8 / Animal

1	Wolf	3	Fox	5	Bear	7	Shark
2	Boar	4	Badger	6	Tiger	8	Hawk

Vampirism

Similar to lycanthropy, vampirism can be modelled using the table progression format and manifest itself different in different victims. If a PC is ever bitten by a vampire, they risk contracting vampirism and becoming a thrall of their new master. New vampires gain the ability listed under entry 12, then roll 1d8 to determine other manifestations. As above, these are not all beneficial, as befits the curse, and players may progress only on the vampirism table until they escape their master's control (*One's own Master*), at which point they may resume their normal class progression if they wish.

D12	Description
1	-1 all saves vs. garlic, holy symbols, turn undead; +1 damage taken from silver weapons
2	Blood lust; 1 in 6 risk of trying to feast on any bleeding or wounded target (if rerolled, increase risk by 1)
3	+1 to all DEX stealth skills
4	Claw attack drains energy from target (-1 all rolls, -1 spell, d6 damage which heals vampire of same amount)
5	+1 all saves if vampire has fed on blood in last 24 hours
6	Dominating gaze – control victim on failed CHA save 1/day (if rerolled, increase save DC or use per day by 1)
7	Control Undead (as cleric)
8	Feasting on blood of victim turns them into a loyal vampire servant on failed CHA save (+1 DC on reroll) Maximum of 1 vampire minion (except see below)
9	Creatures of the night; +1 CHA checks to deal with bats, rats and wolves, and can summon +1d8 bats/rats or 1 wolf per night (increase by 1/1d8 on reroll)
10	One's Own Master – no longer restricted to rolls on vampirism table and can now progress in normal class; +1 maximum vampire minions permitted at one time
11	+1d8 hp (± CON modifier)
12	Sunlight aversion; -1 to all rolls, and -1 hp/round when exposed to sunlight. Increase penalties by 1 per reroll

*

Sometimes, rather than a class progression of new characteristics, you may need simple random generation of powers or abilities.

Mutants

Dark magic, radiation, exposure to the raw chaos that threatens to overwhelm all existence... mutations can come from a variety of different sources and can manifest in an even wider manner. The table below lists 12 possible effects of mutations that might occur in your game – to be applied to characters as a trait, rather than gain ability 12 then roll again. The table lists a possible effect of the mutation, and then indicates a further roll for its nature

D12	Description
1	Your **skin** is now (1d4) 1. random colour, 2. decaying, 3. absent, 4. chamelonic
2	Your **legs** become (1d4) 1. long, 2. insectoid/arthropod, 3. hooved, 4. avian
3	Your **arms** become (1d4) 1. long, 2. atrophied, 3. telescopic, 4. snakes
4	You gain an **additional** (1d6) 1. head, 2. leg, 3. arm, 4. tail, 5. mouth, 6. eye
5	Your **eyes** become (1d4) 1. ophidian, 2. insectoid, 3. missing, 4. only one
6	Your **abdomen** becomes (1d4) 1. mouthed, 2. distended, 3. inside-out, 4. stretchy
7	Your **head** becomes (1d4) 1. overgrown, 2. small, 3. antlered, 4. another animal
8	You grow **wings** like a (1d4) 1. bat, 2. bird, 3. butterfly, 4. pteranadon
9	You adopt similar **physique and traits** to a (1d4) 1. slug, 2. axolotl, 3. puffer fish, 4. praying mantis
10	You gain an **animal ability** (1d4) 1. shed skin, 2. skunk scent, 3. regrow limb, 4. ovipositor
11	You gain a **prehensile...** (1d4) 1. tail, 2. tongue, 3. nose, 4. hair style
12	**Psionic:** roll on the Psionic table below. 50% chance of forehead doubling in size, or eyes adopting a blue glow.

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Psionics

Sometimes the power of the mind can be more deadly than magic. Here's a quick subsystem for including psionics in a game. The first table lists various psionic powers that a character may gain in additional to their regular class. When acquiring psionic ability, roll 1d10 on the table below. When given the option to roll on their class progression table, a player may instead roll on this table to develop their psionic talent; such subsequent rolls use a d12. Alternatively, you may wish to let a psionic character only develop one ability, in which case roll 1d4; on a 1 or 2 they progress the ability they initially gained, and read a 3 or 4 as entries 11 or 12 respectively. When progressing an ability and rerolling a power you already possess, you can increase the number of uses per day by one, or increase one variable of your choice (anything listed with a '+') by an equal amount. For example, when advancing the ability *Fortify*, you may choose an additional use per day, increase the total bonus to saving throws by +1, or increase the duration by +10 minutes.

To use a psionic ability, roll 1d20 and add the relevant stat modifier (or roll 1d20 under the relevant stat) as shown in the table below i.e. to activate *Read Thoughts*, roll 1d20 and add your CHA modifier, or roll 1d20 under your CHA score depending on the approach you are taking. This d20 + stat modifier roll (or the amount you succeed rolling under your stat) is your relative *psionic strength*. For abilities that affect only the PC or unattended objects, this total value must beat a DC of 15. For abilities that affect other target, this is an opposed roll against their CHA save. Treat telekinesis attacks as ranged combat. If the psionic

strength roll beats the target number, the power is successfully activated and comes into effect.

D12	Description
1	**Sense Presence (WIS)** You can sense the presence and number of all sentient living creatures within a +30ft radius about yourself for +10 minutes, 1/day
2	**Read Thoughts (CHA)** You can read the basic surface thoughts of 1 target sentient living creature for +10 minutes, 1/day
3	**Heal Self (INT)** You can restore +1d6 lost hit points to yourself, 1/day
4	**Control Others (CHA)** You can control the actions of one sentient living creature for +10 minutes, 1/day
5	**Telekinesis (INT)** You can move an object of +1 kg weight at +1 meter per second, 1/day. Projectiles do 1d6 damage per 1kg/m/s
6	**Fortify (WIS)** You gain a +1 bonus to all saving throws for +10 minutes, 1/day
7	**Adept (INT)** You gain a +1 bonus to all skill rolls for +10 minutes, 1/day
8	**Quicken Reflexes (WIS)** You gain a +1 bonus to initiative checks and cannot be surprised for +10 minutes, 1/day
9	**Thermokinesis (INT)** You can heat to boiling or chill to freezing one object of +5 kg in weight, doing +1d6 damage, 1/day
10	**Psychic Whip (CHA)** You mentally lash out at one sentient living target doing +1d8 damage, 1/day
11	**Strong Will** You gain a +1 bonus to your psionic strength
12	**Dampen Backlash** You lower the risk of psionic backlash by 1

Failure to beat the target number by 5 or more risks a psionic backlash. A critical fail (1/20) on a psionic strength check causes psionic burnout. Abilities 11 and 12 in the table above help mitigate these risks, by adding to the psionic strength roll, and lowering the risk of backlash (e.g. from failure by 5 or more, to 6 or more

etc). Roll on the table below to determine the effect; for a backlash, roll 1d6, and for burnout roll 1d12, the rolls modified according to any circumstances. Unless stated otherwise, the effects are permanent. Note: this table may also be used for wizard duels or counterspells.

D6/12	Description
1	**Mental Stress** A throbbing vein appears on the casters forehead
2	**Tinnitus** The caster is affected by ringing in the ears for the rest of the day, granting a -1 penalty to all rolls
3	**Shock** The caster is stunned and unable to act for 1 round
4	**Pass Out** The caster falls unconscious for 1d6 rounds
5	**Mind Trigger** Any spellcaster in 30ft radius must make a WIS save based on the psionic strength roll or 1 randomly chosen memorised spell is triggered. No other lasting effect.
6	**Internalisation** Caster is affected by the ability they tried to trigger, but all beneficial effects are reversed; healing becomes damage, sensing becomes blindness, reading thoughts becomes constantly vocalising thoughts etc.
7	**Psychic Trauma** Caster gains a persistent nosebleed; looses -2 CON
8	**Blindness** Caster is blinded as eyes glow with inner light
9	**Insanity** Caster develops severe phobia or mental illness
10	**Psychic Wave** Caster and all in 30ft radius loose d4 from a random mental stat (INT, WIS or CHA) for the rest of the day
11	**Aneurysm** A random mental stat of the caster is lowered by d6
12	**Personality change** Randomly rearrange the values of the casters 3 mental stats. This change is permanent.

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Alignment

Alignment is only used in ⚖pot to govern limits on clerical spell casting by particularly strict clergies – and even then its optional. Rather than alignment, focus on the allegiances and enemies the character will develop over the course of their adventuring career, and develop factions that interplay with these. If your game has a strong planar or moral axis to it, then alignment can be added in. But even then for clerical casting, it's more the outlook of the deity, rather than necessarily the outlook of the character, that is

imposing the restrictions on which types of spells they want their clergy having access to. Where 'Evil' might be a useful label, instead think more supernatural, other-worldly, or unknowably alien. If you're determined to write something down on your character sheet, "Bit of a dick", "Collects enemy religious icons", or "Has a habit of licking locks for luck to see if they are poisoned" will probably have more meaningful and fun in-game impact.

Experience and progression

I don't care how you chose to control advancement and reward players in your game. Each game, group, adventure will tend towards their own preferred model for rewarding exploration, combat, treasure hunting or roleplaying. What this system of progression in ⚖pot offers is some flexibility – when not all progressions are equal or of incremental increases in power, there's leeway in how these rewards are given out. Running one-shots we tried giving them out after 5 or 6 times in the space of an evening, recognising particular combats or challenges overcome. For episodic campaign play, one roll per session when the party makes it back town to rest up worked just as well, sprinkled with a few additional progression rolls for obtaining particularly valuable treasures. I've also enjoyed giving them out for those "I can't be-

lieve you guys pulled that off!" moments when the payers really surprise you by *not* being torn to pieces in a mess of their own making. Be it for increasing amounts of treasure recovered, gold spent carousing, challenges overcome, or plot advancement, pick your pace.

Character death and retirement is accepted and expected in ⚖pot. The nature of the random advancement means 'levels' are flattened out and there is less power imbalance for new PCs joining an experienced party. If you do want to give replacement PCs a lift (perhaps in return for a glorious death of their predecessor, or party honouring their fallen), offer 1d4/1d6 additional d12 progression rolls at character creation (or 1 roll per 1000 gp 'inheritance').

Equipment & Background

This section covers the random generation of starting equipment for new characters created using these rules. In all other regards, be it costs, powers and special abilities, the items are assumed to follow the base rules and cost in the compatible system you use.

Characters may carry up to their STR score in bulky items. Each character starts with a **dagger**, **backpack**, **flint-and-tinder**, **torch** and **bedroll**. Additionally, clerics have a wooden **holy symbol**; thieves, **lockpicks** and tools; wizards, a **spellbook**. If an entry on the class table indicates a item would be possessed in character creation; e.g. *poisoner* for Goblins and poison, *field armourer* for Fighters and a smith hammer; then the character also starts with that item. If you wish to use random background generation for the characters, this can also be used to identify certain class-relevant items they begin with – see the table on the next page. They also have randomly determined equipment based on the following table, and their CHA score in starting gold or silver depending on the currency standard you are using.

To generate the equipment, roll 1d20 on the table below, note down the gear and continue rolling until the same result comes up twice. If armour or a shield is rolled as a result, this can be substituted for a form usable by the class of the PC e.g. a thief can substitute *Heavy* armour for *Light* (see below). Once an armour or shield result is rolled, all subsequent rolls use 1d10+10. Rolling any entry twice ends the equipment generation. Note: characters can only ever carry up to their strength score in bulky items, such as armour, rope or a ladder.

Purchasing future equipment should be as per the base system you are using, but as armour is only heavy or light, and weapons use class damage rather than their own individual damage you may wish to adjust the costs accordingly based on ability to use two-handed, suitability for use in disarming, tripping etc.

D20	Equipment
1	A **melee weapon** of choice
2	1d6 **throwing weapons** of choice
3	**Helmet** (*L* or *H*)
4	A **ranged weapon** of choice with 20 ammunition
5	Wooden **Shield** (*L*) - +1 AC
6	**Leather armour** (*L*; chest, arms, legs) - +3 AC
7	**Leather cuirass** (*L*; chest) - +1 AC
8	**Chain shirt** (*H*; chest, arms) - +4 AC
9	**Splint mail** (*H*; chest, arms, legs) - +6 AC
10	10' **pole** or **ladder**
11	**Vial of Holy Water** (d12 damage against undead, supernatural or creator's opposing faith)
12	**Mirror**
13	**Pouch of Marbles** (DEX save or slip)
14	**Hemp role** (50')
15	**Lantern** and **oil**
16	**Hammer** and 6 **iron spikes**
17	1d4 flasks of **oil** (d8 fire damage if lit)
18	1d6+1 **torches**
19	**Chalk** and **paint**
20	1 week's worth of **rations** and **waterskin**
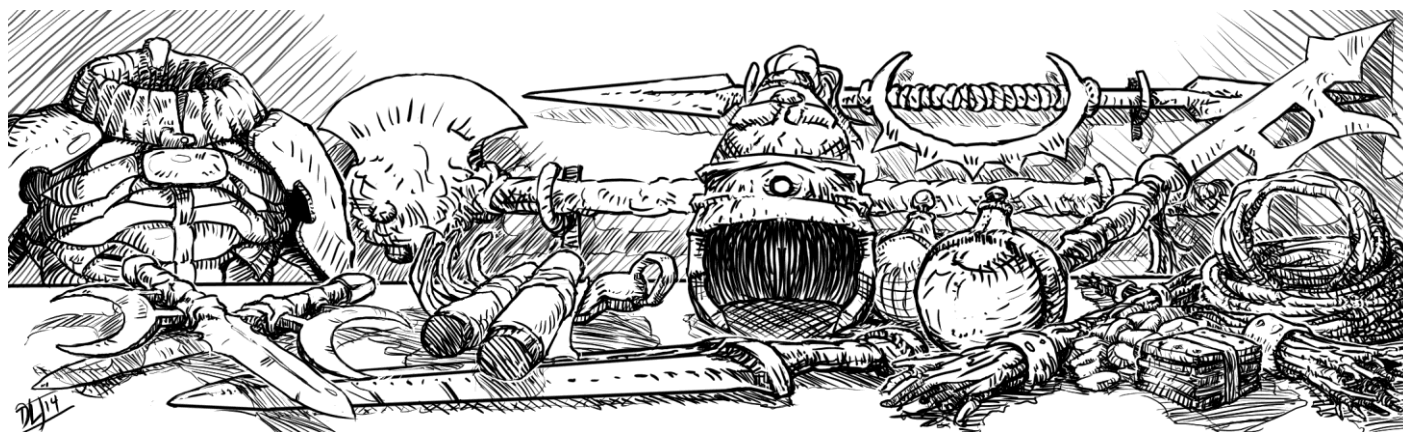
Armour

Armour comes in two basic forms, *Light* and *Heavy*, and covers four main body parts; head, torso, arms and legs. Additionally, some characters can also use shield, which can also be light or heavy. Light armour offers +1 to the armour rating on that body part, heavy armour +2. Examples are given in the table below. The total armour class is 10 plus the sum of the armour ratings across all body parts and shield, and any DEX modifier.

Armour Type	Armour Rating					Total Armour Rating
	1. Head	2. Torso	3. Arms	4. Legs	5-6. Shield	
Wooden shield					L	+1
Spiked shield					H	+2
Spiked helm	H					+2
Leather armour		L	L	L		+3
Breastplate		H				+2
Chain shirt		H	H			+4
Jousting armour	H	H	H	H		+8
Jerkin and cap	L	L				+2
Metal greaves				H		+2

The total worn armour is the **Armour Rating** (**AR**). AR is also applied as a penalty to any actions involving free movement of the body; any AR due to *heavy* armour becomes a penalty on skill checks or saves involving stealth, climbing etc.

Armour and spellcasting: armour interferes with spellcasting, although this can be overcome with training. Clerics, Dwarves and Goblins can cast spells in light armour. Elves can cast spells in light armour covering their torso only but with training are able to increase the amount/weight of armour they can wear and still cast. Druids can only cast spells in non-metallic armour, and Gnomes in light armour only. Wizards can *just* manage a skullcap.

Armour attrition: Armour in 1pot is an ephemeral thing. Armour attrition can add complexity to a game, so this system can be tweaked depending on the additional bookkeeping you can live with. Damaged armour lessens its armour rating by 1 (at zero it is destroyed). To determine hit location on the body, roll d6 (see Lethal Damage Table). Options for when armour is damaged are:
- ❖ Critical hits or unusually powerful blows
- ❖ Armour damage absorbs AR in damage from any blow to that body part
- ❖ A shield is declared to absorb all damage from any blow

Armour salvaged from fallen foes or comrades has a 70% (or killing-blow-damage in 10) chance of being destroyed.

#	Background	All	Cleric	Fighter	Thief	Wizard	Dwarf	Elf	Halfling	Goblin
1	Military *Army, Navy, Guard*	Spear	Breastplate (*H, Chest*)	Crossbow & bolts(20)	Bow & arrows(20)	Spyglass	Battleaxe or breastplate	Bow & arrows(20)	Sling & bullets(30)	Spiked helm (*H*)
2	Craftsman *Smith, Mason, Vintner*	Hammer & Chisel	Bottle of wine	Whetstone	Forge tongs	1 pint of acid	Steel Shield (*H*)	Parchment & ink	Two jars	Small cauldron
3	Farmer *Arable, Pastoral*	Pig/Sheep /Goat	Pitchfork	Flail	10'pole	Bucket	Bottle of mead	Garlic	Whistle	Grease / lard
4	Miner *Metal ore, gems*	Pick	Lodestone	Wooden Shield (L)	Lantern & oil	Lodestone	20gp gem-stone	Sled	Shovel	Handcart
5	Artist *Performer*	Makeup	Fine Cassock	1d4 throwing daggers	Dice / deck of cards	Glass ball	Hair/beard dye	Flute	Jar of cream	Tattoo kit
6	Innkeeper *Barkeep, ostler*	Cask of Ale	Sack & rations(7)	Cudgel	Salt & pepper	Jar of pure alcohol	Sack & rations(7)	Waterskin & soap	Sack of oats	Pot of honey
7	Ascetic *Religious*	Incense	Silver holy symbol	Hand-wraps	Crampons	Hourglass	Silver hammer	Silver dagger	Silver trowel	Magic mushrooms
8	Loner *Hermit*	Animal Snares	Wolfsbane	Pellet bow & stones(20)	+3d6 gold pieces	Fishing rod & net	Tarpaulin	Lyre	Pipe & tobacco	Animal pelt
9	Scholar *Sage, Tutor*	Parchment & Ink	Bandages	Military history tome	Map of nearby city	Scales	Skullcap (*L, helmet*)	Star charts	Selection of seeds	Jar of vinegar
10	Hedge Wizard *Shaman, Seer*	Medicinal herbs	Holy Water	Staff-sling & bullets(10)	Fortune-telling bones	Live toad	Set of dominoes	Scroll case	Wicker basket	*Gris-gris*
11	Bandit *Pirate, Thief*	Rope & Grapple	Wooden Shield (L)	Sword	Sap	Sextant	Crowbar	Cloak	Caltrops	Pot of tar
12	Slave *Servant*	Sack & rations(7)	Candles(4)	Quarterstaff	10'ladder	Parchment & ink	Manacles	Fine clothes	Saucepan	Bucket

Background table: use to determine a background for each class, and relevant training, skills and equipment a new character might have. Characters get the item listed under their specific class. *Note*: all characters begin play with a dagger, backpack, flint-and-tinder, torch and bedroll. Additionally, clerics have a wooden holy symbol; thieves, lockpicks and tools; wizards, a spellbook. Characters also get the item listed under 'All' as well as that under their specific class.

If using the optional classes, create your own entries or treat gnome as dwarf; bard as thief; druid as elf; and for companion animal, choose entry as appropriate from options on d12 roll

Adventuring Activities

		Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Skill check	d20 under achieves	Smashing, lifting & opening	Precision, agility, stealth & deftness	Stamina & endurance	Knowledge & interpretation	Insight, detection & perception	Persuasion & performance
Saving throw	d20 under avoids	Paralysis & petrification	Falling & explosive energy	Fatigue, poison & draining effects	Forgetfulness & puzzlement	Confusion, fear & deception	Enchantment & compulsion

Combat

Characters, wherever possible, are looking to rig a combat situation such that they minimise the exposure to threatening situations and harm – scouting, opening doors from afar with a rope, rigging impromptu traps... These can be adjudicated on the fly, using the skill checks suggested in the table above as appropriate and if required. Encounters are made up of a series of rounds, during which each participant may move and take another action (which may also be to move). Casting a spell (or concentrating on an active one), swinging or firing a weapon, opening or picking up objects are all one action. To strike an opponent with a weapon, roll d20 and add your attack bonus plus STR mod for melee weapons or DEX mod for ranged. Weapons: do the wielder's class die (or hit die) in damage; if using a weapon in two hands, add 2 to damage roll. Note, if you use rules that allow for hp increases at every progression roll, these modifiers will have less impact. If using something untrained, unsuitable for a given situation or opponent, or not traditionally considered a weapon, for example bashing with a shield, throwing a rock, picking up a chair leg, punching a stone golem, then reduce the damage die by one step (d4 becomes d3; d6, d4; d8, d6). Characters using two weapons roll their damage die twice and take the higher of the results. If you allow multiclassing, their class die for damage is always the lower of the class dice, reflecting the split in martial focus.

All classes get an additional attack per round when their attack bonus reaches +10, and again every 5 additional points of attack bonus thereafter.

Exploration

Typically, stealth actions are determined by a DEX check, perception (seeing, listening) by a WIS check, systematic searching by an INT check. If appropriate, opposed DEX and WIS checks may be used to see how attentive a guard or observer is actually being

Healing

Magical healing is the surest way to quickly restore hit point loss. If tended immediately after a combat with appropriate bandages and other items, hit points loss received from that combat only can be partially recovered – a successful *bandaging* INT check (once per injured character) from an untrained character will restore 1 hit point. Critical failure in this check may risk further hit point damage. Otherwise, hit points return at a rate of CON modifier (if positive) for a nights rest adventuring, or d4 + CON modifier for comfortable secure rest in a town or guarded camp.

Taking Damage

Damage from magic, traps or weapons causes hit point loss. Critical hits from a roll of a natural 20, do double damage. Fighting with two weapons, you roll damage for each and use the better of the two results. This may be mitigated by class abilities or armour. When a character reaches zero hit points (it cannot go lower), they are vulnerable to significant physical trauma – roll on the Lethal Damage Table, and again each time they take any subsequent 'damage' without healing in between. Monsters and NPCs are dead at zero hit points; a PC doing twice as much damage in melee required to kill an enemy will also cleave through and get an additional attack on an adjacent foe.

Initiative

Initiative as the order of actions in an encounter may be rolled for a group or for individuals, and use a d20 or d6 (± DEX mod). Let PCs acting before an enemy, and those acting after, coordinate and chose the order of their actions, rather than stick to a strict sequence.

Combat Manoeuvres

Combat may also involve tactical battlefield control and strategic actions – as well as just hitting things. Actions like tripping, disarming, cutting a saddle strap, pushing someone back into a pit, often come into play. To handle this simply, just resolve these actions as a normal attack, and if the damage indicated is 5 or more, the player can substitute 5 points of the damage to trigger the manoeuvre. This mirrors fighters being more adept at these kinds of actions, but if this is too restrictive on other classes, use opposed STR/DEX checks instead.

