

JOHN GRÜMPH
GALLANT & BOLD





**NEITHER GLORY NOR DEATH REALLY MATTERS TO YOU,
NOR WEALTH OR HONORS.**

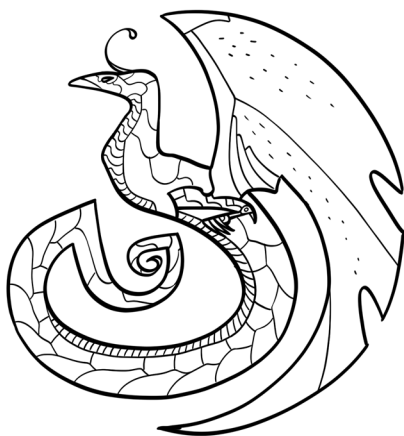
**YOU ARE A WANDERER AND A GALLIVANT.
YOU ARE AN ADVENTURER, GALLANT AND BOLD.**

**YOU ARE A HERO.
YOU ARE A LEGEND!**

GALLANT & BOLD

TEXTS AND ILLUSTRATIONS

John Grümph



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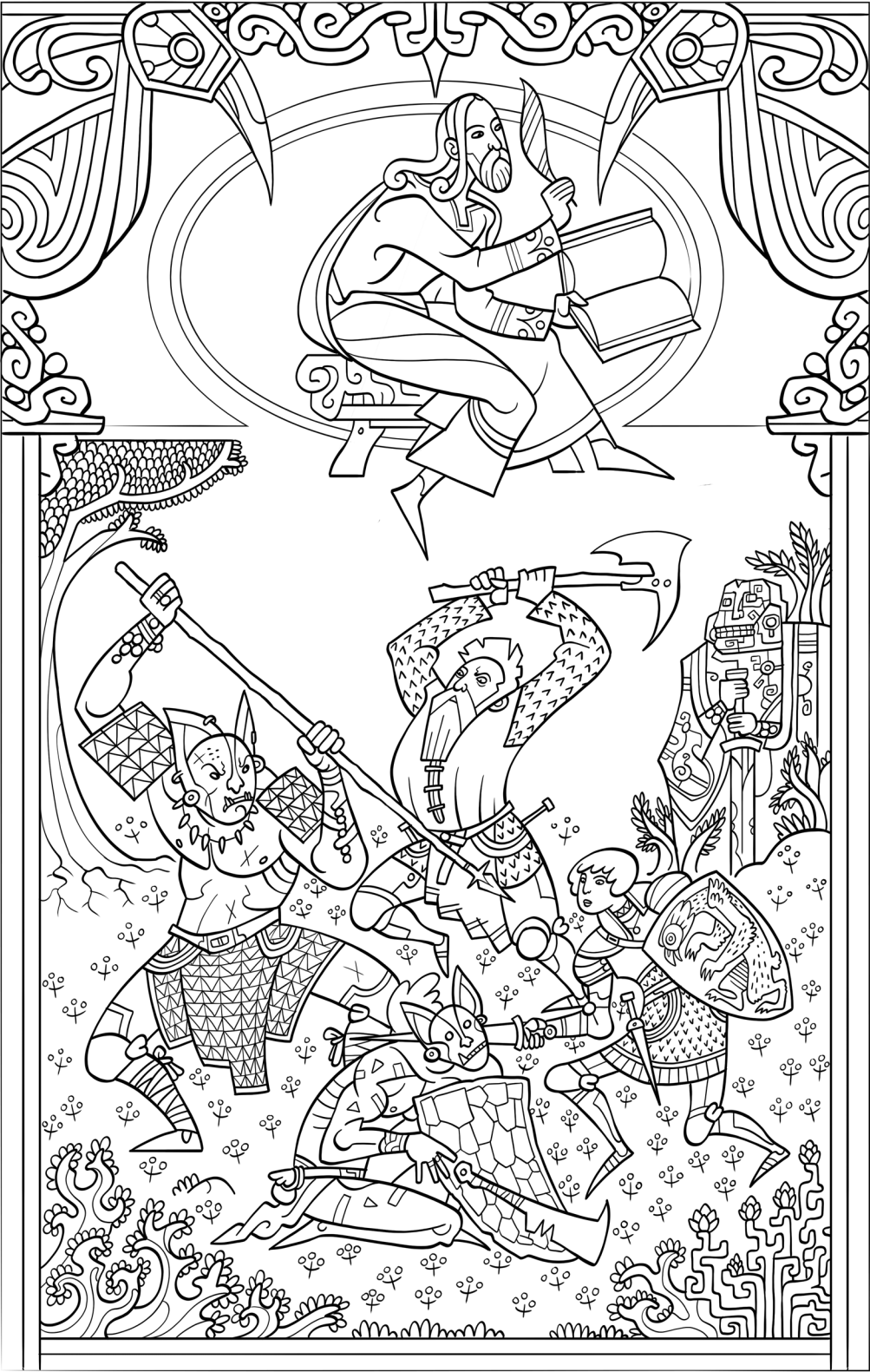
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Introduction