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Ability score damage e.g. from poison heals very slowly at a rate of one point a month (32 days). Specialist care and rare medicines may halve or quarter this rate of recovery, at a cost.

Turn/Control Antithetical Beings

Clerics have the power to channel their deity against anathema, and either drive them away in fear or control them. Clerics associated with death can control undead, those with healing, life or the sun, or otherwise from 'good' clergies, can turn them. Druids entering clerical orders may also turn or control animals or plants – some powerful druids are rumoured to even repel metal and bend wood with this force. Other clergies will also have particular antithetical creatures or practitioners that can similarly be affected e.g. clerics of burglar cults may be able to 'turn' law enforcement.

In order to perform a turn or control check, roll 1d20 under CHA or vs DC15 – the amount succeed by is highest hit dice target that can be affected. Roll d6 for the number of hit dice (HD) turned. If

the highest HD affected is twice the HD of the target, they are destroyed or controlled as appropriate. Powerful or sentient creatures and undead may get a CHA saving throw to avoid this effect. Turned creatures flee the cleric or cower if cornered. Turning or control lasts for a number of rounds equal to the cleric's charisma.

Lockpicking and Disabling Devices

Any character class may search for or find traps. The simple approach to handling picking locks and disarming traps is to use a DEX or INT check, with a penalty according to the complexity of the device. Another system is a d6 dice pool method. Here, the DM rolls a number of d6 depending on the complexity of the device – crude locks may be only two d6, but complex traps four or five d6. The character attempting to pick a lock or disarm the device rolls a pool of dice – all characters may attempt this with pool of two d6, thieves increase their pool size above two according to the progression. Special equipment may also increase the pool, as specialist locks and traps may increase their complexity.

The goal is to match the DM's result across the dice in your pool. This can be retired as another action, or the difference in the values from the closest matching dice is how many further rounds it will take the character to succeed (if this number is greater than their INT score minus 10 or the number of dice in their pool, they are unable to pick or disarm the device). If there are no matches between the die results in either pool, or the difference is greater than twice the INT score minus 10 or the number of dice in their pool, the lock becomes jammed or the trap is triggered.

For example, Jud is trying to disarm an average but simple trap. The DM assigns it 3d6 difficulty, and rolls 2, 5, and 5. Jud has a 4d6 pool, and rolls 3, 1, 1, and 5. He matches a 5, but the 1 is one away from the 2, and the 3 two from the second 5 – meaning he missed by 3. He doesn't disarm it, but fortunately with an INT of 13 he can work 3 more rounds to succeed. Jud's lucky the crysanthox ego narcotic is out of his system, as just last month his INT was drained to 10, and the trap would have triggered.

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Lethal Damage Table

Roll on this table when a PC is reduced to zero hit points or damaged again on zero hit points, when falling greater than 10ft, or if critically failing a saving throw against a damaging effect, trap or spell. There are levels of complexity to the table – either just roll in the 'general' column or pick the column best matching the nature of the trauma. Anyone character can amputate or cauterise with appropriate tools. Cure Serious Wounds (CSW), or another more powerful healing spell, used to prevent blood loss does not also restore lost hit points.

2D6 *Modified by subsequent rolls, condition and armour*	General Simple result for all use, missile damage	Sharp Swords, spears and spikes	Blunt Hammers and falling damage	Explosive Energy e.g. oil flask, lightning, dragon breath, sonic trap	Claws & Teeth Creature non-weapon attacks
≤2	Instantly **Dead**	**Dead**; gutted, skewered or decapitated	**Dead**; skull crushed or ribs pierce heart	**Dead**; charred crisp or insides boiled	**Dead**; disembowelled, chewed, decapitated
3	**Fatal Wound**; paralyzed, die in 1d10 rounds	**Impaled**; paralyzed, die in 1d10 rounds	**Head trauma**; paralyzed, die in 1d10 rounds	**Lung damage**; Immobile; drown in own blood in 1d10 rounds	**Disembowelled**; immobile, die in 1d6 rounds
4	**Sever/Crush**; lose limb or facial feature	**Lost limb**; cauterise, bind or CSW in 2d6 rounds or die	**Crushed limb**; amputate or CSW in 2d6 hours or die	**Charred limb**; amputate or CSW in 2d6 hours or die	**Lost limb**; cauterise, bind or CSW in 2d6 rounds or die
5~6	**Fracture**; broken bone (heal in 4d6 weeks)	5: Fractured bone plus **Impaled**; weapon stuck in body 6: **Fractured bone**	5: Fractured bone 6: **Knocked out** 2d6 rounds; lose 1d4 teeth	5: **Blinded** 6: **Deafened**	5: **Fractured bone** and knocked **prone** 6: **Fractured bone**
7	**Knocked out**; wake in 2d6 rounds or if healed				
8~9	**Stunned** for 1 round; can take no action	**Stunned** for 1 round	**Stunned** for 1 round	8: **Blind** for d4 rounds 9: **Deaf** for d4 rounds	**Stunned** for 1 round
10	Knocked **prone** and **winded** (-2 all rolls until combat ends)	Knocked **prone** and **disarmed**	Knocked **prone** and **winded**	Knocked **prone** and lose sense of **smell**	Knocked **prone** and **winded**
11	Knocked **prone**				
12+	**Resolve**: gain +1d6 hp, but pass out in that same number of rounds for 2d6 rounds or until roused				

-1 for each subsequent roll on this table after the first without rest or healing
-4 to the roll if unconscious, unaware or bound. Apply DEX mod to falling roll
Certain creatures e.g. dragons or magic items and weapons may also impart a penalty to the roll
The number of d6 rolled for a sneak attack is likewise subtracted

Optionally, a bonus to the roll can be applied equal to the armour rating of the area of the body hit or a shield, if carried. Armour that thus obstructs a telling blow is damaged and offers one less bonus to AR for the struck body part and future rolls on this chart. Magical armour offers the bonus but is not otherwise damaged, unless struck by unusually powerful weapons or creatures.

To determine hit location and interpret effect roll 1d6 and allocate to body part as follows:

1. Head	**Sever:** 1-2 An eye, 3-4 Nose, 5-6 An ear;	**Fracture:** 1-4 Skull, 5-6 Nose (*no exertion or concentration*)	
2. L. Arm 3. R. Arm	**Sever:** 1-2 Hand, 3-6 Arm;	**Fracture:** 1-2 Hand, 3-6 Arm (*restricted use of limb*)	
4. Torso	**Sever:** 1-2 Punctured lung, 3-6 Punctured abdomen;	**Fracture:** 1-5 Ribs, 6 Spine (*no exertion, quarter movement*)	
5. L. Leg 6. R. Leg	**Sever:** 1-2 Foot, 3-6 Leg;	**Fracture:** 1-2 Foot, 3-6 Leg (*restricted use of limb*)	

Example: Ulta the Elf is hit by a goblin shaman's *fireball*, reducing her to zero hit points. She rolls 2d6 and gets a 9, but is carrying a wooden shield, so adds 1 to the roll. Instead of being deafened, she is knocked prone and anosmic, and her shield in scorched pieces. Next round, a goblin thief darts out and sneak attacks with a knife. She rolls 2d6 again, getting 11, but subtracts 1 for her previous roll on the table, 4 for being unaware of this attack, and 2 for 2d6 sneak attack totalling -7, for a final result of 4 – lost limb. Rolling a 5, then a 2, she's lost her left foot, and she starts bleeding profusely, in urgent need of help.

Religion

For religion, and wanting to keep things modular, I tried to come up with a way of broadly categorising the common 'portfolios' that crop up in both historical and fictional pantheons. This way, some of the ideas and guidelines here could be readily applied to published and homebrew settings. Turns out that this had been done before – so what you see here is a mixture of my own thoughts aided and structured in part by the '**Pantheonator**', collated by Jeff Rients on his blog.

The table below lists nine aspects of major deities that are common to most fantasy settings, the key worldly concerns they have and that their clergy espouse, study or smite, some examples of corresponding deities from historical cultures, and the creatures that the deities uses as its servants (and are summoned by the clerical spell Call the Divine, below). Weapons include those favoured by the warrior clergy. Note, no fantasy racial pantheons are accounted for here, as most merely mirror the same framework, but with racial equivalent versions of the same deities.

To apply this framework to your own pantheon, simply map the deities you have developed into the closest corresponding aspect or use the chart to devise your own groupings, and associated servants. For more minor deities and esoteric cults to add to your game, try using **Phonomicon Ex Cultis**, a random cult and cultist generator I've also made, which includes example some deity-specific powers granted to their clergy.

Aspect of Deity	Primary Concerns	Examples			Divine Servant	Weapon & Power
		Asgardian	Olympian	Pharaonic		
Overlord	Creation of life and people, ruler of the gods, overseer	Odin	Zeus	Horus/Ra	Dragon	Fist *Cease to be +1 round*
Community	Protection, good leadership, health and welfare	Frigga	Hera	Isis	Sphinx	Axe *Prot. Evil +1/day*
Harvest	Nature as a provider, man harnessing nature	Frey	Demeter	Osiris	Treant	Sickle *Create Food +1/day*
Knowledge	Magic, craftsmanship, arts, music, mathematics	Freya	Apollo	Imhotep or Thoth	Iron Golem	Hammer *+1 INT checks*
War	Conflict; both savage and righteous in conduct	Sif	Ares/Athena	Neith	Giant	Sword *+1 damage*
Elementals	Fire, Water/ice, Air/electricity, Earth/acid	Various	Various	Various	Elemental	Mace *Resist +5 energy*
Trickery	Deception, lies, guile and discord	Loki	Hermes	Bes	Night Hag	Dagger *Charm Person +1/day*
Natural Disasters	Natures destructive power; storms, floods, earthquake	Aegir	Poseidon	Sobek	Shambling Mound	Club *Alter weather +10%*
Death	The Underworld or afterlife, Misfortune	Hel	Hades	Osiris/Anubis	Devourer	Scythe *Heal +2hp on kill*

With religion comes conflict. Putting the nine categories of deities onto a 3x3 matrix showed a nice way of mapping out the opposing or warring religions that might factor in your campaign. On the table below, the top row of deities can be groups as the Forces of Law – governing control and application of knowledge for the greater good. These oppose the Forces of Chaos on the bottom row, governing destruction and confusion. In the middle lies Neutrality, the Switzerland of the gods, who do what they please with little care for taking sides. Each entry in the top row is opposed in thought and deed by the opposite entry in the bottom row and *vice versa*; thus followers of the gods of Harvest fight against those who worship Natural Disasters, Community combats Death, and Knowledge opposes Trickery.

Running vertically, the table can also be grouped into cliques; Mankind, governing how civilisation impacts the universe; Existence, governing life, death and what it is to be alive; and Nature, the fundamental laws that underpin all things.

Dominion of Mankind	Dominion of Existence	Dominion of Nature	
Knowledge And Crafts	Community And Protection	Harvest and Nature's Bounty	Forces of Law
War	Overlord, the Creator	Elemental Powers	Forces of Neutrality
Trickery and Deception	Death And Misfortune	Natural Disasters	Forces of Chaos

Sample Pantheon

Here's an example pantheon based on the premise of colours, ranks in nobility, and a little splash of musical influence too. In coming up with the names, there hierarchy of the titles also gives rise to possible relationships and internal struggles between the deities and their clergies. Although the Thin White Duke is the Overlord of the pantheon, he is absent and his power and influence waning, as King Crimson and the King in Yellow vie for dominance, with the Purple Prince trying to gain support to stand in their way.

✱

The Purple Prince
(Knowledge and Crafts)
Concerns: Freedom of expression, creativity and sexuality
Antithetical targets: Censors and oppressors
The followers of the Purple Prince are most often found in colleges, theatres and bordellos, shunning combat and confrontation for hedonism. With a desire to experience all that life has to offer, they can also be found adventuring to broaden their horizons.

Deaconess Blue
(Community and Protection)
Concerns: Loving your family and neighbours, regardless how hard they make it
Antithetical targets: The amoral, antisocial and wicked
Deacon Blue is a pious believer in the power of the family and community to overcome all obstacles, but her followers can be a little backwards and strict in their interpretation of a 'healthy' relationship.

The Green Man
(Harvest and Nature's bounty)
Concerns: Time-keeping and a proactive workforce
Antithetical targets: The lazy and lethargic
Scholars claim that it was the Green Man who first devised the calendar by which all crops are grown and gathered. He is seen as a kind but stern deity, helping those who work hard, but will brook no tardiness or laziness from those wanting handouts.

The Red Baron
(War)
Concerns: War and victory
Antithetical targets: The political enemy
Followers of the Red Baron take various guises, from strategic military advisors to the lowliest grunt on the battlefield; from tyrants bent on conquest to the most righteous warriors fighting the good fight. The Red Baron himself cares for naught but the continued existence of conflict and the worthy determined by battle.

✱

Thin White Duke
(The Creator)
Concerns: Nothing
Antithetical targets: Threats to reality
The Thin White Duke is the benevolent, but now absent, creator of the universe, who interacts little with his clergy. It is hoped his exile will end when he takes his faithful to a new, improved universe of his design, but there is little evidence of this. His followers are few but there is talk of a secret cult that work against major threats to all reality beyond mortal ken.

King Crimson
(Elemental Powers)
Concerns: Balance in the elemental forces
Antithetical targets: Elemental usurpers
There is a long fought struggle between the elemental powers of fire, water, earth and air for dominance, stoked in part by the Red Baron, despite the fact that all know balance and harmony is vital to the existence of the universe. King Crimson struggles to control this, but longs for the return of the Thin White Duke to support his efforts.
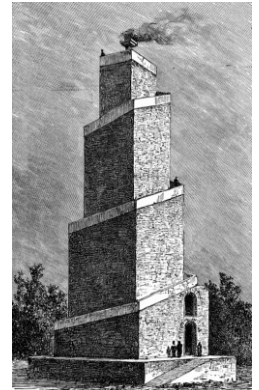
Orange Goblin
(Trickery and Deception)
Concerns: Spreading discord
Antithetical targets: Lawmakers and enforcers
The Orange Goblin relishes being perceived as the weakest member of the main pantheon, for it means he has the others exactly where she wants them. Her churches are small shrines tucked away in dark alleys and remote caves, but always sources of gossip, rumour and political strife.

The King in Yellow
(Death and Misfortune)
Concerns: The ever-present awareness of one's own mortality
Antithetical targets: The arrogant seekers of immortality through their works
When a concept becomes so ubiquitous, a fear so deep-rooted in the psyche of intelligent creatures, it gains a power of its own. The King in Yellow is such a power – the mortal fear of death. He appears as a thought in the back of the minds of artists, and pervades their work to spread his message.

Black Emperor
(Natural Disasters)
Concerns: All things succumbing to the ravages of nature and time
Antithetical targets: Builders or architects
Although his clergy portray the Black Emperor's wisdom as sage warnings that, in time, all that will last is nature itself, the other deities know him for the bumbling oaf he is. Earthquakes and tidal waves are more likely caused through his clumsiness than calculation.

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MAGIC

Removing levels and modularising progression means that the standard defined number of spell slots a character might get per level needs codifying differently. Whilst you can use the random progression to apply to your base rule system of choice, and interpret gaining '+1 spell slot' as 'gai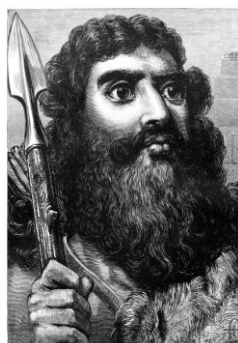ning whatever the spellcasting class would have got for going up a level in the base system', I wanted to explore a different simpler modular route for this – that scales more slowly and makes high level magic more distant in line with the lower level, grittier adventuring feel. The solution for this was *spellcraft*.

SPELLCRAFT

Spellcraft is a measure of how many spells a character can cast. As outlined in the table below, spellcraft (option A/B) directly relates to the number of spell slots a caster has available to them for spell memorisation each day. An arcane or divine caster can never have more spell slots available to them of a higher level than they do of lower levels – or rather *the number of spell slots*

available of a given level must always be at least one more than the next higher level. This skews the acquisition of spells compared to some other fantasy roleplaying games, and leads to a higher number of lower level spells, but this suits the feel of campaign 1 was after. Option C in the table slows this down even further for less magic-rich games, where the first spell slot acquired of a given level has an additional cost in spellcraft of the level being acquired i.e. you need to save up 2 bonus spells to acquire access to second level spells, 3 for third level etc. Note this allows for magic users to balance being powerful with choosing either more low-level magic spells, or trading some power for access to higher-level magic.

Spellcraft is also an indicator of a caster's magical power and competency. The potency of a spells effect is governed by the spellcraft of the caster as indicated in the spell description. A *spellcraft* check is a d20 roll under *spellcraft* plus stat modifier (or vs. a target DC), and may be used in the situations outlined below.

Spell-craft	Spells per Level (A)					Spells per Level (B)				
	1	2	3	4	5	1	2	3	4	5
1	1					1				
2	2					2				
3	3					2	1			
4	4					3	1			
5	5					3	2			
6	5	1				3	2	1		
7	5	2				4	2	1		
8	5	3				4	3	1		
9	5	4				4	3	2		
10	5	4	1			4	3	2	1	
11	5	4	2			5	3	2	1	
12	5	4	3			5	4	2	1	
13	5	4	3	1		5	4	3	1	
14	5	4	3	2		5	4	3	2	
15	5	4	3	2	1	5	4	3	2	1
16	6	4	3	2	1	6	4	3	2	1

Spell-craft	Spells / Level (C)				
	1	2	3	4	5
1	1				
2	2				
2+	2	*(save 1)*			
3	2	1			
4	3	1			
5	3	2			
5+	3	2	*(save 1)*		
5++	3	2	*(save 2)*		
6	3	2	1		
7	4	2	1		
8	4	3	1		
9	4	3	2		
9+	4	3	2	*(save 1)*	
9++	4	3	2	*(save 2)*	
9+++	4	3	2	*(save 3)*	
10	4	3	2	1	

CASTING A SPELL

All spells take one action to cast unless otherwise indicated in the spells description, although some non-core spells and rituals may take longer. Some spells require concentration to maintain, which means the caster can do nothing else other than remain stationary and focus on the spell. If injured or distracted during the concentration, the caster must make a *spellcraft* check to prevent loosing the spell, adding the greater of the damage taken or the distracting spell's level to the roll (alternatively, roll d20 plus stat modifier plus spellcraft against DC 10 plus damage plus spell level). Regardless, a caster cannot maintain concentration for a number of rounds greater than their *spellcraft*.

Some spells may be cast in reverse or alternative forms. These spells are memorised as normal and the form used chosen at the time of casting; *except* when activated from scrolls or items. This makes reversible spells a little more interesting in play.

Saving throws against spells align to stats. To tinker with the power of casters, these could also be opposed rolls against a caster's *spellcraft*, with a spell power roll determining the DC or penalty to a saving throw. Some casters' spells become more difficult to resist, governed by the class tables.

IDENTIFYING SPELLS

Characters can identify spells as they are cast with a *spellcraft* check, with a +4 bonus if the spell is known and a -4 penalty if the spell is from a different magical source (arcane vs. clerical, dwarven vs. others). Any spellcaster is able to read and decipher magical scrolls and writings with a successful *spellcraft* check (one attempt per period of review; failure by 5 or more risking misinterpreting the spell or even a mishap). Using the *Read Magic* spell makes this automatically succeed.

COUNTERSPELLS

Spells can be countered whilst they are being cast by other casters using any known and memorised spell (which is then lost in the attempt). An opposed spell power check is made by each caster (d20 + *spellcraft* + stat modifier + level of spell being used). Using the same or reversed form of the spell being cast as your counter spell grants a +10 bonus. If the caster succeeds, the spell is cast as normal; if the counter succeeds, the spell fizzles and is lost. Either side loosing by 5/10 or more, must roll on the Backlash/Burnout table respectively. Counterspelling is something that should happen more often than it typically does; so characters that have yet to act in a round may act earlier to counterspell, but do so with a -5 penalty to their spell power.

CREEPING EFFECTS

Spells with 'save-or-die' effects may instead have 'creeping effects', as described in more detail in the Creatures and Powers section.

WIZARD SPELLCASTERS (INT)

Wizard casters all begin play knowing the *Read Magic* spell, and draw new spells either randomly from the arcane table, or from those they find adventuring.

ELVEN SPELLCASTERS (INT)

Elven spellcasters may only learn spells from the elven arcane list, either randomly selected or found adventuring. They may use other arcane magic from magic items with a successful INT check.

DWARVEN SPELLCASTERS (WIS)

Dwarven spellcasters follow the rules for runic magic below.

GNOME SPELLCASTERS (INT)

Gnomish casters access elven *and* dwarven magic, using intelligence as the statistic for both, and following both restrictions.

Goblin or Shaman Spellcasters (CHA)

Goblins and shamanic (monstrous) casters draw spells from both arcane and divine lists, but cannot use any other spell, even from items. Monsters may have abilities that mimic or reproduce other spells.

Cleric or Druid Spellcasters (WIS)

Clerics and druids are restricted to divine magic, and druids from the nature subclass only. Druids may not cast nature spells carrying metal arms (larger than a knife) or armour.

Wizard Familiars

Wizards make pacts with benevolent, scholarly or dark ancient forces to be granted a companion, fuelled with a vestige of their patron's knowledge and power. Conjuring a companion requires the wizard to perform a ritual over a mass of flesh, bone, chitin, and teeth collected on their travels. During the ritual, the wizard uses arcane magic to shape the mass into a vessel that can contain the sentience drawn down from the ether. The ritual is capricious, and results are often unexpected due to the vast gulf in consciousness between a mortal mage and the powers they entreat.

To determine the form and nature of a wizard's familiar, roll on the table below (either d8 for each column or roll 1d8 and read across). The player may choose the general appearance of the type of familiar, but the wizard also will take on some of their familiar's characteristics or appearance. Familiars will act as loyal com-

panions to the wizard, and assist to the best of their ability, albeit still driven by their nature, as indicated on the table. All familiars start as 1d4 creatures with a telepathic link to communicate to their master. They gain other powers as the wizard learns more of the arcane arts that drive them.; when a progression results indicates a familiar improves, it may, at the players choice, either gain +1d4 hit points and power, an ability improve as described in the progression column, or they gain an additional random ability from the table.

If a familiar is slain, its master must make a CON save or fall into a coma for 1d4 days. If the CON save is successful, the wizard must still make a subsequent INT save or lose all knowledge of a randomly determined spell. A new familiar may be conjured once the appropriate components have been gathered.

D8	Type	Nature	Abilities	Progression Increase your choice of..
1	Bat or bird *Winged vermin*	Fickle	**ClairSense** The wizard may see through the eyes or other sense of the familiar once a day for 10 minutes	1) +1 uses per day 2) +1 additional sensory quality
2	Feline or canine *Domestic animal*	Lazy	**Possession** For ten minutes, the familiar can merge with other creatures, control their actions and access their memories on target failing both a CON and CHA save	1) duration by +10 minutes 2) difficulty of CON & CHA save by +1
3	Rat or rabbit *Large rodent*	Greedy	**Valet** The familiar may absorb and regurgitate one small object, typically portable in one hand	+1 objects held at any time
4	Snake or lizard *Viper or adder*	Perky	**Venom** The familiar produces a venom to which the master is immune. The venom can be extracted and used once per day, but decays in 24 hours	1) potency of the venom(-1 CON save) 2) +1 uses per day 3) Immunity to another named venom
5	Insect/Arachnid *Large beetle or spider*	Vindictive	**Survivalist** The familiar grants the ability to draw sustenance from detritus and climb walls (5ft speed)	Gain an additional 1) immunity to a specific named disease 2) +5ft climb speed
6	Imp *Small winged devil*	Cowardly	**Speech** The familiar can speak in its master's native language and with others of its kind	1) Speaking an additional language 2) Ability to impersonate +1/day
7	Orb or item *Floating or animate object*	Patronising	**Levitation** The familiar can hover briefly; the master may fall/jump and always land safely up to 10ft	+5ft to distance safely jumped or fallen
8	Growth *Unsightly lump or strange sigil on body*	Lugubrious	**Change form** The familiar may change shape into a simple inanimate object of small size for 10 minutes	1) the size of the object mimicked 2) the complexity, detail or moving parts 3) +10 minutes duration

Wizard School Specialisation

Elves understand magic like most people understand breathing – there is not much to understand, it happens naturally, and when you think about it too much it can cause anxiety and distract you from enjoying what else is going on around you. Dwarves do not really understand magic (see below), and approach it much as they do with everything; hit something hard enough and it will do what you want. Only humans have taken to the in depth study of the nature of magic, in search of a deeper understanding of how to manipulate it and unlock it's secrets.

At its most basic level, this study has lead to the identification of 12 different schools of magic, each with its own set of rules and paradigms, relating to the nature of the magical effect. These schools are listed below, and their respective students are Abjurer, Conjurer, Diviner, Enchanter, Evoker, Illusionist, Necromancer, Transmuter, Generalist, Dracologist, Occultist and Esotericist.

When a class progression roll indicates a wizard has gained a school specialisation, that means that through careful study they

have unlocked the secrets of one of the 12 schools,, and they will forever develop that knowledge at the expense researching other schools. Roll on or choose from the following table to determine the specialist school and the associated new ability. Abilities are usable once per day, and are all magical effects following the rules for casting a spell. If a wizard rolls School Specialisation on their progression table more than once, the ability they gained on first specialising can be either used an additional time per day, or its power can be increased as described in the progression entry on the table. Thus, abilities are noted on the character sheet as *Divination IV (x2)* to indicate the ability has been progressed 3 times, and can be used twice a day, or *Conjuration (2d6) III (x1)* to indicate the ability has been advance in power of the monster is can summon twice (once from 1d4 to 1d6, once to 2d6), and then twice more to increase the number of creatures it can summon, but still only once per day. Specific aspects of each ability are chosen at the time of use.

D12	School	Description	Ability	Progression: increase choice of...
1	Abjuration	Defensive and protective magic	Generate a protective ward that can either increase a target's AC by 1, or grant 5 points of resistance to damage from fire, lightning, acid or cold (chosen when casting)for 10 minutes	1) The bonus to AC by 1 2) The resistance to elements by 5 3) The number of targets benefitting by 1 4) The duration by +10 minutes 5) Number of uses per day by 1
2	Conjuration	Summoning creatures	Summon 1 loyal creature of your choice from up to the 1d4 rank creatures (*Creature must be known or studied to be summoned*)	1) Creature tier from d4 to d6, d6 to d12 2) Total hit dice of creature (1d4 -> 2d4 etc) 3) Number of creatures summoned by 1 4) Number of uses per day by 1
3	Divination	Insight, revealing information	You gain a +1 bonus to initiative checks Once per day you can either 1) gain a +1 bonus to all knowledge and detection checks for 10 minutes; or 2) determine the location of one object or person (WIS save) with 50% accuracy	1) Initiative bonus by 1 2) Detection and knowledge checks by 1 3) Duration by +10 minutes 4) Accuracy of location by +5% 5) Number of uses per day
4	Enchantment	Control of others	Increase CHA stat by 1. Once per day, on a successful opposed CHA check, turn 1 target into a loyal ally for 1 hour per point difference in CHA. If you succeed by 10 or more, you control their action	1) CHA stat by 1 2) Number of targets affected by 1 3) Number of uses per day by 1
5	Evocation	Energy and destruction	Once per day on casting, you may alter any spell that causes elemental (ice, fire, electricity or acid) damage to either change the damage type *or* do 1 additional point of damage per die	1) Additional damage per die by 1 2) Number of uses per day by 1
6	Illusion	Trickery, fooling the senses	Once per day, create a silent static image of your choice of a size up to 10 ft cube in size	1) Size of illusion (+10 ft cube) 2) Qualities (add one of movement, sound, or smell etc) 3) Number of uses per day by 1
7	Necromancy	Control over the powers of death	Once per day, from a mostly intact corpse you may create an undead creature of up 1d4 rank in power, under your absolute control	1) Creature tier from d4 to d6, d6 to d12 2) Total hit dice of creature (1d4 -> 2d4...) 3) Total number of creatures controlled by 1 4) Number of uses per day by 1
8	Transmutation	Physical change, transformation	Once per day, for 10 minutes, you can alter the physical structure and appearance of your body. The maximum increased bonus across STR, DEX, CON, CHA or natural AC this can achieve is +1 (stats cannot be reduced to allow others to increased), and +10ft for modes of movement (flight, burrowing, swimming etc).	1) The maximum total bonus by 1 for stats and 10ft for movement 2) The duration by +10 minutes 3) Number of uses per day by 1
9	Generalism	Broad understanding of all magic	Once per day, you are able swap a memorised spell for another in your spellbook of an equal or lower level.	1) Number of uses per day by 1
10	Dracology	The study of dragons and dragon-kind; their powers, history and culture.	You gain +1 to the following powers: −CHA-based interaction with dragons −INT checks for draconic lore −WIS checks for tracking dragons −Spell damage vs. dragons per die rolled −Saving throws vs. draconic powers	1) All listed powers increase by +1
11	Occultism	Dark pacts with beings beyond	You may sacrifice 1d4 points of your WIS stat to either (gaining the 1d4 bonus as follows) 1) receive answer from an outer being to one question with 30%+1d4×10% accuracy; or 2) cause a damaging spell to inflict 1d4 additional points of damage per die; or 3) inflict a -1d4 penalty on a saving throw against the affected spell. All modified spells produce visuals that are disturbing to natural creatures. WIS loss recovers at a rate of 1 every 32 days. If ever reduced to zero WIS, your soul is claimed and body controlled by a dark entity	1) the accuracy of the answer by +10% 2) the number of questions asked by +1 3) +1 additional damage per die 4) additional -1 penalty to saving throws 5) WIS recovery rate by half (minimum of 1 day)
12	Esoterica	Understanding of unusual and creatural sources of magic and magical effects, and the morphing boundaries between technology and magic	With a successful INT check, you are able to dissect monsters and disassemble devices to distil and extract the inner sources of power and magic within e.g. a medusa's eye. Objects removed can be used whilst worn to trigger or absorb the related effect, with 40% potency or chance of success, once before dissolving. You also gain +1 INT checks relating to non-spellcasting sources of magic and magical engineering, including the extraction above.	1) INT check by +1 2) Potency/chance of effectiveness by +10% 3) Extracts uses before dissolving by +1

Of course, feel free to adapt or expand this table for your own use. There is no reason why it should be limited to the 'classic' schools of magic, and could also include special abilities such as Elemental (Earth/Acid, Fire, Water/Ice, Air/Lightning) Magic, specialist themed conjurers, or multiple classes of dracologists each aligned to a specific type of dragon, etc.

It should also be noted that just because an ability or power is listed on the specialism table above, that does not mean it should not be accessible to any wizard (or spellcaster). Items or research may unlock these for other characters, or all characters may be able to attempt similar feats – but there may be a difficult skill check or rare item or reagent requirement to reflect the ease with which specialists practice these powers.
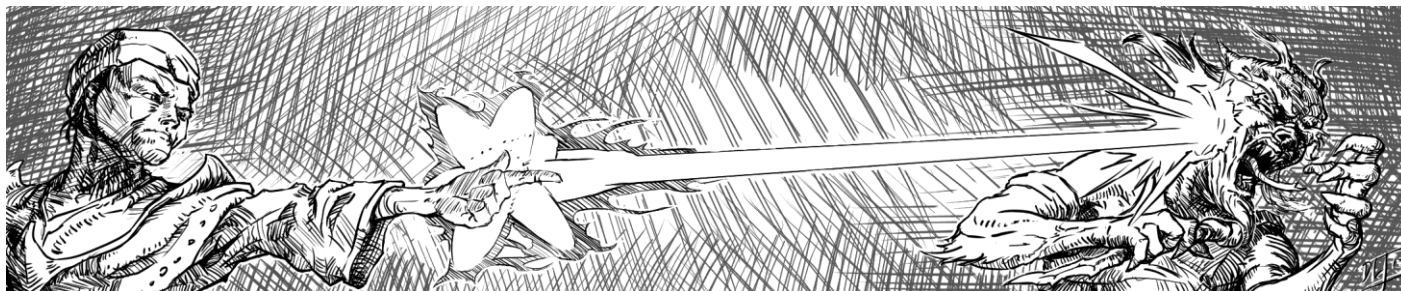
Dwarven Runecasters

Dwarves are often thought of as not being innately magical. A dwarf that does acquire a magical ability is rare, and rarer still those who develop these powers to the heights of the human or elven spellcasters. In fact, dwarven magic is one of the most ancient primitive forms of spellcasting – runic magic.

Runes are etched icons of power tied to specific outer planes, which can unleash the nature of that plane in a localised area on the Prime by physically ripping a hole in the very fabric of the universe. By its nature, the effects are fairly crude, at least compared to the precise mathematical magic of the humans or the natural, delicate magic of the elves. However, skilled practitioners of runic magic can enact some degree of control over the effects. All dwarven runecasters etch their known runes onto the faces of a specially-crafted multifaceted hammer or mace, and by stamping the imprint of the rune onto a surface, typically stone, metal or flesh, conjure the related effect.

Most runecasters do not fully appreciate the planar connection, and assume that just by hitting something with the right tool in the right way, they can get it to do what they want. Only those rare dwarves that have explored several different rune abilities in some detail gain some insight into this planar magic. Some non-

dwarven sages that have examined these planar runic powers from afar have speculated this might hint at some extraplanar origin of the dwarven race. Dwarven runes are typically tied to the Plane of Earth; whether other runes relating to a broader spectrum of outer planes exist, is unknown. Some theorise that when a dwarf unlocks several powers and attains a deeper understanding of his nature and the magic, they are abducted by the Outer Beings that spawned the dwarven race, so that the secret is kept.

When a class progression roll indicates a dwarven rune ability, roll d8 on or choose from the following table. Abilities are usable once per day. If rolled more than once, an ability can be either used an additional time per day, or its power can be increased as described in the progression section under each ability's description. Thus, abilities are noted on the character sheet as *Magic Stone IV (x2)* to indicate the ability has been progressed 3 times, and can be used twice a day.

Also listed in the table below are the equivalent clerical or arcane spells for actions such as identifying other spells being cast, use as counterspells, or ability to use scrolls or other items containing similar powers.

D8	Ability	Description	Progression	Equivalence
1	Anvil Strike	You empower the next attack, if it connects, with a touched melee weapon to do an additional +1d6 damage	Increase your choice of 1) Damage done by +1d6 2) Number of uses per day by 1	*Any Inflict ___ Wounds spell*
2	Blessing of the Forge	You and your allies close by gain a +1 bonus to attack rolls and saving throws for 10 minutes	Increase your choice of 1) Bonus by +1 2) Number of uses per day by 1	*Bless*
3	Companion of Earth	You conjure an earth elemental of 1d12 power for 10 minutes, as your loyal servant to do your bidding	Increase your choice of 1) Power of elemental by +1d12 2) Number of uses per day by 1	*Conjure Elemental*
4	Dwarven Resilience	You heal the wounds of yourself or a target ally by 1d8 hp	Increase your choice of 1) Healing power by +1d8 2) Number of uses per day by 1	*Any Cure ___ Wounds spell*
5	Earthbond	You may enter and exit up to a 5 foot cube of natural unworked earth or rock during one move action Higher levels may allow planar travel via earth nodes	Increase your choice of 1) Distance through earth by +5' 2) Number of uses per day by 1	*Passwall Move Earth Rock to Mud*
6	Magic Stone	You conjure a magical stone that can be hurled at a foe as a ranged attack doing 1d8 damage. Against undead, goblins, orcs and giants, the stone does 1d12 damage	Increase your choice of 1) Damage done by +1d8/1d12 2) Number of uses per day by 1	*Magic Missile Turn Undead powers*
7	Sense Wealth	You can detect the largest source of wealth (gold, gems, ore etc) within 60 ft and know its precise value.	Increase your choice of 1) Range of power by +60 ft 2) Number of uses per day by 1	*ESP Wizard Eye*
8	Wall of Stone	You may conjure a 1 ft thick wall of rock up to 5 ft by 5ft in size, once per day	Increase your choice of 1) Area of wall by +5 ft² 2) Number of uses per day by 1	*Wall of Stone*

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Spells

When choosing spells at creation or gaining spell slots thereafter, roll on the relevant clerical (clerics, druid) or arcane (wizard and elven) to determine which spells a character knows in their repertoire.

Arcane and clerical spells have further categories such as Alignment-restrictive (**AL**), Elven (**E**), Nature (**N**) and Shaman (**S**).Spells marked with an asterisk are reversible, or can be cast with two or more different effects, detailed in the spell description. The precise effect is chosen at the time of casting. Alignment-restrictive spells are reversible, yet, if using alignment or for clerics of strict lawful orders, Law/Good-aligned spellcasters may only cast the beneficial form of the spell. Neutral and Chaos/Evil clerics may cast any version they wish. For example, Good-aligned clerics can cast *Remove Curse* at level 3, but not the reversed form *Curse* – either form of the spell are available to Neutral and Chaos/Evil clerics. Feel free to lift this restriction if you want more flexibility in casting for clerics.

Druidic or nature magic includes a limited list of clerical spells with a nature theme and is relevant for Druids, clerics of nature deities or certain fey or natural creature abilities, and are included for any custom class options for your own game. Druidic magic (but not Nature spells cast by other classes) cannot be cast whilst wearing metal armour or carrying large metal weapons. Pick a spell or roll a d4 to determine it randomly. Elven spellcasters may only select from the listed Arcane spells in the Elven category, as befits their culture and teaching.

Shamanic magic includes both clerical and arcane spells, and is intended to apply to humanoid or monstrous spellcasters. Goblins, giants, dragons and other monstrous creatures that might have magical abilities should select from this list. To randomly determine their spells, roll a d8 – on a 1-4, the spells comes from the clerical list, and on a 5-8 for the arcane list. Note, for arcane spells of level 8 or 9, only a d4 roll is needed.

Spell ranges (*Rng*) are **T**ouch/Self, **S**hort, **M**edium, or **L**ong, and the exact distances can be left at that for narrative play, or treated as 0', 30', 120' or 360' respectively. Similarly, durations (*Dur*), can be **I**nstant, **C**oncentration (caster must focus, only other action is walking), **S**hort (10 minutes), **M**edium (1 hour), **L**ong (2+ hours), or **P**ermanent. Note, Permanent spells leave a magical effect that may be dispelled, whereas Instant effects do not. Any spell with a duration other than Instant or Permanent may be dismissed early by the caster with a thought. Target (*Tgt*) indicates what the spell effects, and *Save* what statistic is rolled to resist the effect.

Clerical Spells

Level One

d8	Spell	AL	N	S
1	Cure Light Wounds*	✓	1	1
2	Detect Evil			
3	Detect Magic			
4	Light*		2	2
5	Protection from Evil*	✓		
6	Purify Food and Water*	✓	3	3
7	Remove Fear*	✓		4
8	Resist Cold		4	

Level Two

d8	Spell	AL	N	S
1	Bless*	✓		1
2	Find Traps			
3	Know Alignment*	✓		
4	Hold Person/Animal*		1	
5	Resist Fire		2	2
6	Silence 15' Radius			
7	Speak with Animals		3	3
8	Warp Wood		4	4

Level Three

d8	Spell	AL	N	S
1	Animal Growth*		1	1
2	Animate Dead	✓		2
3	Continual Light*		2	
4	Cure Condition*	✓		
5	Cure Serious Wounds*	✓	3	3
6	Locate Object			
7	Remove Curse*	✓		4
8	Water Breathing		4	

Level Four

d8	Spell	AL	N	S
1	Create Food and Water			
2	Control Water		1	
3	Dispel Magic		2	1
4	Languages*			
5	Neutralise Poison*	✓	3	2
6	Protection from Evil 10' radius*	✓		3
7	Speak with Plants		4	
8	Sticks to Snakes			4

Level Five

d8	Spell	AL	N	S
1	Commune			
2	Cure Critical Wounds*	✓	1	1
3	Dispel Evil*	✓		
4	Flame/Lightning Strike		2	
5	Insect Plague		3	2
6	Geas/Quest*	✓		
7	Raise Dead*	✓	4	3
8	Truesight			4

Level Six

d8	Spell	AL	N	S
1	Animate Objects			1
2	Banishment			2
3	Barrier*			
4	Create Animals		1	3
5	Cureall*	✓	2	
6	Find the Path		3	
7	Transport via Plants		4	
8	Word of Recall			4

Level Seven

d8	Spell	AL	N	S
1	Call the Divine*		1	1
2	Control Weather		2	
3	Creeping Doom		3	2
4	Earthquake		4	3

Level Seven cont...

d8	Spell	AL	N	S
5	Holy Word*	✓		
6	Raise Dead Fully*	✓		4
7	Regeneration			
8	Restoration*	✓		

Clerical Spell Descriptions

Cleric Level One

Cure Light Wounds *

Rng: T **Dur:** 1 **Tgt:** 1 creature **Save:** None/CON

You heal a living creature of 1 class die's points of damage plus 1 i.e. Fighters and Dwarves are healed 1d8+1 points; Clerics, Thieves, Elves and Halflings, 1d6+1; and Wizards, 1d4+1. Against undead or cast in reverse, *inflict light wounds* causes 1d8+1 points of damage.

Detect Evil

Rng: M **Dur:** M **Tgt:** Cone **Save:** None (special)

You can detect the presence of Evil/Chaos-aligned creatures, and those with evil/malicious intent specifically towards you. By concentrating for 1 round, you can determine the approximate location of the evil. Strong evil may overwhelm and stun the caster unless the caster makes a CHA save.

Detect Magic

Rng: M **Dur:** M **Tgt:** Cone **Save:** None (special)

You can detect the presence of magical auras from items, ongoing spells or magically-infused creatures. By concentrating for 1 round, you can determine the approximate location of the magical aura. Strongly magical auras may overwhelm and stun the caster unless a WIS save is made.

Light *

Rng: M **Dur:** L **Tgt:** Area or object **Save:** None/WIS

The target area or object sheds light like a bright torch in a 30' radius. If cast at a creature's eyes, the victim must make a WIS save or be blinded. Cast in reverse, *darkness* creates an area devoid of any light through which only the caster is able to see.

Protection from Evil *

Rng: T **Dur:** S **Tgt:** 1 creature **Save:** None

Unnatural and supernatural creatures of evil, or those channelling or under the control of evil powers, cannot harm the target directly by touch unless and until the target has made a move to attack them first, with weapons, spells, or other means. This does not prevent being targeted by missiles or spells, dragons breathing fire or a giant lobbing boulders at the area, or a crafty enemy aiming to dislodge a stalactite above ones head. Mindless creatures may still swarm the target and clever opponents may just wait until the spell ends. Cast in reverse, *protection from good* offers the same warding benefits against good creatures. Both versions of the spell grant a +1 bonus to armour class and saves.

Purify Food and Water *

Rng: T **Dur:** 1 **Tgt:** Food/water **Save:** None

This spell will make rotten, spoilt food edible and nutritious, or stagnant water potable and refreshing, as well as removing any and all trace of poison or disease. Up to a barrel sized quantity can be treated at once. Cast in reverse, the spell will *putrefy food/water*, making it rancid and inedible but otherwise harmless.

Remove Fear *

Rng: S **Dur:** S **Tgt:** 1 creature **Save:** None/WIS

You call out reassuring words to you ally and remove all trace of natural or magical fear from them, and granting immunity to fear for the spell duration. Cast in reverse, this will *cause fear* in a target that fails a WIS save, forcing them to flee from you for the duration. If cornered, they cower, granting you a +2 bonus to hit.

Resist Cold

Rng: T **Dur:** M **Tgt:** Self and allies **Save:** None

You and all allies at your side become immune to the effect of natural cold. Against magical cold or cold-based attacks from supernatural creatures, you gain a +4 bonus on saving throws and ignore the first 10 points of damage.

Cleric Level Two

Bless *

Rng: S **Dur:** M **Tgt:** All in 20ft **Save:** None/WIS

The power of your deity bolsters the actions of you and your allies, granting a +1 bonus to morale, attack, damage and saving throw rolls. Cast in reverse, *bane* curses your enemies with a -1 penalty on the same unless they make a WIS save.

Find Traps

Rng: T **Dur:** M **Tgt:** Caster **Save:** None

All mechanical and magical traps within sight of the cleric glow with a clear warning light. Natural dangers such as quicksand, or pathways eroded and weakened by weather and time, are not highlighted.

Hold Person/Animal *

Rng: M **Dur:** M **Tgt:** ≤4 creatures **Save:** STR

This spell causes a living target humanoid (up to human-sized) or animal (up to bear/horse-sized) to be held rigidly in place like statues, unable to move, if they fail a STR save. If cast on a group, it can affect up to 4 such creatures, but the paralysis is progressive, and will start in one random part of the body and spread if a further STR save is failed each round. Cast in reverse, *free person/animal* will remove the effect of the spell or any other paralysis from up to 4 held creatures.

Know Alignment *

Rng: T **Dur:** 1/L **Tgt:** Caster **Save:** None

This spell will instantly inform the cleric of the alignment of one creature (or enchanted object) within their line of sight. Cast in reverse, *mask alignment* allows the cleric to decide the result of any such divination made against them, for the next few hours.

Resist Fire

Rng: S **Dur:** S **Tgt:** 1 creature **Save:** None

The target creature becomes immune to the effect of natural sources of fire and heat. Against magical fire or fire-based attacks from supernatural creatures, the target gains a +4 bonus on saving throws and ignores the first 10 points of damage.

Silence 15' Radius

Rng: M **Dur:** L **Tgt:** 30ft sphere **Save:** None/WIS

You create a sphere of complete silence, within and through which no sound can pass or be heard. The spell can be centred on an area, an object which can be carried and bring the silence with it, or a creature, in which case it is entitled a WIS save to cancel the spell.

Speak with Animals

Rng: T **Dur:** M **Tgt:** Caster **Save:** None

The cleric gains the ability to understand and communicate with animals. Animals may need to be calmed and placated (typically with food) to approach the cleric peacefully, but will heed their words favourably. An animal's rudimentary intelligence limits the information they can impart to only the broadest details.

Warp Wood

Rng: L **Dur:** P **Tgt:** Worked wood **Save:** None

A targeted single wooden object, up to door-sized in volume, will bend and warp, becoming unusable. Weapons will become fragile and unwieldy, bundles of arrows will no longer fly true, door jambs can become stuck, and cart wheels will cause steering problems. Carried items are entitled to their owner's WIS save to resist the effect.

Cleric Level Three

Animal Growth *

Rng: M   **Dur:** M   **Tgt:** 1 animal   **Save:** None/CON

You cause a targeted animal (but not any items it is carrying) to double in size, and in its confusion be more likely to attack those nearest to it. All attacks gain a +4 bonus and damage is doubled; other attributes remain unchanged. Cast in reverse, *shrink animal* halves the size, makes it more docile, and halves any damage it inflicts unless a CON save is made.

Animate Dead *

Rng: S   **Dur:** P   **Tgt:** Dead bodies   **Save:** None

You cause dead bodies to rise up as undead skeletons or zombies, under your control. You can create up to your *spellcraft* in normal (1d4) skeletons, or half your *spellcraft* in normal (1d8) zombies. More powerful undead can also be created e.g. a wizard with *spellcraft* of 7 could create 7 1d4 human skeletons, 3 2d4 bugbear and 1 1d4 goblin skeletons, 1 3d8 zombie lion or other combinations. Cast in reverse on a single corpse, *repose* prevents a dead body from being able to be animated.

Continual Light

Rng: M   **Dur:** P   **Tgt:** Object   **Save:** None/WIS

The area or object targeted sheds light like a bright torch in a 60' radius. Cast at a creature's eyes, the victim must make a WIS save or be blinded. Cast in reverse, *darkness* creates an area permanently devoid of any light through which only the caster can see.

Cure Condition *

Rng: T   **Dur:** P   **Tgt:** 1 Creature   **Save:** None/CON

With your touch you can cure *one* natural or magical disease, deafness *or* blindness. Cast in reverse, you touch *inflicts* either disease (-1 to selected stats each day target is diseased) or deafness/blindness in a target unless they make CON save. Ailments may *only* be cured by a cleric using this spell with a higher *spellcraft* the original caster; *dispel magic* will have no effect. Rare, exotic plants and extracts may help overcome this restriction.

Cure Serious Wounds *

Rng: T   **Dur:** 1   **Tgt:** 1 Creature   **Save:** None/CON

You heal 2 class dies plus 3 points of damage i.e. Fighters and Dwarves are healed 2d8+3 points; Clerics, Thieves, Elves and Halflings, 2d6+3; and Wizards, 2d4+3. You may heal up to two touched targets, in which case they receive 1 class die +1 each. Alternatively, instead of restoring hit points you can seal a single damaged limb, repair a fracture or grievous wound. Against undead or cast in reverse, *inflict serious wounds* causes 2d8+3 points of damage, the reverse form healing undead.

Locate Object

Rng: M   **Dur:** L   **Tgt:** Caster   **Save:** None

By nominating a specific object, described using up to three words at the time of casting, you become immediately aware of the location of that object as soon as it comes within range (10' per point of *spellcraft*) in the duration of the spell.

Remove Curse *

Rng: T   **Dur:** P   **Tgt:** 1 creature   **Save:** WIS

With a touch the caster can cancel the effect of any 1 curse or cursed item that if affecting the target. Curses from a powerful mage or item are more difficult to remove; a caster may only remove curses cast at a lower *spellcraft* than their own, unless special rare and costly reagents are also used. Cast in reverse, *curse*, with a touch, can inflict any macabre curse the caster can imagine, unless a WIS save is made. If such a WIS save succeeds by more than 5, the curse is reflected back at the caster (no save).

Water Breathing

Rng: T   **Dur:** L   **Tgt:** 1 creature   **Save:** None

You bestow a creature with the power to breathe normally underwater or in other liquids. It does not protect against other hazards of being submerged.

Cleric Level Four

Create Food and Water

Rng: S   **Dur:** 1   **Tgt:** 1 banquet   **Save:** None

You conjure up enough food and water to satisfy a number of creatures equal to your *spellcraft* for 1 day. Larger creatures like pack animals may require two servings. The food created befits the local environment, the creatures being served and/or religion of the caster. Food spoils and vanishes after 4 hours if not eaten.

Control Water

Rng: M   **Dur:** L   **Tgt:** Special   **Save:** None/DEX

This spell allows the cleric to cause one of the following effects. Firstly, the cleric may conjure enough water to fill a vessel or vessels of up to *spellcraft* in gallons. Alternatively, the water can be caused to burst forth in a spring from the ground in a muddy morass, and if cast at a target's feet a DEX save may be required to avoid being knocked over or stuck. Thirdly, the spell can raise or lower an area of water up to ten times her *spellcraft* in diameter, creating eddys and whirlpools and making passage difficult, potentially capsizing ships. Finally, an area of water 15ft around the cleric can be made traversable as though solid.

Dispel Magic

Rng: M   **Dur:** 1   **Tgt:** 30ft sphere   **Save:** None

This spell cancels and voids most ongoing magical effects within its area, except those on permanent magic items or magical creatures like golems. Spells cast by more powerful mages are harder to counteract; make an opposed *spellcraft* check (d20+*spellcraft*) against the caster of each effect you attempt to dispel within the area to see if you succeed. *Dispel magic* may also be used as a counterspell, granting a +10 bonus to the opposed *spellcraft* check.

Languages *

Rng: T/S   **Dur:** L   **Tgt:** Self/target   **Save:** None/WIS

This spell allows the cleric to speak and understand any one additional language for the duration of the spell. Cast in reverse, *babble* causes the victim to be unable to communicate verbally in any way unless a WIS save is made, and is particularly potent against spellcasters.

Neutralise Poison *

Rng: T   **Dur:** 1/P   **Tgt:** 1 target   **Save:** None/CON

Your touch can remove all traces of poison from an afflicted creature, and if cast within a round of their poisoning or death caused by poison, will restore any ability damage or revive them respectively. It will also remove poison from weapons, food or drink. If cast on a venomous creature, such as a wyvern or scorpion, it will nullify their natural poison for *spellcraft* rounds unless a CON save is made. Cast in reverse, *poison* will halve the victim's physical attributes on a failed CON save, and kill them is a second subsequent CON save is failed the following round.

Protection from Evil 10' radius *

Rng: T   **Dur:** S   **Tgt:** Caster   **Save:** None

As *Protection from Evil*, except the ward and defensive powers against evil now extend to all within a 20 foot sphere around the caster. Cast in reverse, *protection from good 10' radius* offers the same warding benefits against good-aligned creatures.

Speak with Plants

Rng: T   **Dur:** L   **Tgt:** Caster   **Save:** None

The cleric gains the ability to understand and communicate with plants. A plant's rudimentary intelligence limits the information they can impart to only the broadest details.

Sticks to Snakes

Rng: T   **Dur:** M   **Tgt:** Sticks   **Save:** None

You cause a number of sticks up to your *spellcraft* to turn into 2d8 large non-venomous snakes (1d8 HD), which obey your command for the duration of the spell or until slain. By halving the number of snakes created, you can also bestow them with a venomous bite.

Cleric Level Five

Commune

Rng: T **Dur:** C **Tgt:** Caster **Save:** None
The cleric calls upon his patron, or another specified deity or powerful entity with whom he has made previously had peaceful contact, and can ask up to three 'yes/no' questions. The power will do their best to answer truthfully and correctly but may not be omniscient, and may take offence at repeated contact, especially on topics outside their sphere of interest.

Cure Critical Wounds *

Rng: T **Dur:** I **Tgt:** 1 creature **Save:** None/CON
You heal 3 class dies plus 5 points of damage i.e. Fighters and Dwarves are healed 3d8+5 points; Clerics, Thieves, Elves and Halflings, 3d6+5; and Wizards, 3d4+5. You may heal up to three touched targets, in which case they receive 1 class die +1 each. Alternatively, instead of restoring hit points you can repair up to two damaged limbs, fractures or grievous wounds. Against undead or cast in reverse, *inflict serious wounds* causes 3d8+5 points of damage.

Dispel Evil *

Rng: T **Dur:** C/S **Tgt:** 30' sphere **Save:** WIS
This spell will destroy any undead or evil supernatural creatures and drive back any evil clerics or worshippers in a 30ft sphere around the caster, unless the targets pass a WIS save. If a WIS save is passed, the targets must still flee the area, and will remain held at bay for as long as the cleric concentrates, up to the spell duration. It can also be cast on a single target, which makes the WIS save at a -2 penalty. Cast in reverse, *dispel good* has the equivalent effect on good-aligned clerics and holy creatures.

Flame /Lightning Strike

Rng: M **Dur:** I **Tgt:** 60' column **Save:** DEX
You call down a vengeful bolt of flame from above, up to 60' in height and 10' in diameter. All caught in its path take 6d8 points of damage, with a DEX save reducing this by half. Cast by druids, when outside and in rainy conditions this spell may take the form of a *lightning strike*, and additional strikes can be called for a number of rounds equal to their *spellcraft* with but a thought.

Insect Plague

Rng: L **Dur:** L **Tgt:** 60' swarm **Save:** None/CON/DEX
This spell conjures forth a large 60' diameter swarm of flying, buzzing insects, which moves 20' per round at the will of the cleric. The swarm blocks all vision, makes communication within impossible, and any caught in its midst must make a CON save each round or spend all their actions coughing and fleeing the swarm. Cast underground, this calls forth beetles and worms from the earth, which coat the area in a slick mass and any moving through will fall prone unless a DEX save is made each round.

Geas/Quest *

Rng: S **Dur:** P **Tgt:** 1 creature **Save:** WIS
This spell forces a sentient creature to perform a specific (achievable) task or course of action of your choosing, unless a WIS save is made. If the demand is open-ended, such as 'refrain from thievery', then it will last for a number of days equal to the caster's *spellcraft*. The victim must perform the task or action to the best of their ability or be struck down by a debilitating curse of your devising. The *geas/quest* can only be removed by the spell being cast in reverse by a spellcaster with a *spellcraft* higher than your own, or by successfully completing the quest.

Raise Dead *

Rng: T/S **Dur:** I **Tgt:** 1 creature **Save:** None/CON
With a touch, you can return life to a corpse that has been dead up to a number of days equal to your *spellcraft*. The target awakes with 1 hp and can only take simple (not attack or spell-casting) actions until they have had a week's bed rest or received a *cureall* spell. An undead creature touched by this spell must make a CON save or be destroyed. The reverse of this spell is *finger of death*, which fires a dark bolt at a target within short range, and the victim must make a CON save or die. Aimed at an undead creature, this heals 3d10 points of damage.

Truesight

Rng: T **Dur:** S **Tgt:** Caster **Save:** None
The caster gains the power to detect all things within 120' in their true form. This includes invisible, disguised or polymorphed creatures and secret doors but not items or people that are merely hidden by non-magical means. This spell will also reveal the alignment and relative power level of those the cleric gazes upon.

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Cleric Level Six

Animate Objects

Rng: S **Dur:** S **Tgt:** Objects in 30' **Save:** None
You cause a number of objects to animate, move and attack at your command. You can affect a number of small objects up to your *spellcraft*; medium objects, up to half your *spellcraft*; and large objects, a quarter. Object attack as per their nature e.g. a rope will entangle a target, a cupboard with try and encase, a table or chair will trample.

Banishment

Rng: M **Dur:** I **Tgt:** 30' sphere **Save:** WIS
This spell forces all extraplanar creatures in a 30' area back to their home plane, and summoned creatures are also dismissed. A WIS save negates this effect, but if cast at a single target, the save carries a -4 penalty.

Barrier *

Rng: M **Dur:** M **Tgt:** 30' wall **Save:** None/DEX
A 30' long/high wall of whirling weapons, befitting the caster's deity, is conjured into existence. Creatures attempting to pass through the barrier take 7d10 points of damage. Attempting to catch enemies in the wall when it is created allows them a DEX save to avoid all damage. Cast in reverse, *remove barrier* will cancel any other *barrier*, *Force Field* or *Wall of __* spell entirely.

Create Animals

Rng: S **Dur:** S **Tgt:** 1+ creatures **Save:** None
You conjure into existence a number of animals, befitting the local environment, which understand and obey your every command. You can summon a number of small (1d4) animals up to your *spellcraft*; medium (1d8), up to half your *spellcraft*; and large (1d12), a quarter. See the Monster section for more details.

Cureall *

Rng: T **Dur:** I **Tgt:** 1 creature **Save:** None/CON
The caster heals all injuries from a target creature and raises hit points to maximum, and restores recipients of a *raise dead* spell to full vitality. In addition, they may remove all trace of one of the follow magical or natural afflictions in the target: damage to one ability score, poison, disease, insanity or feeblemindedness, blindness/deafness, or paralysis.

Find the Path

Rng: T **Dur:** L **Tgt:** Caster **Save:** None
By naming a specific place during casting, the cleric gains knowledge of the most direct route to that place for the duration of the spell. This includes all information about hazards, passwords, hidden passages etc. This knowledge cannot be documented in any form, and when the spell expires, only vague directions remain.

Transport via Plants

Rng: T **Dur:** 1 **Tgt:** Self, 2 others **Save:** None

This spell invokes the correct rituals to allow the cleric to step into a plant (of a suitable size to contain him), and emerge from any other plant in a location known to the cleric, regardless of distance. By joining hands, the cleric can bring up to two willing companions with him.

Word of Recall

Rng: T **Dur:** 1 **Tgt:** Caster **Save:** None

This spell whisks the caster back to his home, church or similar designated sanctuary, working even across planar boundaries. Upon arrival, the caster is also healed 3d6+5 points of damage.

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Cleric Level Seven

Call the Divine *

Rng: S **Dur:** C **Tgt:** Gate **Save:** None

The cleric opens a portal to a fellow servant of their divine patron. This can have one of two effects, at the caster's choice:

Travel: the portal allows the cleric and their companions to transport instantly to another plane, to an allied being on another plane or to another location consecrated to their patron or clergy on the same plane.

Summoning: the portal conjures forth one or more d12 Monster category agent of their deity as a powerful ally. See the Religion chapter for suggested examples of divine servants. A servant appears each round and will assist and obey the caster to the best of its ability for the duration of the spell, as long as the task befits the beliefs and diktat of the deity.

Both versions of the spell last as long as the caster concentrates, although creatures summoned last for 1 hour. Cast in reverse, *seal gate* will close a planar portal and banish summoned creatures pulled through that portal.

Control Weather

Rng: T **Dur:** C **Tgt:** ½ mile sphere **Save:** None/STR/DEX/CON

This spell allows the caster, when outdoors, to control the weather around them by concentrating each round. Any weather can be created, and as appropriate will have the effect of increasing/hampering movement by 50%,, reducing visibility to a minimum of 20', and inflicting a penalty of -4 on attacks. The DM may also determine that a DEX save is required to remain upright heavy rain, a STR save to remain standing or flying in wind, and a CON save to withstand extreme heat or cold.

Creeping Doom

Rng: M **Dur:** S **Tgt:** 20' swarm **Save:** None

A crawling mass of insects appears, and will proceed to devour any and all organic material in its path. Creatures within the swarm take 100 points of damage. By concentrating for a round, the caster can move the swarm by up to 20' as long as it remains within range. Area attacks that cover the swarm will reduce its numbers, and damage output, by half each time.

Earthquake

Rng: T **Dur:** S **Tgt:** 60' radius **Save:** None/DEX

An earthquake shakes the ground around the caster, destroying small buildings, cracking open larger constructions, and triggering rockslides. Cracks in the earth risk swallowing any non-flying creatures within the area; all within the earthquakes area must make a DEX save each round or be crushed to death.

Holy Word

Rng: T **Dur:** 1 **Tgt:** 60' radius **Save:** None/WIS

The caster channels their lifeforce to become a living conduit for their deity's power with a mighty shout. All creatures of evil alignment within the area with less *current* hit points than the cleric's *spellcraft* are affected as follows, with no save to avoid the effects:

Creature hp compared to caster spellcraft:	Effect
hp less than spellcraft	Killed
hp less than twice spellcraft	Stunned (1 hour)
hp less than treble spellcraft	Deafened (1 hour)

Creatures with more current hit points than the multiples of the cleric's spellcraft above must make a WIS save or be stunned for 1 round. Cast in reverse, *unholy word* spoken by evil clerics only affects good creatures. Neutral clerics cannot cast this spell; too busy sitting on the fence.

Raise Dead Fully *

Rng: S **Dur:** 1 **Tgt:** 1 creature **Save:** None/CON

This spell restores life to one chosen creature within range, healing them fully of any hit point damage. Any persistent curses or diseases remain. An undead creature targeted by this spell must make a CON save with a -4 penalty or be destroyed. The reverse of this spell is *obliteration*, which fires a dark bolt at a target within short range, and the victim must make a CON save with a -4 penalty or die. Aimed at an undead creature, this heals the target as described by the *cureall* spell.

Regeneration *

Rng: T **Dur:** C **Tgt:** 1 creature **Save:** None/CON

By touching the recipient, the cleric can cause missing limbs and organs to begin to regrow, until fully formed and functional at the end of the spell duration (10 minutes). This process also heals the target of any reduction to their CON score and an additional 3d10 hit points. Cast in reverse, *withering* causes a victim's randomly determined limb or organ to rot and function poorly unless a CON save is made. Withered limbs and organs reduced the victim's CON score by 4, and as appropriate will halve movement, inflict a -8 penalty to attacks, or render them blind, mute or hideous to behold.

Restoration *

Rng: T **Dur:** 1 **Tgt:** 1 creature **Save:** None/CON

The touched creature is healed of all ability score stat damage through poison or one ability lost through a *life drain* effect of a spell or undead creature. Either restore the ability that was lost, or randomly roll it again on the class chart. This spell is draining on the caster, and will require a week's bed rest before they are able to cast spells or adventure again. Cast in reverse, *life drain* absorbs power from the target; either remove the last progression ability that was gained, or randomly determine an ability to remove. This form of the spell is not draining, and in fact bestows on the caster an additional 1d6 hit points and a +1 bonus to attacks and saves for 1 hour.

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Arcane Spells

Level One

D12	Spell	E	S
1	Charm Person	1	5
2	Detect Magic	2	
3	Floating Disc		
4	Hold Portal		
5	Light*	3	6
6	Magic Missile		
7	Protection from Evil*	4	7
8	Read Languages	5	
9	Read Magic	6	
10	Shield		
11	Sleep	7	8
12	Ventriloquism	8	

Level Two

D12	Spell	E	S
1	Continual Light*	1	
2	Detect Evil	2	
3	Detect Invisibility	3	5
4	ESP*	4	
5	Invisibility	5	6
6	Knock		
7	Levitate	6	
8	Locate Object		
9	Mirror Image	7	
10	Phantasmal Force	8	7
11	Web		8
12	Wizard Lock		

Level Three

D12	Spell	E	S
1	Breathing		
2	ClairSense	1	
3	Dispel Magic	2	5
4	Fireball		6
5	Fly	3	
6	Haste*	4	
7	Hold Person*	5	
8	Infravision		
9	Invisibility 10' Radius	6	7
10	Lightning Bolt		
11	Prot." Evil 10' Radius*	7	8
12	Prot." Missiles	8	

Level Four

D12	Spell	E	S
1	Charm Monster	1	
2	Confusion	2	5
3	Dimension Door	3	
4	Hallucinatory Terrain	4	6
5	Mass Morph	5	
6	Plant Growth*	6	
7	Polymorph Other		7
8	Polymorph Self		8
9	Remove Curse*	7	
10	Wall of Fire		
11	Wall of Ice		
12	Wizard Eye	8	

Level Five

D12	Spell	E	S
1	Animate Dead		5
2	Cloudkill		
3	Conjure Elemental		
4	Contact Outer Plane	1	
5	Feeblemind	2	
6	Hold Monster	3	6
7	Magic Jar	4	
8	Passwall	5	
9	Rock to Mud*	6	7
10	Telekinesis	7	
11	Teleport*	8	8
12	Wall of Stone		

Level Six

D12	Spell	E	S
1	Antimagic Shell	1	5
2	Control Water	2	
3	Control Weather	3	6
4	Death		7
5	Disintegration		
6	Geas/Quest	4	
7	Invisible Stalker		
8	Move Earth	5	
9	Project Image	6	
10	Reincarnation	7	8
11	Stone to Flesh*	8	
12	Wall of Iron		

Level Seven

D12	Spell	E	S
1	Delayed Blast Fireball		
2	Lore	1	
3	Magic Door*	2	
4	Mass Invisibility*	3	5
5	Power Word: Stun		
6	Reverse Gravity		
7	Spell Turning	4	6
8	Statue	5	
9	Summon Object	6	
10	Summon Creature 1		7
11	Sword	7	
12	Teleport Any Object	8	8

Level Eight

D12	Spell	E	S
1	Clone		
2	Explosive Cloud		
3	Force Field	1	
4	Irresistible Dance	2	1
5	Mass Charm*	3	2
6	Mind Blank*	4	
7	Polymorph Anything	5	3
8	Symbol		
9	Permanence	6	
10	Power Word: Blind	7	
11	Summon Creature II		4
12	Travel	8	

Level Nine

D12	Spell	E	S
1	Contingency	1	
2	Gate*	2	
3	Immunity	3	
4	Maze	4	
5	Meteor Swarm		
6	Power Word: Kill	5	
7	Prismatic Wall	6	1
8	Shapechange		2
9	Summon Creature III		3
10	Timestop	7	
11	Trap the Soul		
12	Wish	8	4

Arcane Spell Descriptions

Arcane Level One

Charm Person
Rng: M   **Dur:** L   **Tgt:** 1 creature   **Save:** CHA
The targeted creature, which must be a living humanoid of above animal intelligence, must pass a CHA save or view and treat the caster as a trusted friend and ally. The victim remains charmed for a number of days equal to the caster's CHA, with a new save to break the spell each day.

Detect Magic
Rng: T   **Dur:** M   **Tgt:** Caster   **Save:** None
The caster gains the ability to view magical auras. Any magical item, creature, spell effect or locale that the caster can see will appear to glow with a faint blue shimmering light

Floating Disc
Rng: T   **Dur:** L   **Tgt:** 1 disc   **Save:** None
A 5' disc of pure magical energy appears at the casters waist and will remain a fixed distance from the caster for the duration. The disc can carry 100 times *spellcraft* lbs of weight before dissipating.

Hold Portal
Rng: S   **Dur:** S   **Tgt:** 1 door or gate **Save:** None
This spell pushes and holds shut any door, gate, portcullis, chest or similar item with magical force. The spell can resist an opposing opening force with a STR rating up to 10 + caster's *spellcraft*.

Light *

Rng: M **Dur:** M **Tgt:** Area or object **Save:** None/WIS
The area or object targeted sheds light like a bright torch in a 30' radius. If cast at a creature's eyes, the victim must make a WIS save or be blinded. Cast in reverse, *darkness* creates an area devoid of any light through which only the caster is able to see.

Magic Missile

Rng: M **Dur:** 1 **Tgt:** 1+ creatures **Save:** None
A number of magical orbs equal to a third the caster's *spellcraft* appear and fly out at the casters enemies. Any number of these orbs can be directed at any target within range, as the caster desires. Each orb does d6 damage to the target. Mages may customise the visual appearance of this spell as their own signature.

Protection from Evil *

Rng: T **Dur:** S **Tgt:** 1 creature **Save:** None
Unnatural and supernatural creatures of evil, or those channelling or under the control of evil powers, cannot harm the target directly by touch unless and until the target has made a move to attack them first, with weapons, spells, or other means. This does not prevent being targeted by missiles or spells, dragons breathing fire or a giant lobbing boulders at the area, or a crafty enemy aiming to dislodge a stalactite above ones head. Mindless creatures may still swarm the target and clever opponents may just wait until the spell ends. Cast in reverse, *protection from good* offers the same warding benefits against good creatures. Both versions of the spell grant a +1 bonus to armour class and saves.

Read Languages

Rng: T **Dur:** M **Tgt:** Caster **Save:** None
The caster becomes able to understand any written language, including learning the hidden meaning behind codes and ciphers.

Read Magic

Rng: T **Dur:** M **Tgt:** Caster **Save:** None
This spell allows the caster to read and understand magical writings and runes, including spell books and scrolls. Once read through the use of this spell, the caster retains the ability to read that specific magic writing at any time thereafter

Shield

Rng: T **Dur:** S **Tgt:** Caster **Save:** None
An invisible magical shield protects the caster, and will move to intervene against any physical attack, granting a +4 bonus to AC. This shield also automatically absorbs *magic missiles* (see above).

Sleep

Rng: L **Dur:** S **Tgt:** 30' area **Save:** WIS
Living non-magical creatures within the area must make a WIS save or fall into a deep slumber. You can affect a number of 1d4-minions up to your *spellcraft*; 1d8-masters, up to half your *spellcraft*; and 1d12-monsters, a quarter (see Monsters chapter).

Ventriloquism

Rng: M **Dur:** S **Tgt:** Caster/item **Save:** None
The caster may make his voice appear to come from any other point within range. Alternatively, this spell can be cast to appear when triggered as a mouth and speak a specific brief message.

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Arcane Level Two

Continual Light *

Rng: M **Dur:** P **Tgt:** Area or object **Save:** None/WIS
The area or object targeted sheds light like a bright torch in a 60' radius. If cast at a creature's eyes, the victim must make a WIS save or be blinded. Cast in reverse, *continual darkness* creates an area devoid of light through which only the caster is able to see.

Detect Evil

Rng: M **Dur:** M **Tgt:** Cone **Save:** None (special)
You can detect the presence of Evil/Chaos-aligned creatures, and those with evil/malicious intent specifically towards you in a cone in front of you. By concentrating for 1 round, you can determine the approximate location of the evil. Strong evil may overwhelm and stun the caster unless a CHA save is made.

Detect Invisibility

Rng: T **Dur:** M **Tgt:** Caster **Save:** None
The caster is able to see any invisible creature or object within a range of 10' per point of *spellcraft*.

ESP *

Rng: S **Dur:** C **Tgt:** Caster **Save:** None
This spell allows the caster to read the surface thoughts of a living creature within range by concentrating on the target for several minutes. The spell works regardless of language, and the caster need not be able to see the creature if it knows its location within range. Cast in reverse, *mindmask* will protect he caster or touched target from any form of *ESP* or mind-reading for one day.

Invisibility

Rng: T **Dur:** P **Tgt:** 1 creatures **Save:** None
The touched creature and any carried items or clothing will vanish from sight. The target will remain invisible indefinitely, or until they make an attack or cast a spell. Items dropped become visible.

Knock

Rng: S **Dur:** 1 **Tgt:** Door or chest **Save:** None
One shut, stuck, locked or barred door or object will spring open in response to the spell. If the object was magically shut via a *wizard lock* spell, the caster must make an opposed *spellcraft* check to open the object.

Levitate

Rng: T **Dur:** M **Tgt:** Caster **Save:** None
The caster becomes able to levitate vertically (but not horizontally) at a speed of 20' per round. BY pulling themselves along a surface, they are able to move in other directions. The levitation will fail if at any point the caster becomes encumbered.

Locate Object

Rng: M **Dur:** L **Tgt:** Caster **Save:** None
By nominating a specific object, described using up to three words at the time of casting, you become immediately aware of the location of that object as soon as it comes within range (10' per point of *spellcraft*) in the duration of the spell.

Mirror Image

Rng: T **Dur:** M **Tgt:** Caster **Save:** None
1d4 images of the caster appear within 5' of the mage, moving about them and mimicking their actions. Attacks directed at the caster have a chance of hitting an image instead (roll randomly), which will then blink out of existence.

Phantasmal Force

Rng: L **Dur:** C **Tgt:** 30' image **Save:** None/WIS
This spell conjures illusionary images from the caster's imagination, which may be used to change the appearance of objects or make it appear as though objects or creatures are present. By concentrating on the spell, the caster can alter the images and move them within the area. Those viewing the images will believe them real until examined closely or interacted with, when they may make a WIS save to spot the illusion. Depending on the nature of the illusion, a bonus may be granted to the save. Illusions will do no actual damage, but if a WIS save is failed, the victim will believe he has taken the appropriate damage or succumbed to the effect and react accordingly for the duration of the spell.

Web

Rng: S **Dur:** L **Tgt:** 10' cube **Save:** DEX

A stream of sticky webbing shoots from the casters hand to fill an area up to 10' across. The webbing will anchor itself to any walls or objects if present. Those within or attempting to move through the web must make a DEX save or become stuck and immobile. A STR save over a round is then required to break free and escape. The slightest flame will cause the web to rapidly ignite and disappear, doing 3d6 damage to those caught within.

Wizard Lock

Rng: S **Dur:** P **Tgt:** Door or object **Save:** None

This magic will hold shut any door or object such that only the caster may open it. A *knock* or *dispel magic* spell may be able to counter this effect, and the object may be broken down as normal.

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Arcane Level Three

Breathing

Rng: T/S **Dur:** L **Tgt:** Creature/area **Save:** None

If cast on a creature, this spell grants the target the ability to breathe normally in the absence of breathable air, and even in a vacuum for 1 day. Cast in an area, it will fill a static 30' cube with breathable air for 1 hour per point of *spellcraft*.

Clairsense

Rng: M **Dur:** C **Tgt:** 1 creature **Save:** WIS

The caster selects a visble target within range, and is able to sense through one of that creature's senses, e.g. view through that creature eyes or taste what it tastes, whilst concentrating if a WIS save is failed. Once the link is established, the spell will function regardless of range for as long as the caster maintains concentration. If the target makes their WIS save, they are unaware of the spell, but the caster must pass a WIS save or lose use of that sense, e.g. be blinded or lose all sense of taste, for an hour.

Dispel Magic

Rng: M **Dur:** 1 **Tgt:** 30ft sphere **Save:** None

This spell cancels and voids most ongoing magical effects within its area, except those on permanent magic items or magical creatures like golems. Spells cast by more powerful mages are harder to counteract; make an opposed *spellcraft* check against the caster of each effect you attempt to dispel within the area to see if you succeed. *Dispel magic* may also be used as a counterspell, granting a +10 bonus to the opposed *spellcraft* check.

Fireball

Rng: L **Dur:** 1 **Tgt:** 40' sphere **Save:** DEX

A ball of searing flame erupts at the location designated by the caster, doing 1d6 damage per point of *spellcraft*. Those caught in the blast may make a DEX save to reduce the damage by half.

Fly

Rng: T **Dur:** M **Tgt:** 1 creature **Save:** None

The touched creature becomes able to fly up to 360'/round in any direction as naturally as they would normally move.

Haste *

Rng: S **Dur:** S **Tgt:** 1+ Creatures **Save:** None/STR

A number of targets up to the casters *spellcraft* can move at twice their speed and make an additional melee or ranged attack per round. Cast in reverse, *slow* will cancel a *haste* effect or halve the speed and inflict a -5 penalty on attacks on the same number of targets unless a STR save is made.

Hold Person/Animal *

Rng: M **Dur:** M **Tgt:** ≤4 creatures **Save:** STR

This spell causes a living target humanoid (up to human-sized) or animal (up to bear/horse-sized) to be held rigidly in place like statues, unable to move, if they fail a WIS save. If cast on a group, it can affect up to 4 such creatures, but the paralysis is progressive, and will start in one random part of the body and spread if a further STR save is failed each round. Cast in reverse, *free person/animal* will remove the effect of the spell or any other paralysis from up to 4 held creatures.

Infravision

Rng: T **Dur:** L **Tgt:** 1 creature **Save:** None

The touched creature is able to see normally in any natural or magical darkness up to 60', and also sense differences in heat of their surroundings which may grant a +4 bonus to spotting hidden objects and creatures.

Invisibility 10' Radius

Rng: T **Dur:** P **Tgt:** 20' sphere **Save:** None

The caster and all creatures (including their belongings) within 10' become invisible. This lasts until they move more than 10' form the caster, or they or the caster attack another creature or cast a spell.

Lightning Bolt

Rng: M **Dur:** 1 **Tgt:** 60' line **Save:** DEC

A crackling 5'-wide bolt of lightning appears at the point designated by the caster and continues for 60', doing 1d6 damage per point of *spellcraft* to those in its path. Victims may make a DEX save to reduce the damage by half. The bolt will ricochet off surfaces in an unpredictable manner.

Protection From Evil 10' Radius *

Rng: T **Dur:** S **Tgt:** Caster **Save:** None

As *Protection from Evil*, except the ward and defensive powers against evil now extend to all within a 20 foot sphere around the caster. Cast in reverse, *protection from good 10' radius* offers the same warding benefits against good-aligned creatures.

Protection From Normal Arrows

Rng: S **Dur:** L **Tgt:** 1 creature **Save:** None

This spell wards the recipient from arrows, bolts, sling stones and other mundane projectiles, preventing any damage. Larger objects or magical projectiles are not affected by this spell.

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Arcane Level Four

Charm Monster

Rng: M **Dur:** L **Tgt:** 1+ creatures **Save:** CHA

The targeted creature, which can be any creature type other than undead, must pass a CHA save or view and treat the caster as a trusted friend and ally. The victim remains charmed for a number of days equal to the caster's CHA, with a new save to break the spell each day. If only used against 1d4 rank creatures, this spell can affect a total number of targets equal to the caster's *spellcraft*.

Confusion

Rng: M **Dur:** S **Tgt:** 30' sphere **Save:** WIS

All creatures within the 30' area at the time of casting must pass a WIS save or become confused. Each round, they will act randomly as determined by the following table.

1d6	Confusion Effect	1d6	Confusion Effect
1	Attack nearest ally	4	Attack self for 1d4 damage
2	Sit down and drool or gibber	5	Use random item in its possession or nearby
3	Run away	6	Attack nearest enemy

Dimension Door

Rng: T **Dur:** I **Tgt:** 1 creature **Save:** None/WIS
The caster or touched creature is instantly transported to another location within 360' chosen by the caster. The destination does not have to be visible, and if blocked, the target will appear in the nearest free space within range of the casting. Unwilling targets may resist the effect with a successful DEX save.

Hallucinatory Terrain

Rng: L **Dur:** P **Tgt:** <½ mile cube **Save:** None
An illusionary image covers an expanse of terrain, and can be used to disguise pits, traps, buildings, forests and hills with other terrain features of the caster's choosing. The illusion remains until dispelled or touched by a creature of above animal intelligence.

Mass Morph

Rng: T **Dur:** C **Tgt:** 240' sphere **Save:** None
This spell gives creatures the appearance of a plant native to region to any that observe them from outside the spell area. A number of creatures determined by the caster's *spellcraft* score and within 120' of the caster can be disguised in this way. Creatures greater than man-sized will count as two for the purposes of determining how many can be disguised. Each disguise remains until dismissed or a creature moves outside the range of the spell.

Plant Growth *

Rng: M **Dur:** P **Tgt:** 3000 sq ft **Save:** None
An area of natural plants becomes overgrown with thick vines and weeds, and impassable to anything smaller than a giant. Cast in reverse, *shrink plants* will remove the effect of a *plant growth* spell, or make naturally overgrown areas more traversable.

Polymorph Other

Rng: S **Dur:** P **Tgt:** 1 creature **Save:** CON/CHA
The victim must make a CON save or be transformed into a different species, chosen by the caster. If the new creature being created is not native to the locale terrain e.g. a fish on land, the victim gets a +4 bonus to the save. The appearance and features of the new form are determined randomly. The victim retains their own mind and knowledge but each full day that they remain in this new form, must make a CHA check or forget their previous life. The effect lasts until dispelled or the victim dies, at which point their body reverts to its original state.

Polymorph Self

Rng: T **Dur:** M **Tgt:** Caster **Save:** None
The caster may change shape and gain the physical appearance and characteristics of any other creature type they have seen and studied (mimicking an exact individual requires a CHA check). Physical statistics (STR, DEX, CON) and CHA are as appropriate to the new form, but if increased from the caster's base statistics can in total be increased by a maximum of the caster's *spellcraft*. Current and maximum hit points remain unchanged. The caster gains the movement and abilities of any natural creature, but no magical abilities of unnatural creatures. The caster can revert back to their original shape at any time, and the spell last until dismissed, dispelled or the caster is killed.

Remove Curse *

Rng: T **Dur:** P **Tgt:** 1 creature **Save:** WIS
With a touch the caster can cancel the effect of any 1 curse or cursed item that if affecting the target. Curses from a powerful mage or item are more difficult to remove; a caster may only remove curses cast at a lower *spellcraft* than their own, unless special rare and costly reagents are also used. Cast in reverse, *curse*, with a touch, can inflict any macabre curse the caster can imagine, unless a WIS save is made. If such a WIS save succeeds by more than 5, the curse is reflected back at the caster (no save).

Wall of Fire

Rng: M **Dur:** C **Tgt:** Wall or circle **Save:** None
This spell can be used to create an opaque wall of fire 1' wide, 15' high and either as a flat wall a number of feet across up to the caster's *spellcraft*, or as a circle of fire around the caster, with a diameter in feet up to the caster's *spellcraft*. Any passing through the wall take damage equal to the caster's *spellcraft*, which is doubled if they are undead or cold-type creatures.

Wall of Ice

Rng: M **Dur:** I/L **Tgt:** Area or wall **Save:** None/DEX
This spell can be cast in two forms, chosen at the time of casting.

- Cast targeted at and adjoining a surface, this creates a flat wall of opaque ice, 1' thick and made of a number of 5' squares equal to the caster's *spellcraft*. The wall can be broken through by any one section taking an amount of damage equal to the caster's *spellcraft* (damage from fire is doubled).

- Cast in mid-air, this creates a *ice storm* in a 30' cube that deals 1d6 damage per point of *spellcraft*. Those caught in the blast may make a DEX save to reduce the damage by half.

Wizard Eye

Rng: L **Dur:** C **Tgt:** Caster **Save:** None
Upon casting this spell, one of the caster's eyes harmlessly detaches and becomes invisible. Whilst concentrating, the caster can move the eye (120'/round) as desired within the range of the spell, and view through the eye as normal. The eye can see in all natural and magical darkness up to 60', and also sense differences in heat of their surroundings which may grant a +4 bonus to spotting hidden objects and creatures.

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Arcane Level Five

Animate Dead *

Rng: S **Dur:** P **Tgt:** Dead bodies **Save:** None
You cause dead bodies to rise up as undead skeletons or zombies, under your control. You can create up to your *spellcraft* in normal (1d4) skeletons, or half your *spellcraft* in normal (1d8) zombies. More powerful undead can also be created e.g. a wizard with *spellcraft* of 7 could create 7 1d4 human skeletons, 3 2d4 bugbear and 1 1d4 goblin skeletons, 1 3d8 zombie lion or other combinations. Cast in reverse on a single corpse, *repose* prevents a dead body from being able to be animated.

Cloudkill

Rng: S **Dur:** C **Tgt:** 30' cloud **Save:** None/CON
A murky cloud of noxious fumes appears close to the caster, who can move the cloud along the ground at 30'/round by concentrating. All living creatures caught in the cloud's path take 1 point of damage each round they remain in contact with the fumes. Creatures with current hit points less than the caster's *spellcraft* must also make a CON save or die.

Conjure Elemental

Rng: S **Dur:** C **Tgt:** 1 elemental **Save:** None
The caster summons a fire, earth, air or water elemental from its home plane to do the caster's bidding. There must be some of the element present in the area for the corresponding elemental to appear. The elemental will have an armour class and attack bonus equal to the caster's *spellcraft*, and hit points 6 times *spellcraft*. If the caster loses concentration of the spell, other than voluntarily, the elemental will spend 2d4 rounds trying to kill the caster before returning to its home plane.

Contact Outer Plane

Rng: T **Dur:** C **Tgt:** Caster **Save:** None/INT

This spell forms a link between the caster's mind and that of a powerful extraplanar entity, allowing the caster to draw upon its knowledge. The caster may ask a series of questions, and with each question must make an INT save or be driven insane by the experience. For the first question, there is a 50% chance the creature knows the answer, and if not, an additional 50% chance it will lie or make up an answer. Each subsequent question after the first carries a cumulative +5% chance of the creature knowing the answer but also cumulative -1 penalty the INT save required. Characters driven insane may recover with a week's bed rest per question asked. A *cureall* spell halves the length of recuperation required.

Feeblemind

Rng: L **Dur:** P **Tgt:** 1 creature **Save:** INT

The caster drains the intelligence from a target unless a INT save is made, leaving them with an INT score of 2, i.e. that of a small animal. The victim will be unable to use spells or equipment, and will flee if threatened. Those who can cast arcane spells are particularly vulnerable to this spell, and take a -4 penalty to the save.

Hold Monster *

Rng: M **Dur:** M **Tgt:** ≤4 creatures **Save:** STR

This spell causes a living target creature to be held rigidly in place like a statue, unable to move, if they fail a STR save with a -2 penalty. If cast on a group, it can affect up to 4 such creatures, but there is no penalty to the saving throw. Cast in reverse, *free monster* will remove the effect of the spell or any other paralysis from up to 4 held creatures.

Magic Jar

Rng: S **Dur:** L **Tgt:** Receptacle **Save:** CHA

The casters body enters a state of suspended animation as their lifeforce enters a specially prepared receptacle, which must of a value of at least 100gp per point of *spellcraft*. From within receptacle, the caster can view the immediate surroundings and may attempt to possess the body of any living creature within 60' that fails a CHA save. Possession imprisons the victim's lifeforce within the receptacle and grants the caster complete control over the target's body. If the victim's body is killed, the caster's lifeforce returns to the receptacle, and the victim's lifeforce is lost. If the receptacle is destroyed, any lifeforce therein is permanently lost and any body without an extant lifeforce will die. The caster may return to their body via the receptacle at any time, thus ending the spell.

Passwall

Rng: S **Dur:** S **Tgt:** aStone wall **Save:** None

The caster can create a temporary tunnel up to 10' across and through up to 10' of rock or stone wall/floor/ceiling. The tunnel closes and leaves intact stone when the spell expires.

Telekinesis

Rng: M **Dur:** C **Tgt:** Object **Save:** None/DEX/STR

This spell allows the caster to move objects at range without touching them. Whilst concentrating, the caster can lift up to 10lbs per point of *spellcraft* at any one time, and move the object up to 20'/round in any direction. If the target is a creature, it may make a DEX save to avoid the effect. If the target is an object carried by a creature, it may make a STR save to restrain the item.

Teleport *

Rng: T **Dur:** I **Tgt:** 1 creature **Save:** WIS

The caster or touched creature is instantly transported to another location on the same plane. Unwilling targets may make a WIS save to resist. There is no limitation on distance, but the accuracy of the transport depends on the caster's familiarity with the destination, as indicated in the table below. Determine how well the caster knows the destination and roll d% accordingly.

| Knowledge of destination | | | | |
Heard of	Seen or visited	Studied	Lived in	Teleportation Result
1-50	1-66	1-80	1-95	Arrive safely
51-75	67-83	80-90	95-99	Arrive within d100 ft
76-00	84-00	91-00	00	Arrive similar location

For results other than 'Arrive safely', roll a further 2d8 and interpret the results using the tables below. Note that if the destination determined from the table is above ground, the character will fall and take 1d6 damage for every 10' fallen. If the destination is filled or occupied e.g. within rock or the ground, then the target will arrive at the nearest unoccupied location, and take 5d6 points of damage.

| Arrive within d100 ft | | | |
1st d8	Arrives to the...	2nd d8	Arrives
1	N	1	Up
2	NE	2	Up
3	E	3	Same level
4	SE	4	Same level
5	S	5	Same level
6	SW	6	Same level
7	W	7	Down
8	NW	8	Down

When determining a similar location destination, the destination should be of a similar type i.e. if the caster intended to teleport into a city inn or their laboratory, they would find themselves in an inn in a different city or the laboratory of another wizard. Use the following table as a guide for selecting such a destination. The relative safety may refer to inherent dangers in the location or the disposition of any encounters that may be present.

| Arrive at similar location | | | |
1st d8	Distance from destination	2nd d8	Relative safety of destination
1	<1 mile	1	Amused
2	<10 miles	2	Safe
3	<25 miles	3	Safe
4	<50 miles	4	Wary
5	<100 miles	5	Wary
6	<250 miles	6	Threatening
7	<500 miles	7	Threatening
8	<1,000 miles	8	Lethal

Cast in reverse, *Dimension Lock* prevents one target from being teleported or planar travel unless a WIS save is made

Transmute Rock to Mud *

Rng: M **Dur:** L **Tgt:** 100' square **Save:** None/DEX/STR

This spell converts an area of natural soil or rock into a muddy gloopy morass, reducing all movement rates to 10', and risking creatures becoming stuck. Creatures within or entering the area may make a DEX save to avoid becoming stuck; once stuck, a STR save is required to be able to move be able to move. Cast in reverse, *transmute mud to rock* will harden a muddy area, and may trap creatures within (STR save to break free).

Wall of Stone

Rng: S **Dur:** I **Tgt:** Stone wall **Save:** None/DEX

The caster creates a wall of stone, 2' thick and horizontal and vertical dimensions each no larger than 10' per point of *spellcraft*. The wall must be in contact with a surface and supported, but if later toppled it will shatter and do 10d10 damage to any caught underneath (DEX save halves the damage taken).

Arcane Level Six

Antimagic Shell

Rng: S   **Dur:** M   **Tgt:** Caster   **Save:** None

The caster become shrouded in an invisible shell that prevents all magical spells, effects and abilities from passing through, including the caster's own spells. The shell can be dismissed with a thought.

Control Water

Rng: M   **Dur:** L   **Tgt:** Special   **Save:** None/DEX

This spell allows the caster to cause one of the following effects. Firstly, the cleric may conjure enough water to fill a vessel or vessels of up to *spellcraft* in gallons. Alternatively, the water can be caused to burst forth in a spring from the ground in a muddy morass, and if cast at a target's feet a DEX save may be required to avoid being knocked over. Thirdly, the spell can raise or lower an area of water up to ten times her *spellcraft* in diameter, creating eddies and whirlpools and making passage difficult, potentially capsizing ships. Finally, an area of water 15ft around the caster can be made traversable as though solid.

Control Weather

Rng: T   **Dur:** C   **Tgt:** ½ mile sphere   **Save:** None/STR/DEX/CON

This spell allows the caster, when outdoors, to control the weather around them by concentrating each round. Any weather can be created, and as appropriate will have the effect of increasing/hampering movement by 50%,, reducing visibility to a minimum of 20', and inflicting a penalty of -4 on attacks. The DM may also determine that a DEX save is required to remain upright heavy rain, a STR save to remain standing or flying in wind, and a CON save to withstand extreme heat or cold.

Death

Rng: L   **Dur:** 1   **Tgt:** 60' cube   **Save:** None/CON

Starting with the victim with the lowest maximum hit point total, this spell kills a number of targets with cumulative hit point totals up to the caster's *spellcraft*. Those with hit points above the caster's *spellcraft*, or with not enough remaining *spellcraft* to be fully drained, are unaffected. Optionally, at the time of casting, the caster may affect targets up to a cumulative hit point total maximum of *twice* their *spellcraft*, but in this case *all* targets may make a CON save to avoid the effect completely.

Disintegration

Rng: T   **Dur:** 1   **Tgt:** 1 target   **Save:** None/CON

The targeted object (up to 10' cube), creature or creature body part crumbles to dust. Magical objects, held or worn items, and creatures may make a CON save to avoid the effect, and targeting a body part requires a hit roll. Whole creatures, not just body parts, that pass the CON save still take your *spellcraft* in damage, and if this is enough to kill them, they are disintegrated.

Geas/Quest *

Rng: S   **Dur:** P   **Tgt:** 1 creature   **Save:** WIS

This spell forces a sentient creature to perform a specific (achievable) task or course of action of your choosing, unless a WIS save is made. If the demand is open-ended, such as 'refrain from thievery', then it will last for a number of days equal to the caster's *spellcraft*. The victim must perform the task or action to the best of their ability or be struck down by a debilitating curse of your devising. The *geas/quest* can only be removed by the spell being cast in reverse by a spellcaster with a *spellcraft* higher than your own, or by successfully completing the quest.

Invisible Stalker

Rng: T   **Dur:** 1   **Tgt:** 1 Stalker   **Save:** None

An air elemental (8d8; naturally and permanently *invisible, flying*) is conjured, and will hunt and retrieve or slay a named object or creature known to the caster, regardless of distance. The target must be identified in the round after summoning the Stalker; else it will attack the caster. *Dispel Magic* has no effect on a Stalker.

Move Earth

Rng: L   **Dur:** S   **Tgt:** Topsoil   **Save:** None/DEX

This spell allows the caster, when outdoors, to move any soil (but not rocks) at a speed of 60' per turn, at a distance up to the range of the spell. It can create hills or pits, and any caught in the path must make a DEX save or be knocked prone or buried.

Project Image

Rng: L   **Dur:** M   **Tgt:** Caster   **Save:** None

The caster becomes invisible, and simultaneously an image of the caster appears anywhere in range, within the caster's line of sight. The image will mimc the caster's movements, and the caster's voice, sounds and all spells will originate from the image.

Reincarnation

Rng: T   **Dur:** 1   **Tgt:** Body part   **Save:** None

The touched corpse (or significant part thereof) bubbles as a cocoon forms around it. A new living body is grown within the cocoon to house the soul of the dead over the next round. The form of the new body is determined randomly; roll on the overground random encounter table for the terrain in which the spell is being cast to determine the new race (ignoring undead or constructs) or alternatively (e.g. if in cities) use the table below. The revived character uses the corresponding class table or equivalent for all future progressions.

	Reincarnation result		
d20	New body type	d20	New body type
1	Human	11	Nymph
2	Human	12	Wolf
3	Human	13	Boar
4	Human	14	Fox
5	Dwarf	15	Badger
6	Elf	16	Bear
7	Halfling	17	Tiger
8	Goblin	18	Ape
9	Gnome	19	Hawk
10	Bugbear	20	DM choice

Stone to Flesh *

Rng: M   **Dur:** 1   **Tgt:** Creature/cube   **Save:** None/STR

This spell can undo the effects of any creature that has been turned to stone, restoring their flesh and items, or convert up to a 10' cube of natural or worked stone into testy tender meat. Cast in reverse, *Flesh to stone* has the opposite effect, but can be negated with a STR save.

Wall of Iron

Rng: M   **Dur:** 1   **Tgt:** Iron wall   **Save:** None/DEX

The caster creates a wall of iron, 2' thick and horizontal and vertical dimensions each no larger than 10' per point of *spellcraft*. The wall must be in contact with a surface and supported, but if later toppled it will shatter and do 10d10 damage to any caught underneath (DEX save halves the damage taken).

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Arcane Level Seven

Delayed Blast Fireball

Rng: L   **Dur:** S   **Tgt:** 40' sphere   **Save:** DEX

This spell acts like *fireball* but the caster may delay the explosion by containing it with a glowing red crystal for a number of rounds equal to their *spellcraft*. The crystal form may be carried, thrown or created at the range of the spell, but will explode if handled without care. Once triggered, a ball of searing flame erupts from the crystal, doing 1d6 damage per point of *spellcraft*. Those caught in the blast may make a DEX save to reduce the damage by half.

Lore

Rng: T **Dur:** C **Tgt:** Items **Save:** None

The *Lore* spell has two functions, one chosen at the time of casting. Firstly, the spell allows the caster to identify a number of magical properties equal to their *spellcraft* across any items or objects touched. Enchantment bonuses count as one property, and additional powers as one property each, such that a *sword +3 of flame* would have two properties to identify. Each command or activation words are also revealed per property. Alternatively, the spell can be used to research the history of a person, place or object at hand. This use of the spell is more time consuming, and only carries a (INT+*spellcraft*)% chance of accuracy. Each additional week spent focussing on the spell adds +5% accuracy to the roll, and having more objects particular to the person, place or object may increase the accuracy further.

Magic Door *

Rng: T **Dur:** P **Tgt:** Surface **Save:** None

Cast on a floor or wall, this spell creates a door and passageway up to 10' in length that is invisible and unusable to any but the caster. The reverse of the spell, *magic lock* makes any doorway or object locked for all but the caster, and impervious to all normal damage e.g battering rams. Either form of the spell remains until the passageway or object is used by the caster for a total of seven times, or until dispelled.

Mass Invisibility *

Rng: L **Dur:** P **Tgt:** 60' cube **Save:** None

The caster can grant *invisibility*, per the spell, on all creatures within the area of effect. Cast in reverse, *reveal* makes all invisible creatures, object or effects in the area visible, removing any magical *invisibility* and preventing further invisibility for ten minutes.

Power Word: Stun

Rng: M **Dur:** S **Tgt:** 1 creature **Save:** None

If the target living creature has less current hit points than the caster's *spellcraft*, they are stunned for 2d6 rounds; less than *twice* the caster's *spellcraft*, stunned for 1d6 rounds. Creatures with current hit points over these amounts are unaffected.

Reverse Gravity

Rng: S **Dur:** C **Tgt:** 60' cube **Save:** DEX/None

Gravity is reversed within the affected area, causing those within to 'fall' upwards, and fall back down once the spell ends (which may be immediately if the caster so desires). If there are fixtures near the victims when the spell is cast, they may make a DEX save to hold on and avoid falling, but will then be caught on the new 'ceiling'. Victims take 1d6 damage for each 10' fallen, up and down.

Spell Turning

Rng: T **Dur:** S **Tgt:** Caster **Save:** None

The caster is protected from the next 1d4+6 levels of spells cast directly at them, even if beneficial, which instead rebound to affect the originator. The warded caster may suppress the protection for 1 round if they wish to receive a beneficial spell like healing. If one caster warded by *spell turning* targets another similarly warded, both spells are cancelled and a planar rift opens, through which creatures pour to attack all in sight (determine their power proportionate to the number of levels of protection across both *spell turning* spells).

Statue

Rng: T **Dur:** M **Tgt:** Caster **Save:** None

While this spell is in effect, the caster and their gear may turn into a stone statue and back with but a thought. Whilst a statue, the caster may still concentrate on other spells and sense their environment, but are immobile. Furthermore, they need not breath, eat or drink, and are immune to normal weapons, poison, fire, cold and electrical effects (and get +8 bonus to saves against these effects in normal form by reflexively becoming a statue).

Summon Creature 1

Rng: S **Dur:** S **Tgt:** Creatures **Save:** None

This spell summons up to the caster's *spellcraft* in hit dice of d4 rank creatures, who will understand and faithfully obey any command the caster imparts. Any combination of hit dice and creature types may be summoned within the *spellcraft* limit.

Sword

Rng: S **Dur:** C **Tgt:** Magic sword **Save:** None

A sword of pure force appears and attacks those the caster designates. The sword can damage any creature type, and strikes for d8+1 damage with an attack bonus equal to the caster's *spellcraft*, which may be split across up to four multiple attacks if the caster desires. Only a *dispel magic* may affect or destroy the sword.

Teleport Any Object

Rng: T **Dur:** I **Tgt:** Touched **Save:** WIS

The caster or touched creature or object is instantly transported to another location on the same plane. Unwilling targets may make a WIS save to resist. There is no limitation on distance, but the accuracy of the transport depends on the caster's familiarity with the destination, as indicated in the table below – *except that the caster teleporting themselves has no chance for error*. Determine how well the caster knows the destination and roll d% accordingly.

Knowledge of destination				
Heard of	Seen or visited	Studied	Lived in	Teleportation Result
1-50	1-66	1-80	1-95	Arrive safely
51-75	67-83	80-90	95-99	Arrive within d100 ft
76-00	84-00	91-00	00	Arrive similar location

For results other than 'Arrive safely', roll a further 2d8 and interpret the results using the tables below. Note that if the destination determined from the table is above ground, the character will fall and take 1d6 damage for every 10' fallen. If the destination is filled or occupied e.g. within rock or the ground, then the target will arrive at the nearest unoccupied location, and take 5d6 points of damage.

Arrive within d100 ft			
1st d8	Arrives to the...	2nd d8	Arrives
1	N	1	Up
2	NE	2	Up
3	E	3	Same level
4	SE	4	Same level
5	S	5	Same level
6	SW	6	Same level
7	W	7	Down
8	NW	8	Down

When determining a similar location destination, the destination should be of a similar type i.e. if the caster intended to teleport into a city inn or their laboratory, they would find themselves in an inn in a different city or the laboratory of another wizard. Use the following table as a guide for selecting such a destination. The relative safety may refer to inherent dangers in the location or the disposition of any encounters that may be present.

Arrive at similar location			
1st d8	Distance from destination	2nd d8	Relative safety of destination
1	<1 mile	1	Amused
2	<10 miles	2	Safe
3	<25 miles	3	Safe
4	<50 miles	4	Wary
5	<100 miles	5	Wary
6	<250 miles	6	Threatening
7	<500 miles	7	Threatening
8	<1,000 miles	8	Lethal

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Arcane Level Eight

Clone

Rng: T **Dur:** P **Tgt:** Clone **Save:** None

This spell has two forms depending on the targeted creature.

Clone: Cast on a pound of preserved human, demihuman or humanoid flesh, this spell grows a cloned duplicate of the donor as the time the flesh was taken. Growth of the clone may require a specialised laboratory or reagents, and extended time depending on the power of the clone. This clone has all the memories and personality of that creature at the time, although if the original donor is still alive, the clone will become single minded in the destruction and replacement of the donor at all costs.

Simulacrum: Cast on preserved flesh or essence from any living creature other than a human, demihuman or humanoid, this spell grows a simulacrum duplicate of the donor as the time the essence was taken, but at half its hit dice, power and experience. Growth of the simulacrum may require a specialised laboratory or reagents, and extended time depending on the power of the simulacrum. This simulacrum has none of the memories or personality of the original donor (these can be determined randomly as with familiars), but will act as a loyal servant of the caster.

Explosive Cloud

Rng: S **Dur:** S **Tgt:** 30' sphere **Save:** CON

A cloud of dark gas billows forth from the caster, filled with thousands of motes of light that pop in and out of existence with a deafening crackle. Those caught within the cloud are paralysed and take damage equal to the caster's *spellcraft*; victims that pass a CON save resist the paralysing effect for that round within the cloud, and only take half the damage.

Force Field

Rng: M **Dur:** M **Tgt:** Wall or dome **Save:** None/DEX

This spell creates an invisible immobile barrier which blocks all objects, movement and spells. As a wall, this can be made of a number of 10ft squares equal to the caster's *spellcraft*; as a dome this can be up to a diameter in feet equal to the caster's *spellcraft*. Items encased by a *force field* are magically preserved, and creatures need not eat, drink or breathe. A victim may make a DEX save to avoid being trapped within a *force field*. Teleportation can bypass a force field, and a *dispel* or *Remove Barrier* will destroy it.

Irresistable Dance

Rng: T **Dur:** C **Tgt:** 1 Creature **Save:** None

With a successful attack roll to touch the target as part of casting this spell, you force the victim to do nothing but dance for as long as the caster concentrates. The form and style of the dance may reveal the innermost desires and dreams of the victim. Whilst dancing, they suffer a penalty to armour class and DEX saves.

Mass Charm *

Rng: M **Dur:** L **Tgt:** 1+ creatures **Save:** CHA

The targeted creatures, which can be any creature type other than undead in line of sight of the caster, must pass a CHA save with a -2 penalty or view and treat the caster as a trusted friend and ally. The victims remains charmed for a number of days equal to the caster's CHA, with a new save to break the spell each day. The total number of monster or NPC hit dice this spell can charm is equal to the caster's *spellcraft*. Cast in reverse, *Remove Charm* cancels any ongoing charm effect on targets in a 30' sphere.

Mind Blank *

Rng: T **Dur:** L **Tgt:** 1 Creature **Save:** None/WIS

This spell wards the caster or touched creature against all forms of mental control, charm, *ESP, clairsense*, scrying, telepathy, mind reading or other similar effects, which cease to function. Cast in reverse, *Open Mind* makes the target more vulnerable to such effect, making saves at a -8 penalty unless a WIS save is passed.

Polymorph Anything

Rng: M **Dur:** P **Tgt:** Target **Save:** CON/CHA

The target, which may be any creature, object or mass up to 10' cube in volume, is transformed into another type of creature, object or mass. Creatures may make a CON save to resist the effect. The appearance, attitude and features of the new form are determined randomly. This spell cannot create precious metals, gems or magical items. The victim retains their own mind and knowledge but each full day that they remain in this new form, must make a CHA check or forget all they know. For creatures turned into other creatures, plants into plants, mineral to mineral or object to object, the effect lasts until dispelled or the victim dies, at which point their body reverts to its original state. For all other changes, the effect lasts for one day only.

Symbol

Rng: T **Dur:** P **Tgt:** Rune **Save:** None

The caster inscribes a glowing rune on a surface or mid-air with one of the effects listed below, chosen at the time of casting. Each rune is triggered by sentient creatures reading, touching or passing close by the rune, and the rune affects all targets in range. The caster does not trigger and is immune to their own runes.

Symbol	Rune Effect
Charm	The victim is permanently *charmed*, per the spell
Death	The victim is slain if current hit points < 70
Discord	The victim is permanently *confused*, per the spell
Fear	The victim flees in fear for 30 minutes
Insanity	The victim is struck by a fervent random insanity
Sleep	The victim sleeps for one day, cannot be roused
Stunning	The victim is struck by a *Power Word: Stun* spell
Teleport	The victim is *teleported* to a designated site

Live victims may be restored by *dispel* or *cureall* as appropriate.

Permanence

Rng: S **Dur:** P **Tgt:** Spell **Save:** None

Cast immediately after another arcane spell up to 7th level in power, *permanence* causes the duration of any magical effect to become permanent. Only spells of duration S, M, or L are affected.

Power Word: Blind

Rng: M **Dur:** L **Tgt:** 1 creature **Save:** None

If the target living creature has less current hit points than the caster's *spellcraft*, they are blinded for 1d4 days; less than *twice* the caster's *spellcraft*, blinded for 2d4 hours. Creatures with current hit points over these amounts are unaffected. Clerical *cure condition* can only remove the blindness if the cleric has a higher *spellcraft* than the caster.

Summon Creature 11

Rng: S **Dur:** S **Tgt:** Creatures **Save:** None

This spell summons up to the caster's *spellcraft* in hit dice of d4 or d8 rank creatures, who will understand and faithfully obey any command the caster imparts. Any combination of rank, hit dice and creature types may be summoned within the *spellcraft* limit.

Travel

Rng: T **Dur:** M **Tgt:** Touched allies **Save:** None

The caster and a number of touching linked allies (1 per 5 points of *spellcraft*) can *fly* as the spell, or travel to another plane of existence. Planar travel takes one round, and a new plane may be chosen by concentration under the spell duration. If the chain of touch is broken, the unlinked companions are no longer affected by the spell, but can reform the chain to gain the benefit again. Alternatively, the caster may use this spell to turn themselves (only) and their belongings gaseous, and travel as an intangible cloud at 720' per round. Whilst in gaseous cloud form, the caster is hard to detect, and can only be hurt by magical weapons or spells, but cannot cast or manipulate other objects.

Arcane Level Nine

Contingency

Rng: T **Dur:** P **Tgt:** Creature/item **Save:** None
The caster creates a spell trigger upon themselves, a touched creature or object. The caster defines a condition, which must be something target can perceive e.g. touch, damage, view, and a spell to be cast upon that condition being met, which must be of 4th level or lower. The triggered spell must be known by the caster, and cannot be damaging. It may have a target of either the touched creature or object, or the triggering condition.

Gate *

Rng: S **Dur:** C **Tgt:** Gate **Save:** None
The caster opens a planar portal. This can have one of two effects, at the caster's choice:
Travel: the portal allows those who pass through to transport instantly to another plane, or to a location on the same plane.
Summoning: the portal is a gateway to a specific named extraplanar being or deity. The entity can communicate through the portal, and may chose to travel through if incentivised or a request is reasonable. If they do not travel through themselves, the entity may chose to send servants to either assist, reprimand or attack the caster.
Both versions of the spell last as long as the caster concentrates, although creatures summoned last for 1 hour. Cast in reverse, *seal gate* will close a planar portal and banish summoned creatures pulled through that portal.

Immunity

Rng: T **Dur:** L **Tgt:** Creature **Save:** None
The touched creature is granted immunity to all spells of 3rd level and lower, and spells of 4th or 5th level only have half the effect (damage) or a 50% chance of affecting them. They are further immune to normal weapons. If required the target can concentrate to drop this immunity for one round e.g. for magical healing.

Maze

Rng: S **Dur:** S **Tgt:** 1 creature **Save:** None/INT
The targeted victim is sent to an extraplanar maze from which they can struggle to escape. Each round after the first, the victim may make an INT save to escape the maze and return to the spot from which they left. The first INT save is made with a -10 penalty, and this penalty decreases by one each subsequent round.

Meteor Swarm

Rng: L **Dur:** 1 **Tgt:** 4/8 meteors **Save:** None/DEX
The caster conjures a 4 large or 8 small explosive meteors that streak towards their targets. Each meteor must impact a different target creature, object or structure. Large meteors do 8d6 damage (no save) from the impact, and then explode in a 20' radius 8d6 *fireball* (DEX save for half). Small meteors do 4d6 impact and 4d6 *fireball* damage.

Power Word: Kill

Rng: M **Dur:** 1 **Tgt:** 1 Creature **Save:** None/Special
If the target living creature has less current hit points than the caster's *spellcraft*, they are automatically slain; less than *twice* the caster's *spellcraft*, stunned for 1d4 hours. Creatures with current hit points over these amounts are unaffected. Wizards and elves may avoid either effect by rolling 1d20 under their *spellcraft*.

Prismatic Wall

Rng: S **Dur:** M **Tgt:** Wall or dome **Save:** Special
This spell creates a shimmering rainbow-hued immobile barrier which blocks all objects, movement, spells and other effects listed below, including those on nearby planes. As a wall, this can be made of a number of 10ft squares equal to the caster's *spellcraft*;

as a dome this can be up to a diameter in feet equal to the caster's *spellcraft*. A victim may make a DEX save to avoid being trapped within a *prismatic wall* dome. The caster can pass freely through their own *prismatic wall*.

Those attempting to pass through a *prismatic wall* suffer the effects of each of the colours remaining in a wall, in the order of the rainbow. Saving throws may mitigate the effects – reducing damage by half or avoiding the effect entirely. Colours and powers within a wall can be removed or negated by certain spells of other effects listed below, but the wall is immune to *dispel* or *antimagic*.

Colour	Blocks	Effect	Save	Negated by
Red	Missiles and projectiles	10d6 fire	DEX *halves*	Magical cold
Orange	Magic weapons	15d6 cold	CON *halves*	Magical lightning
Yellow	Breath weapons	20d6 force	WIS *halves*	*Magic Missile*
Green	Scrying, ESP and detection	*Insanity*	INT *avoids*	*Passwall*
Blue	Poisons and toxic gases	Flesh to Stone	STR *avoids*	*Disintegrate*
Indigo	Flesh, living matter	Death of body and soul	CHA *avoids*	*Dispel Magic*
Violet	As *Force Field*		None	*Continual Light*

Shapechange

Rng: T **Dur:** M **Tgt:** Caster **Save:** None
Whilst this spell is in effect, the caster can concentrate for a round to adopt the form and powers of any known and studied creature. All forms of movement, magical or supernatural abilities and powers are copied. If the new form has a mouth and forelimbs, the caster retains the ability to cast spells as normal.

Summon Creature III

Rng: S **Dur:** S **Tgt:** Creatures **Save:** None
This spell summons up to the caster's *spellcraft* in hit dice of d4, d8 or d12 rank creatures, who will understand and faithfully obey any command the caster imparts. Any combination of rank, hit dice and creature types may be summoned within the *spellcraft* limit.

Timestop

Rng: T **Dur:** 1 **Tgt:** Caster **Save:** None
The caster's actions are accelerated such that they can take 1d4+1 rounds worth of actions immediately. They are unable to physically manipulate or damage creatures or object not similarly sped up, and any spells cast must have a duration longer than instant.

Trap the Soul

Rng: S **Dur:** P **Tgt:** 1 Creature **Save:** CHA
Similar to *magic jar*, this spell forces a creature's body and soul into a specially prepared gem (of at least 20,000 gp in value) imprisoned at the whim of the caster. If cast at a victim, they may make a CHA save to avoid the effect (a successful save shatters the gem). If cast on a gem inscribed with the victims name and the victim willingly touches that gem, no save is allowed. Whilst trapped, the victim does not age or need sustenance.

Wish

Rng: Any **Dur:** Any **Tgt:** Any **Save:** Special
The *wish* can produce an effect limited only by the casters imagination. Mimicry of other arcane or clerical spell effects always succeeds. Other effects of a *wish* can be more capricious; a wish must be carefully worded, but using more words than the caster's INT score may mean there is a (50-INT)% chance of the wish having unintended consequences detrimental to the caster.

Alchemical and Magical Items

Adventurers will find many obscure objects on their travels, whether lodged in a forgotten tomb or the innards of a monstrous beast, and putting them to use is key to prospering and surviving the next expedition.

Components

One of the first things adventurers may come across in their careers are *components*. These range from more common plants like hemlock for use in poisons to rare distillations of dragon gizzards for protective unguents. Components may be used in the research, identification and creation of other alchemical and magical items, and grant a bonus in each case proportionate to their scarcity, difficulty to obtain and, as appropriate, hit dice and rank of their source. The bonus is only applicable to items with powers related to the component – the stomach of a purple worm will benefit research into potent acids, the feathers of a roc for flight etc. To me, having a party equipped with strange items that reflect their adventuring career and conquests is more satisfying than a golf-bag of magic items bought from merchants, and having scavenged components that grant significant bonuses encourages this.

Identifying Items

Magical items may be identified through use and experimentation, or by any character that knows the *Detect Magic* spell. Using the spell, 1d4 potions may be identified per day with access to an alchemical laboratory; without a lab in the wilds, potions may be identified by sipping them, but risk exposure to poisons. Magic items take 1d4 days to identify and powerful items or artifacts may take longer, be more difficult or count as multiple items;

again, access to a lab and well stocked library may improve the outcome and throughput.

To identify a magic item, the character must have *Detect Magic* memorised and spend the time undisturbed in secure surroundings. The DM rolls d% under their INT score *plus* their *spellcraft* to determine if the identification is successful and accurate. Failure by twice the amount may give misleading results, and cursed items, if not accurately identified, appear to be their harmless alternatives. Use of relevant components, for example the brain of a powerful sage or the tongue of a sphinx, may add a bonus to the identification check.

Creating Items

Any character with a spellcraft score may attempt to create alchemical or magical items, with success determined by a d% under their INT score *plus* their *spellcraft*. Failure by twice the amount or more may cause dangerous mishaps, explosions or result in cursed items with unintended effects. To be able to create a magical item with a particular effect, the caster must have access to a quiet laboratory, know a relevant or related spell, and have sourced *at a minimum* <u>one</u> relevant component of appropriate power. Additional components from different sources will provide a bonus to the chance of a successful outcome.

Alchemical items are a little different in that no particular spell knowledge is required. Substances like poisons, glue, acid, alchemical fire and healing salves may be created, but the potency is limited to 1d4 without further specialist training.

Creatures and Powers

Simplifying creatures and visualisation of their stat blocks is a big goal for me. When some rulesets have monster powers that cover a two page spread, that's not helpful to anyone in the midst of running that game to get a feel for the creature at a glance, and represent its powers. ⅃⍴⊘⊦ has different levels of complexity to how monsters can be described and used. Broadly, creatures fall into three categories or ranks; minion, master, and monster, with class die or hit die of 1d4, 1d8, and 1d12 respectively to represent hit points and damage. Creatures have a number, or 'level', of hit dice representing their power and scope of other abilities. So, this takes the format of XdY where dY is the dice rolled for hit points and damage (from weapon and powers), and X is the number of dY dice rolled for hit points (hit dice or HD), and the bonus to damage, skills and saving throws (up to a maximum of Y) and *knacks* that creature has. For a simple approach, X can also be the stat modifier for all monsters (one stat, for minions, two stats for masters, all stats for monsters), or the individual stats can be rolled as usual. Armour class can be determined by gear or using $10+X$, modified by rank (+2 master, +4 monster) and any relevant powers, as a guide.

D4 Rank: Minion

Minions represent the lowest order of a creature type; the subservient and lowly goblins and kobolds, or the lower order, less powerful members of their race. Minions tend not to have any special powers beyond those typical for their creature type. Skeletons being mindless creations of necromancers may be 1d4 minions, and zombies 2d4 reflecting their tougher nature.

D8 Rank: Master

Master rank creatures are a tier above the minions, slightly tougher, and all with one 'knack'. The knack represents *one* thing that they are particularly good at – it may be a special affinity with one weapon, skill, ability such as tripping opponents, or a defining power such as stunning, petrification or regeneration. X then represents the bonus the great gets in relation to that knack – bonus damage, skill checks, penalty to saving throws inflicted, and amount regenerated.

D12 Rank: Monster

Monsters represent the gribbly end-of-level bosses; tougher creatures with multiple powers at their disposal to crush, incinerate and torture the PCs. For Monsters, X represents the number of distinct powers and abilities they can have, the damage or power, and a bonus to saving throws the monster makes. A hatchling dragon may only be a 1d12 creature with a breath weapon, whereas an adult dragon at 6d12 has multiple other powers.

Note, creatures may fall in the different ranks in different circumstances: a typical kobold may be a d4 rank minion, but their warparty leader could be a d8 rank master with a knack with a whip, and the filthy frenzied kobold berserker they drag along in a cage a d12 monster, with rage and disease (rabies) powers. The point of this system is to have a fast and flexible approach for the type of creature you need.

Simple; X denotes flat bonus for stats, saves, skills

XdY	Name		AC
	👁 Description		
	🏹 Powers and gear		

Complex; bonuses determined by rolling stats

XdY	Name						AC
	STR	DEX	CON	INT	WIS	CHA	
👁 Description							
🏹 Powers and gear							

When playtesting ⅃⍴⊘⊦, this approach worked well *and interchangeably* with creature stat blocks as presented in many old-school style modules; several of these could be run as written or, if a creature reference required hunting through books, by making it up in this format, with no meaningful impact other than improving speed of play.

✶

D12	Type	Minion or Mook (D4)	Master (D8)	Monster (D12)
1	Aligned[U]	Imp, Mephit	Rank and file celestials and demons	Archdevils and archangels
2	Amorphous	Slimes and molds	Gelatinous Cube	Black Pudding
3	Animal	Dog/cat Adder	Wolf/cheetah Python	Lion, sabre-toothed tiger Dinosaur
4	Construct	Animated objects	Caryatid Column	Golems
5	Dragon	Kobold	Dragonborn, Drakes	All dragons, hydras
6	Fey	Sprite	Satyr	Nymph, Dryad
7	Giant	Young or dwarf-giants	Ogre, Troll	Giants, ettin
8	Humanoid	Goblin Peasant, Levy	Orc, Hobgoblin Militia, Town Guard	Bugbear Augmented/exceptional human
9	Magical Beast	Blink dog, stirge	Griffon, manticore	Purple worm, Sphinx
10	Plant	Archer Bush, Vampire Rose	Assassin Vine, Tendriculos	Shambling Mound, Treant
11	Tentacled[U]	Fish men, grey aliens	Gibbering mothers Servitors and cultists	Elder beings
12	Undead[U]	Skeleton, Zombie	Ghoul, Mummy, Wight	Vampire, Nightshade

[U] indicates those creature types counted as 'Unnatural' for the purposes of clerical turning or control by some clergies

Monster powers can adapted from relevant spells or class abilities as required, or may follow their own distinct rules. This latter approach may be particularly effective in weird or horror fantasy campaigns using 'unique' monsters, unknown to most players and their characters, and stress the 'otherness' of their nature. A brief list of possible powers follows, but first a discussion of 'creeping' powers.

Creeping Powers

Some powers in old school roleplaying games are known as 'save or die' – be it a medusas gaze turning a PC to stone, *Power Word: Kill* slaying a target outright, or even *Hold Person* paralysing someone long enough for their throat to be slit. The other effect of such powers is that they take the player of the affected character out of the game until a combat is over or until a re-

placement PC can be generated and join. Personally, as a team game with friends, I don't mind sitting back in these kinds of situations and making sarcastic comments from the sidelines, or chipping in with GM duties running monsters. But it can be alienating or jarring to some.

Creeping effects turn these instant KO's into something less immediately deadly but more pernicious and actually more interesting in play. Optionally, when targeted by a paralysis, petrification, polymorph or death effect, this can be treated as 'creeping'. In these cases, if a saving throw is failed or not required, roll 1d6 to see which body location is first affected. For simplicity or to retain lethality, you might want to treat a roll of the head or torso as affecting the whole body.

1d6	Body Location	1d6	Body Location
1	Head	4	Torso
2	Left Arm/Foreleg	5	Left Leg (rear)
3	Right Arm/Foreleg	6	Right Leg (rear)

The spell will affect that part of the body first. In some cases this may be instantly fatal anyway; in others, the character is left alive but with a paralysed or polymorphed appendage, or a withered or petrified limb. On subsequent rounds, the character must make additional saving throws with a penalty of -1 per subsequent round, until the saving throw is passed, or the effect will target another random body part. The effect will thus spread round-by-round over the body until resisted or the entire body is affected, and as both the tension and the challenge of playing a partially affected character increases. All partially affected characters must still seek the same solution to restore their form in accordance with the original spell, although removal of an affected limb will prevent further spread if no remaining body parts are affected.

Note, this will reduce the immediate effectiveness of some of the typical spells in a caster's repertoire, but the resulting disarray and confusion it causes will also have its benefits. Also, some borderline effects such as a *sleep* spell can also be treated this way, or be adjudicated to be a lighter sleep characters are more likely to wake from, or roll a saving throw each round to overcome.

Death Effects

Death effects are powers that kill outright, and include spells such as *Power Word: Kill* or *Finger of Death*, or the unworldly gazes of some nightmarish creatures. If used as a creeping effect, then treat as a ray that hits a random part of the body, and withers the flesh from there. Affected heads or torsos cause immediate death, whereas withered limbs must be treated or amputed in 2d6 hours to avoid poisoning.

Energy or Level Drain

Undead that attack the very soul and life essence of a living creature may cause damage to a statistic or may undo the benefits of a character's experience. 'Level' drain can be handled as either undoing the last benefit a character got from their progression roll, or more interestingly, roll again on their class chart and treat the result as a penalty. This allows more liberal use of 'level' draining effects that some systems. Creatures reduced to zero hit points through this effect typically rise as that same undead.

Paralysis

Creeping paralysis grants a cumulative -2 penalty to armour class for each body part other than the head paralysed; creatures totally paralysed can be hit automatically. Paralysis of the head prevents speech and limits vision. Paralysis of a limb prevents any use of or benefit from an item in that limb. Applicable penalties for movement and other actions can be adjudicated at the time.

Petrification

Petrification has similar effects to paralysis but does not impact armour class (the hard stone offsetting the lack of mobility). Petrification of the torso requires a STR check to be able to move at half speed. Petrification of the head may mean loss of brain activity or may instead cause suffocation in time, and the victim is blind and deaf.

Poison and Disease

If a character fails a saving throw against a poison or disease effect; inhaled, ingested, contact, injury, or magical effect; they start taking poison damage the next round and disease damage the next day. This gives quick acting colleagues a round to try to take appropriate action – administering an emetic, blood-letting or even amputation. Not all such actions may be feasible in the midst of combat. Where relevant you can determine body part poisoned randomly. Poisons do 4d4 damage to a specific stat depending on poison type, of which 1d4 is permanent; and diseases do 1 or 1d4 damage *per day* to up to three stats depending on type. A CON save may be made each day to recover from a disease, but every *two* days a character is diseased, 1 point of damage to any damaged stats become permanent Stat damage will otherwise recover with time as described in Healing above.

Polymorph

Creeping polymorph effects may leave a character as a strange hybrid gestalt entity, but if still able to escape a dungeon (carrying its share of the loot), a *polymorph* other spell can restore the physical form. If a character's head is polymorphed into an animal form, they must make a CHA save to retain their identity. Torso's polymorphed from a bipedal to quadrupedal (or other) form, will force the character to adopt the stance of the new form. As long as there is a limb with opposable digits and a mouth capable of vocalisation, spellcasting is still possible.

Other Effects

Other creature powers can be adjudicated as the base system. Fear and stunning effects typically cause a character to drop what they have in hand and flee the source of the fear, unless they are physically cornered and would have to move closer to that source to escape. Damaging breath weapons do the creatures *current* hit points in damage, unless a DEX save is made for half.

Sample Creatures

Simple zombie: 2 hit dice; 2 bonus to attack, damage, AC & saves

2d4	Zombie (5hp)		AC12
	👁	Rotting, slow animated corpse	
	🗡	Claw (**1d4**); Always last in initiative	

Simple basilisk: 3 hit dice; 3 bonus to attack, damage, AC & saves

3d8	Basilisk (17hp)		AC15
	👁	Six-legged spiky lizard; statuary around cave lair	
	🗡	Bite (**1d8**+3) Knack: petrification gaze (STR-3)	

Complex dragon: 4 hit dice; rolled stats determine saves etc..

4d12	Young White dragon (27 hp)					AC18
	STR	DEX	CON	INT	WIS	CHA
	15	12	10	8	9	9
👁	Pearlescent white, arrogant; will attack sources of fire first. Can be appeased with expensive pearls					
🗡	Bite (**1d12**+4); claws (**1d12**) Immune to cold, x2 damage from fire Ice breath weapon (27 damage, DEX half) Retinue: 1d4 wolf followers					

Adventuring

The last thing this book needs is a section advising people on adventuring or adventure design. Two tables are provided for quick generation of traps or encounters that a party might face whilst adventuring. For both, take note to provide for signs of the existence of the trap or encounter – allowing for intelligent play by the players to notice or detect what they might be facing. Traps and encounters should be detectable by insight and foresight, with a dice roll as final arbiter, as much as skill checks.

D12	Trap	Examples	Signs and detection
1	Pits	Pit traps, chasms, weak bridges and thin floors	Uneven floor and flagstones, hollow sounds, draining water of strange breezes
2	Weapons	Spikes, projectile spears and darts, slashing blades, animated statues or suits of armour	Holes and scratches in brickwork, tripwires, smell of grease or oil
3	Moving object	Rolling boulder, collapsing walls	Smoothed or grooved surfaces, crumbling architecture
4	Gas	Sleeping gas, hallucinogen, suffocation (absence of air)	Valves, tight-fitting or airtight doors, sputtering torches
5	Imprisonment	Cages, portcullis, doors locking, walls moving, force fields	Grooves in brickwork, wall and ceiling recesses
6	Liquid	Water, lava, oil, acid, potion	Smell or tang in air, valves, dull sound to container
7	Illness	Poison (sleep, paralysis), disease	Glistening or sheen or surface, strange smell
8	Energy	Fire, acid, cold, electrical, sonic	Signs or scorching or etched, pitted surfaces
9	Spell	Darkness, Silence, Sleep, Hold Person, Polymorph, Curse, Reverse Gravity, Phantasmal Force, Confusion, Stone to Flesh	Etched symbols, *detect magic*
10	Monster	Magically summoned or appear from hiding, drawn by noise	Monster-dependant; noises, tracks, smells
11	Teleportation	Hidden portal or effect, to similar or very different area, one- or two-way	Symbols, chalk marks from previous victims
12	Roll 2d10 and combine results above into joint trap e.g. pit filled with liquid		

Random Encounters

Random encounters occur with a 1 in 6 chance overland every hour, and underground every 10 minutes. The chances may be increased if the party are being particularly noisy, carrying smelly or eye-catching objects, or otherwise looking for trouble. Roll a second d6 to determine what the encounter is doing at the time:

1d6	Encounter...	1d6	Encounter...
1	Shows signs of passage only e.g. scat, campfire	4	Is setting an ambush for the party
2	Is stalking party downwind	5	Is rushing forward to attack
3	Is hunting or feasting	6	Is asleep

How alert or prepared the party are will determine how distant and/or successful the encounter is at any suprise. The type of creature encountered should be determined on the chart for the terrain or dungeon level; rolling d12 on the Creature Type table above can be used for inspiration on the fly.

(Note: the following was something I originally produced for the Secret Santicore 2012, and is reproduced here under the OGL. See http://santicore.blogspot.co.uk/2017/02/santicore-2012-pdf-now-available.html) When you roll for a random wilderness encounter, there is a 10% chance of it being 'unique'. Roll 1d24 and consult the chart below; each entry should only occur once, although the encounter may spark a prolonged hunt for the culprit.

Various options for variations and interpretations of each encounter are included - use as much or as little as you need. Where a random humanoid or player/civilised race is required, use this chart for inspiration, adjusting as appropriate for your game.

d10	Humanoid	d6	Civilised Race
1	Goblin	1	Human
2	Kobold	2	Elf
3	Hobgoblin	3	Dwarf
4	Orc	4	Halfling
5	Gnoll	5	Gnome
6	Bugbear	6	Human
7	Ogre		
8	Troglodyte		
9	Lizardfolk		
10	Centaur		

1d24	Encounter
1	**Adventurer Slayer ~ and proud of it!**

A large tree is visible atop a hill near a road. A green dragon stands rampant next to the tree admiring its handiwork - the clawed and burnt corpses of band of adventurers strung up by nooses in its branches. The bodies are those of a female elven ranger, a male cleric, a male barbarian warrior, a female warrior and a red-robed male wizard. The adventurers' possessions are grouped in a small crate near the base of the tree. A nervous artist, with easel and palette, is attempting to paint a portrait of the dragon next to its prize.
Roll a reaction check appropriate for your system
- ❖ **If positive,** the dragon will proudly and jovially, with much hyperbole, boast of his conquests, and how he fought off the vicious adventurers that attack it and acquired several valuable trinkets for its hoard. A polite audience may be rewarded with an item from the adventurers' former possessions.
- ❖ **If indifferent,** the dragon will be mildly irritated by the intrusion and ask to be left alone, or even demand a suitable offering by way of apology.
- ❖ **If negative,** the dragon will be determined to add more adventurers to its collection, unless it can be offered a valuable bribe.

If the dragon is slain, the artist will be out of pocket for his commission, and may take this up with the PCs, and indeed may become a persistent pest as unflattering caricatures of the PCs appear in local cities.

2	**Undead Womb**

There is a rustling in the undergrowth, and a large putrescent muscular sac flops out in front of the PCs. This is the undead womb of a creature that has been slain and eviscerated by a wight, released from its host with a sentience and hunger of its own. Roll twice on the regular wilderness encounter table for the current terrain.
- ❖ The first random encounter result is the source creature to which the womb once belonged. This will be bloated and stretched beyond its normal size.
- ❖ There is a 50% chance that the womb is occupied; if so there is a 25% chance it is occupied by an undead foetal form of the host creature (see below), and a 75% chance it is occupied by another random creature as determined by the second roll on the random encounter table.

The womb attacks as a large undead of equivalent HD to the original creature. An empty womb will attempt to engulf any target it hits. Once it has captured a target, the womb will flee and hide to gestate the victim over 1d4 days to be 'reborn' as a wight. Full wombs can release their contents to aid them in battle, or aid their escape. Partially gestated creatures that are released will have been drained of 1d4 levels (if this takes the victim below 0 levels, they are released as a wight), and be under the control of the womb until the womb is slain.

3	**Water Seller**

A trader appears in the distance, alone and carrying on his back an oversized barrel that would appear far too heavy for one man to lift, yet he strides towards the party with ease. Various trinkets and empty vials jingle at his belt, as does a nozzle connected to the barrel at his back by a flexible hose. He greets the party cheerily, and calls out "Care to buy any water? This stuff is the best - pure as can be, and safer than any of that magically purified nonsense!"
- ❖ The seller will provide a pint of water for 3 silver pieces, and has a seemingly unlimited supply. The water is pure, clean and refreshing, and will recover fatigue.
- ❖ As he pours it from the nozzle he will mutter to himself "C'mon Wesley, just a drop!, A little more! That's right! Good lad!" If questioned, he denies speaking, and doesn't realise he was.
- ❖ **Option 1:** The barrel is a weightless magical item that can capture and contain a water elemental. If broken, or the nozzle is opened fully, the elemental is released and will attack all in range. An empty barrel can capture any water spirit by turning the nozzle to reverse.
- ❖ **Option 2:** The barrel is a weightless magical item that can capture and contain young children, and collect and desalinate their tears. If broken, 1d4 children are released, and will be from randomly determined races (one of them will be a young boy called Wesley). The barrel can contain up to 4 small young creatures, which are captured by reversing the nozzle.

4	LOQUACIOUS LOCATIONS

A creature of a random civilised race stands in the middle of the wilderness, looking puzzled and lost. Their clothing and equipment is exotic and from a distant faraway (randomly chosen) culture. They will beckon the PCs towards them to engage them in conversation and try to make themselves understood if the languages are very different.

❖ Take a deep breath, and surreptitiously check your watch or start a timer...

❖ The traveller will proceed to explain in an excited voice, talking nineteen-to-the-dozen, that he is a visitor from his distant homeland and has no idea where he is and could the PCs help him uncover where he is because he is ever so desperate to return home which is a wonderful place and the PCs should really visit if they have the chance as he would be glad to entertain them and introduce them to his family, and did they know his sister is betrothed to the prince of his country and oh the wedding really will be fabulous, so..... continue for as long as you can until you run out of words, or are interrupted by one of the players *in character*

❖ Check your watch and/or stop the timer. The traveller has been cursed to travel randomly whenever he talks, and when the PCs next pay attention to their surroundings rather than him, they will find that they have changed. Check how many seconds you were able to speak for before being interrupted - count each second over 60 as '10' and each over 120 as '20', so talking for 133 seconds the result would be 920 (movement factor).

❖ **Option 1:** Travel in Space - Roll a d8 or scatter die to determine direction; the PCs and the traveller have been translocated a number of miles determined by the movement factor above in that corresponding direction. This may mean randomly generating new areas of your world map. If the destination indicates the centre of an ocean, the PCs will find themselves on a small uncharted island.

❖ **Option 2:** Travel in Time - if you're brave enough and the game can take it, the movement factor determined above relates to the number of days/years the PCs travel forward (1-3) or backwards (4-6) in time. Good luck!

5	LIMB GARDEN

Up ahead, several limbs belonging to various different creatures are visible sticking up from the ground. The limbs are twisted and reach to the sky, but display no signs of decay or of having been eaten by local wildlife. If examined, each limb will have a pulse and bleed if cut, reacting to touch and pain as normal. However, if the limbs are dug up, there is no body attached, and they have all been severed cleanly above the shoulder or knee joint.

❖ This site could just be a curiosity for the PCs to happen upon, and provide no further encounters.

❖ Alternatively, if you want to have something develop from this, perhaps the location is close to a portal or planar node to the Positive Energy Plane and any dead body or body part left here is preserved indefinitely. PCs carrying open wounds will notice them close after 1d4 minutes in the area.

❖ **Option 1:** The Larder - roll on the standard wilderness encounter table; the resulting creature is using this strange effect to store food for later eating, and will happen upon any PCs that stay here after 2d6 minutes.

❖ **Option 2:** Emergency Ice Box - the preservative effect is used by a local army, mercenary company or militia to keep limbs lost in battle for later reattachment by clerics or battlefield surgeons. Non-humanoid limbs are kept for food or trophies. After entering the site for 2d6 minutes, representatives of this force will arrive to confront the PCs.

6	SINKHOLE!

A sinkhole 2d6 x 10 ft in diameter, 3d6 x 10 ft deep, is visible up ahead in the terrain, or alternatively forms beneath the PCs feet. The sinkhole might be enough of an encounter in itself, an excuse to throw in a dungeon or spelunking adventure, or use one of the options below.

❖ **Option 1:** Burrowing creature - roll on the standard wilderness encounter table; the sinkhole is caused by a burrowing variant of the resulting creature. Burrowing variants can move through loose earth at a third their normal speed, and claw attacks do an additional die of damage.

❖ **Option 2:** Mining - a random humanoid tribe is mining the area, and have caused the sinkhole. The PCs fall in on their operations, and have to talk or fight their way out.

❖ **Option 3:** Treasure from the sky - a glowing object (roll on random treasure table, ignoring potions) is visible in the centre of the sinkhole, at ground level. How it got there, and how the PCs might recover it, is up to you.

❖ **Option 4:** Circular cult - the sinkhole is caused by a group of random humanoid cultists that link hands in a circle in a ritual to magically create the hole in the earth. To determine the number of cultists present, take the diameter determined above, multiply by 3 and divide by 5 e.g. 80 ft diameter corresponds to 48 cultists. The cultists will try and encircle the PCs and conjure a sinkhole to capture them.

7	BING THE HOBBIT

A halfling in a dishevelled tuxedo, bowtie hanging loose about his neck, lies groaning on the ground. A half empty bottle of liquor is clutched in his hand. He has little memory of who he is or how he got there, but is pleasant and amiable. He remembers being a famous crooner, and is keen to get back to civilisation.

❖ With a successful reaction check appropriate for your system, he will agree to follow the PCs, and act as a henchman. His friendly nature grants a bonus to any reaction checks with further NPCs the PCs meet, although his propensity for humming and singing to himself will impose a penalty to any stealthy actions.

❖ **Option 1:** Bing is wanted by a group of mercenaries for gambling debts that he accrued in a local city. The PCs will encounter these thugs in 1d6 days.

❖ **Option 2:** Bing is being hunted by a wealthy noble who is the angry father or jealous fiance of a past romantic liaison. Men hired to find Bing will find the PCs in 1d6 days.

❖ **Option 3:** Bing is or was due to perform at a local important event (coronation, ambassadorial visit, etc) and skipped town. Those desperate for his return or to punish him for the embarrassment will find the PCs in 1d6 days.

8	INVISIBLE WALL

An invisible wall, 1d6 x 5 ft long and 1 ft high, crosses the PCs path. There is a 50% chance an unaware PC trips over the wall. The wall is made from invisible bricks of (roll 1d6) **1:** Clay, **2:** Granite, **3:** Iron, **4:**Limestone, **5:** Wood, **6:** Precious metal. This may be enough of an encounter in itself, or can be embellished by the following.

❖ **Option 1:** Fey builders have left the bricks here for some other construction they are planning, and will be upset at any damage or theft wrought by the PCs.

❖ **Option 2:** Tiny sprites and pixies wait either side of the wall with raised spears to attack any that fall over their trap. PCs that are tripped by the wall must also save against a magical poison atop the spears that will send them into a deep slumber.

9	HAUNTED GALLOWS

At a crossroads, or overgrown in the ruins of a settlement, stands a gallows, its aged wooden frame bloated with damp. The spirits of the criminals it once saw to their deaths have instilled their unearthly venom into the frame, and given it a malevolent sentience of its own. The gallows will remain stationary to catch the PCs unaware when they get close.

❖ The gallows attacks as an animated object or golem, but due to its possession by undead spirits is subject to clerical magic and abilities. The multiple spirits in control mean that it can only be turned if subjected to 2d4 successful turning attempts (equivalent to a spectre).

❖ The gallows has several options to attack, including bludgeoning or trampling its foes. On a critical hit, the target PC is caught in one of its 4 nooses, and will be drained one level per round whilst held. As a ranged attack, the nooses can be detached and sent off to ensnare a target at a distance.

❖ **Option 1:** The possessing spirits are of evil villainous criminals who will possess the bodies of any PCs it slays. The only mark of this possession is a red welt around the neck.

❖ **Option 2:** The possessing spirits are of those unjustly killed by a local tyrant, and the only way to truly put the spirits to rest will be to exact justice or revenge upon the evil ruler.

10	CORPSE CARRION

The putrefying bloated corpse of a (roll 1d4) **1:** purple worm, **2:** kraken, **3:** diplodocus, **4:** roc lies in an undignified heap. A tribe of random humanoids dances around the corpse, seemingly celebrating their victory in slaying the giant beast. On seeing the PCs, the tribe will be emboldened by their recent display of prowess, and will stand tall in the face of any attempts to threaten them. Roll a reaction check to see how the humanoids react. Regardless of whether combat or dialogue ensues, after 1d4 minutes, a swarm of vermin and carrion will descend upon the area, lured by the decay. This swarm will consist of 5d10 beetles, rats, vultures etc, with a 10% chance of also including a larger predator (use the standard wilderness encounter table).

11	MIMIC SLAVER

A wagon pulled by two mangy ponies appears in the distance. The wagon carries a large cage, in which 1d4 slaves of random races are visible, held in a stupor and unresponsive to their surroundings. The slave master sits atop one of the ponies, nudging it forward with his knees, and does not respond to any questions.

❖ The wagon, ponies and slaver are in fact all parts of the same creature - and advanced form of mimic (+4 HD) that can adopt the shape of a slaver wagon. This will only be apparent on close inspection (the metal looks dull, the slaver is joined to his saddle and pony, etc).

❖ A PC that attacks the pony, slaver or wagon in melee risks being stuck fast, as with a normal mimic. A successful appropriate check allows the mimic to deposit any adhered creatures into the 'cage' in its rear, where they must save vs. poison each round or fall into an unresponsive stupor. Every 1d4 rounds they will also take 1d4 points of damage as they are slowly digested.

❖ On death, the mimic falls apart and releases any captured slaves/PCs. Freed slaves will be very grateful, but need help returning to civilisation

12	VISIONS OF UNDEATH

A 10 ft square patch of wilderness has a strange effect on any who pass through it - whilst in the area, they appear as though they are skeleton or zombie versions of themselves. There is a 20% chance if this encounter is rolled of there being another creature within this area when the PCs arrive. Roll on the standard wilderness encounter chart to determine the type of creature. If there is no such creature, there is a 33% chance per PC that one of them happens to pass through the area as they travel.

❖ **Option 1:** the effect is illusionary and only visual. Why a mage created this effect is up to you.

❖ **Option 2:** the effect is real, and whilst in the area any living creature actually becomes undead. Their sentience is unaffected. This could be due to proximity to a planar node or gate to an entropic plane.

13	One-armed Bandit

- ❖ Stood in the middle of the wilderness is a metallic golem with only one arm, raised as though in a salute. There are few other features on the golem, save for a closed panel on its chest, and a small slot for a mouth. There are no markings of ownership on the golem, and it appears to have been stood here for a long time.
- ❖ The golem is a form of fruit machine. When a gold piece is placed in the mouth, the chest panel opens to reveal three tumblers covered in various arcane symbols. If the arm is pulled down, the tumblers spin for a few moments, before drawing to a halt, lining the symbols up horizontally across its chest.
- ❖ Roll 3d10 and red the results from the dice as they fall from left to right. This represents the symbols on the tumblers. If the numbers read from left to right run up or down in numerical order (i.e. 3,4,5 or 8,7,6 etc), the golem will reward the PC with 1,000 gp. There is a 10% chance of an internal misfire when ejecting the reward from its mouth, causing the coins to fly out at great speed, doing 5d6 damage to all in front of the golem.
- ❖ If the three numbers rolled above all match, consult the following table to determine the reward.
    - a. **All 1's:** A large cherry appears in the PC's hand, and they will instinctively know that if thrown, the cherry will explode as a 5d6 fireball.
    - b. **All 2's:** A large lemon appears in the PC's hand, and they will instinctively know that juicing the lemon will cause the mouths of all other than the PC to pucker and water uncontrollably for 2d6 rounds.
    - c. **All 3's:** The golem will intone "Hold your plums" and kick the PC in the groin for 1d6 damage, before vanishing.
    - d. **All 4's:** The image of a glowing bell will appear above the PC's head, and persist for 1 week. If the PC is ever subject to surprise, ambush, or traps, the bell will ring to give warning.
    - e. **All 5's:** A large watermelon appears in the PC's hands and they will instinctively know that smashing the melon with a hammer will cause all watching other than the PC to laugh uncontrollably for 2d6 rounds.
    - f. **All 6's:** A large pear appears in the PC's hands and they will instinctively know that eating the pair will conjure a duplicate of themselves which will follow instructions for 2d6 rounds before disappearing.
    - g. **All 7's:** The PC has the ability to immediately swap any two of his characteristics. The decision must be made immediately, or the chance is lost.
    - h. **All 8's:** The PC gains the ability to stop time for all but himself for 2d6 rounds. This ability can only be used one, but can be activated at any time.
    - i. **All 9's:** The PC becomes paranoid about gambling and taking risks, and will err on the side of caution where possible. Whenever the PC attempts something risky and out of the ordinary, they must roll for the result twice and take the worse outcome. This curse can be dispelled.
    - j. **All 0's:** JACKPOT! The golem dispenses 10,000 gp., As above, for each 1,000 gp dispensed, there is a 10% chance of the misfire occurring. The golem will collapse in on itself and vanish after this result.
- ❖ Roll for a random encounter for every second go the PCs have whilst playing with the one-armed bandit.

14	Stone-to-Flesh

The PCs notice an unpleasant smell in the air, and find small lumps of flesh, scattered over the terrain and slowly rotting amidst a swarm of maggots and flies. Small vermin and scavengers are also visible but scatter at the PCs approach. Travelling further, some larger lumps of flesh become visible.

- ❖ This effect is caused by a variant strain of (roll 1d3) **1:** basilisk, **2:** gorgon, or **3:** medusa that rather than turning flesh to stone, turns any stone to flesh. As well as natural stone, this includes gemstones. All other abilities are as described.
- ❖ Depending on the terrain, this might make travel quite difficult for the PCs. On rocky ground that is transformed, movement is halved with a risk of falling prone, and on pebbly or cobbled ground movement rate is quartered. The chance of further random encounters in flesh-strewn terrain is increased significantly depending on the amount of transformed stone.

15	Word Thief

A neatly dressed traveller of random race greets the PCs. As he speaks, be sure never to use the same word twice in his dialogue - unless a PC has since used that word. The traveller will try and get the PCs to speak with him for as long as possible, especially those that speak new languages, and if any are spell-casters will encourage or provoke them to cast spells (through subterfuge if necessary).

- ❖ The traveller has the supernatural ability to steal words from PCs vocabulary. Whenever a PC talks in character, any time that attempt to use the same word for a second time in dialogue with the traveller, they must make a Save vs. Spells to retain the use of that word. Do not tell the player immediately what the effect is - see if they can work out what triggers the saving throw. This might work well with a buzzer or bleep sound effect from your phone - so that any words that are stolen from their vocabulary can be bleeped out by the DM.
- ❖ Spells cast in earshot of the traveller have a 50% chance of success and, whether successful or not, can be stolen and used by the traveller. Stolen spells may not be relearnt or cast by the PC.
- ❖ The traveller will engage the PCs in dialogue for as long as he feels safe, and then attempt to flee - using any stolen spell effects as necessary. The death of the traveller will return all stolen vocabulary and spells to their rightful mouths.

16	Potion Tree

The PCs come across a strangely out-of-place tree, uncommon in the terrain or climate. Within its branches sit 2d4 potion vials, suspended from the tree like fruit. Each potion has a random effect, determined from the relevant treasure table. There are no obvious seeds to be taken from the tree, although knowledgeable PCs may be able to take cuttings, with varying success.

- ❖ **Option 1:** The tree may be frequented by other adventurers, who guards its potions jealously and will confront any PCs that take fruit or damage the plant.
- ❖ **Option 2:** The tree is cultivated and tended by a powerful druid or mage, who will punish any they find taking its fruit.

17   No Bodies Home!

A pile of clothing and equipment belonging to (roll 1d4) **1:** adventurers, **2:** militia, **3:** traders or **4:** humanoids, lies on the ground in a heap - as though the owners just vanished from within their outfits. Roll on an equipment table to determine what the PCs might find within their belongings. Tracks belonging to the previous owners lead up to the site, but there is no sign of tracks heading away.

- ❖ **Option 1:** The vanishing - these people just disappeared! Play on the players' paranoia - be sure to ask who touches or takes what items, even though none are cursed in any way.
- ❖ **Option 2:** The previous owners were shrunk or disintegrated by an insane magic-user. Emblems on the equipment mark any PC that takes it as a target for the magic-user to hunt at a later date.

18   Trebuchet Tribulations

The PCs come across a group of random humanoids in the midst of building a trebuchet. The humanoids will defend their creation to the death, and use it to attack any that approach. The trebuchet can fire once every other round. Depending on the nature and ingenuity of the humanoid, the effectiveness and projectiles used will vary - for examples, kobolds will build a more reliable machine to fling pebbles at the PCs, whereas ogres will create a less accurate trebuchet but that can launch a heavier payload.

19   Rugby Ruckus

The sound of cheering and chanting can be heard from some distance, coming from a group of 15 random humanoids, all dressed to play one of the following sports (roll 1d6) **1:** soccer, **2:** shinty/hockey, **3:** rugby/football, **4:** lacrosse, **5:** cricket/baseball, **6:** curling/bowling. Roll a reaction check appropriate for your system

- ❖ **If positive,** the humanoids are in good spirits and will challenge the PCs to a game. The humanoids will be rough but fair, although this may change depending on the score.
- ❖ **If indifferent,** the humanoids will ignore the PCs and keep training and playing, unless interrupted.
- ❖ **If negative,** the humanoids will riot and attack the PCs. They will be highly proficient in the use of their sporting equipment, and using balls as ranged weapons will do 1d6 damage with a chance of knocking the wind out of the target (save vs. stun).

20   Pilgrimage

The PCs cross paths with a group of random humanoid cultists carrying a litter or palanquin, in which sits a religious icon or totem. Roll 1d6 on the table below to determine the nature of the deity depicted by the icon. This will also determine how the humanoids react to the PCs, and any bonuses they may gain for that encounter.

1. **God of War** - the humanoids will seek to bathe the totem in the blood of their enemies. They gain a +2 bonus to attack and damage whilst the icon is intact.
2. **Goddess of Fertility** - the humanoid tribe is suffering from a lack of new offspring and will not look to risk any of their number in combat. If provoked, the icon will be activated to cause an orgy of passion, rutting and raw sexual prowess amongst all within 60 ft, regardless of species.
3. **Goddess of Agriculture** - the humanoids are making a pilgrimage to pray for a better harvest. They will not instigate an attack, but if threatened will activate the icon which will cause plant life to sprout from the ground and entangle their foes.
4. **God of Hedonism** - the palanquin and icon itself will be very valuable and made from precious metals, inlaid with jewels and laden with fruit and sweetmeats. The humanoids will not seek a fight, but will guard this pilgrimage fiercely, and due to their relaxed hedonistic ways all have an extra hit dice above normal.
5. **God of the Night** - the litter is extremely dark in nature, and the humanoids all wear black robes. They will happily slay any who cross them, attempting to keep some alive long enough to sacrifice by impaling on the totem. The icon has the power to blind one target a round, at the directions of a cultist.
6. **Goddess of Decay** - the litter is laden with detritus, rotting vegetation and putrefaction. All attacks made by the humanoids in defense of their icon will inflict disease in their targets. The humanoids themselves are immune to all disease, poisons and afflictions in the presence of the icon.

21   Bacchanalia

The sounds of laughter, dancing and merriment are carried on the wind the ears of the PCs. A satyr is leading a tribe of humanoids in drunken revelry, and will attempt to get any PC they meet to join in.

- ❖ Anyone drinking or eating what the satyr or his humanoids offers must save against spells to avoid being drawn into the bacchanalia, and loose all concern for any activity other than merriment and debauchery. PCs swept along with the revelry will awake in 2d4 days with little memory of intervening events - they will have lost all coins they carried, and have lost a level due to the drunkenness.
- ❖ Allies can prevent those that fail their save from being taken by pinning them down (although the fellow revellers will attempt to stop this) or bartering with the satyr.

22   Tattoo Artist

A gaily coloured tent is set up in the wilderness, bunting fluttering in the breeze. A sign written in calligraphy reads 'Tattoo Parlour'. This is the workshop of a gentleman named Biff Byford, an experienced tattoo artist. He will happily create tattoos for the PCs for a modest fee, and can even embed certain spells into his art, although this costs significantly more. There is a 50% chance that when the PCs arrive, Biff is in an argument with an irate customer (random race or humanoid) over the art or non-payment of fees. The PCs may have to come to the artists aid.
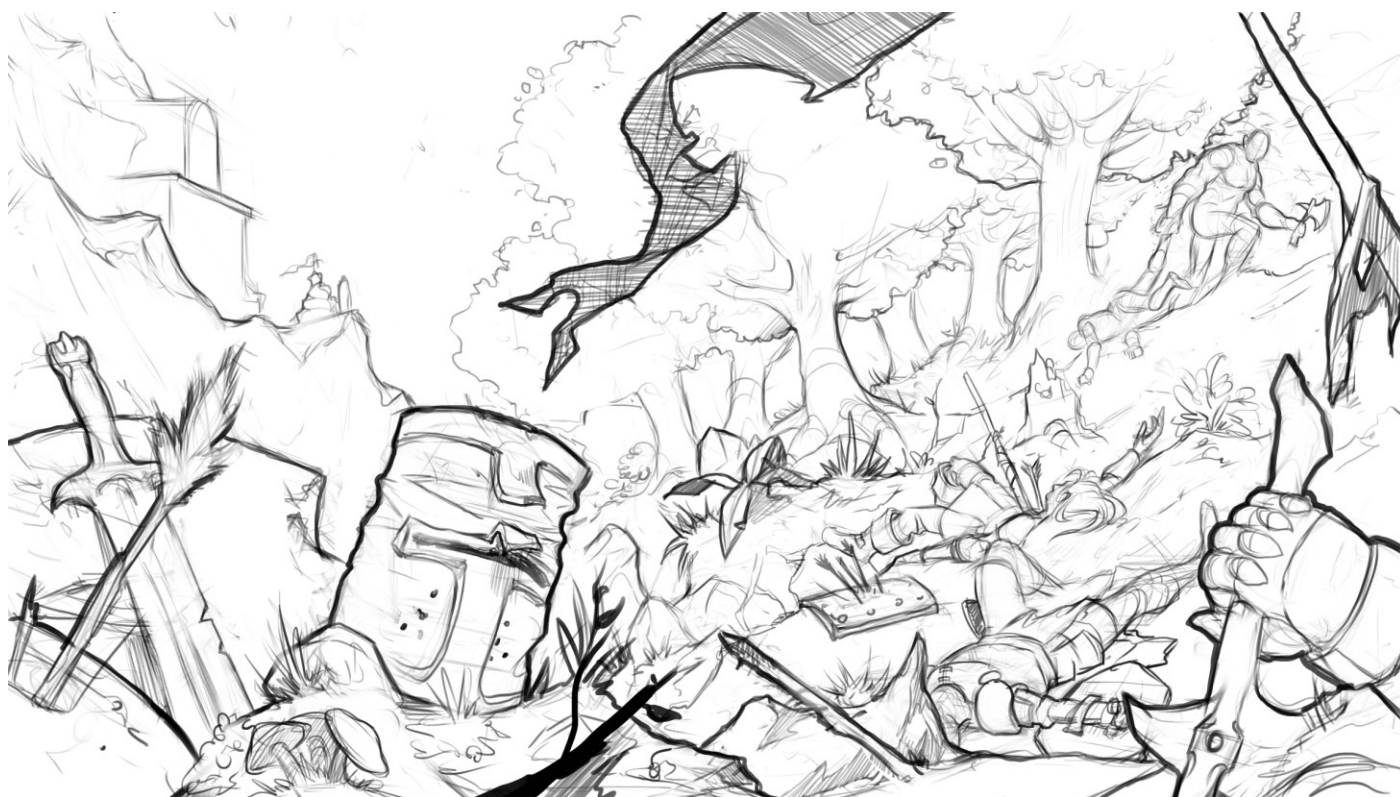
23   Call the Midwife!

The PCs come across a large creature in the midst of a difficult labour. Its cries can be heard at a distance, and is seems clear that without aid the creature and its child will likely bleed to death. Roll on the standard wilderness encounter table to determine which creature is met, or use the following chart (roll 1d6) **1:** Mammoth, **2:** Pegasus, **3:** Giant, **4:** Manticore, **5:** Griffon, **6:** Rust Monster.

- ❖ Depending on the nature and intelligence of the creature, it may be able to thank the PCs for help. Alternatively, the young may imprint on the PC that delivers it and become a loyal follower.
- ❖ To determine how successful the PCs are as midwives if they do decide to help, roll some dice.

The PCs come across a band of random humanoids looking to trade their wares. Determine the humanoid on the table above, and the wares and markup/attitude of the traders on the table below (roll 2d10)

D10	TRADE GOOD	HIGH QUALITY IF TRADER IS OF RACE…	D10	ATTITUDE, MARKUP OR PROVENANCE
1	Spices	Troglodyte	1	Goods spoilt or tainted
2	Metal ore	Hobgoblin	2	Goods will decay in 1d4 days
3	Lumber	Centaur	3	Hard negotiator
4	Ivory	Bugbear	4	Fair price offered
5	Monster Parts	Ogre	5	Low demand for good in area
6	Salt	Gnoll	6	Goods hide smuggled cargo
7	Ice	Lizardfok	7	Exceptional quality goods
8	Weapons	Kobold	8	Good quality, at a low price
9	Oil	Orc	9	Goods are stolen and marked
10	Tobacco	Goblin	10	Desperate to do trade

Lpot Character Sheet

Hit Points

Max
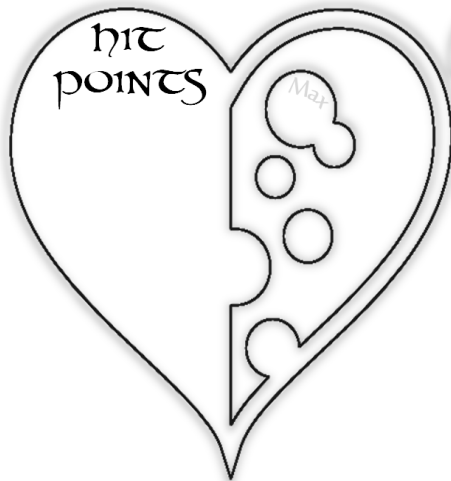
Name:

Class:
Class Die:
Religion:
Languages:
Background:

Armour Class

1. Head
2. Arms
5-6. Shield
3. Legs
4. Torso
Misc.
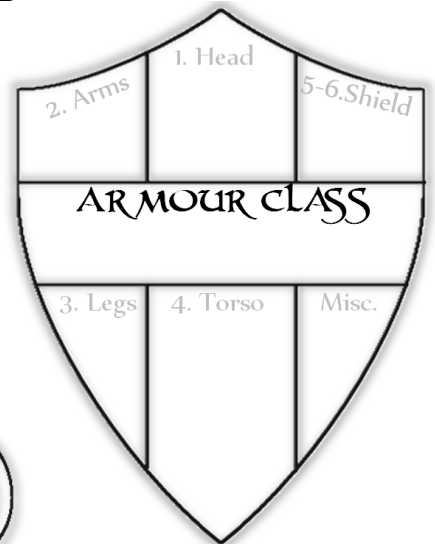
Strength

MOD	SKILL	SAVE

Dexterity

MOD	SKILL	SAVE

Constitution

MOD	SKILL	SAVE

Intelligence

MOD	SKILL	SAVE

Wisdom

MOD	SKILL	SAVE

Charisma

MOD	SKILL	SAVE

Attack Bonus	Melee	Special
	Ranged	

Weapon

Weapon

Weapon

Powers & Abilities

Backpack

(STR score) large items can be carried

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.
16.
17.
18.

Misc Gear and Treasure

	1	2	3	4	5	6	7	8	9

SPELLCRAFT:

Spells per level

Other Powers

Level One Spells

Level Two Spells

Level Three Spells

Level Four Spells

Level Five Spells

Level Six Spells

Level Seven Spells

Level Eight Spells

Level Nine Spells

Lpot 'how we Roll'

One of the biggest issues with any system new to a player or a group, and any player new to a group for that matter, is the RPG baggage they bring with them – what do they consider a 'typical' session or content to be based on what they experienced in the past? Do they have a preferred default ruleset they try to shoehorn into other rulesets? Are their character's destined to be heroes or ephemeral murderhoboes? Does playing a sentient animal feel out of place? How do you make a skill check or saving throw – roll under or over? Do colourful talkative NPCS get in their way of rolling dice and killing things?

To avoid complications or confusion, it's worth getting everyone on the same page about what it is they are about to play; what might come up, what is or isn't excluded, and how the game works. Sharing this checklist may help – adapt depending the needs of your table.

Rules Options Checklist

Content	Light fantasy (*no/low mature content*)	☐	Mature Fantasy (*adult themes and language*)	☐	PC heroes or PC rogues	☐	Diplomacy & intrigue	☐ Hack & Slash	☐
Likelihood of Themes or Descriptions of	PC death	☐	Gore and violence	☐	Romance	☐	Torture & upsetting scenes	☐ Drug or substance use/abuse	☐
Challenges	Tailored to party make-up?	☐	Expectation to run away	☐	Rely on player skill	☐	Balanced / as sport	☐	
Character Creation	3d6 in order	☐	3d6 rearranged	☐	4d6 drop lowest	☐	Point Buy	☐ Other	☐
Stat Modifiers	Option A	☐	Option B	☐	Option C (none)	☐			
Races	Race as Class	☐			Race & class	☐	Which are included?		
Initiative	Group	☐	Individual	☐	d6	☐	d20	☐ DEX modified	☐
Skill Checks	Roll under stat	☐	Roll d20 + mods	☐					
Saving Throws	Roll under stat	☐	Roll d20 + mods	☐					
Spellcraft	Option A/B	☐	Option C	☐					

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