GALLANT AND BOLD is a tabletop-RPG, old school style, inspired by the oldest and most revered of all adventure games (and some of its legatees). Old school means the following:

RULES MATTER. They exist to ensure that you and your mates will be playing the same game, with the same words. Respecting the cohesion of the rules is important. They possess coherence and logic so that you may predict accurately the consequences of your adventurer's actions and thus have a lot of fun with little or no frustration.

RULES MATTER. BUT THE PLAYERS MATTER MORE. Before you roll the dice, before you look at your character sheet to see what your adventurer can do, you have to think, use your wit and ingenuity, ask questions and find compelling solutions. Rules won't solve problems or make choices for you. What's on the character sheet are indications, advices, forethoughts, confirmations that any path is viable. You make the path.

RULES MATTER. BUT THE GAME MASTER MATTERS EVEN MORE. The rules cannot cover every possible and unimaginable situation. They are guides and aids, not divine laws carved in stone. Just as you have to think before looking to your character sheet, the game master need to decide by herself before using the rules and mechanics. First, the logic of the world; second, the logic of the adventurers; third, the rules – if no evident answer come from the first two. And, if it comes to that, rules matter.

You and your mates will need two d20s, a few d8s and a couple of d4s. The game master will need all kinds of dices – d4, d6, d8, d10, d12 and d20.

You are about to embark on new adventures, across a romanesque and magical world, full of sorcerers and wraiths, dragons and goblins. You will become one of those incredible adventurers, gallant and bold, always on the front line to protect those who can't defend themselves and face the most terrifying threats. You are destined to perform glorious feats – if you do not die first in the clutches of a monster – but neither glory nor death really matters to you, nor wealth or honors. You are a wanderer and a gallivant. You are an adventurer. You're a hero!

Here are a few terms that you should know about before you continue further in your reading:

D4, D6, D8, D10, D12 AND D20. The type of die to be rolled. 1d20+2 means roll 1d20 and add 2 to the result. 1d8-1 means roll 1d8 and remove 1 from the result. As a player, you will only roll d4s, d8s and d20s, but the game master can use all kinds of dice for her monsters or the random lists she consults.

LEVEL. A measure of your adventurer's experience and skills. At the beginning, they are level 1. With adventures, they gain experience and level up – which is not possible for those who are not adventurers.

RACE. Your adventurer belongs to one of the four great races which constitute the Enlightened folks: humans, elves, gnomes and dwarves.

CLASS. Your adventurer has undergone special training that has taught them unique and valuable skills. They may be a fighter, a thief, a magic-user or a cleric.

ABILITIES. Abilities represent the basic skills of your character. They possess a score between 3 and 18, the lower the better.

HIT DICE OR HD. The hit dice is a number depicting the might and withstanding of all creatures, living and undead. Your adventurer has also a hit dice, depending on their level and class. The hit dice determine your character's hit points.

HIT POINTS OR HP. Hit points represent a mix of your adventurer's current health, luck, alertness and alacrity – the more experienced they get, the more hp they have. They lose hp when they take damage and regain hp when they rest and heal. It's not just the wounds, the bruises and the blood, but the resolve, the willingness, the focus lost to pain and exhaustion. When a creature's hp drops to 0, she's in a very bad place – likely to die or to surrender. Creature's hit points are calculated by rolling 1d8 per HD and adding it up – and sometimes adding a bonus. For adventurers, there's a little difference: they all have 8 base hit points and then add 1d8 per HD – yeah, your average adventurer is a weeny bit stockier! When your adventurer levels-up, you must re-roll all d8s, whether they gain a HD or not. The new result must be higher than the old one, otherwise simply add 1 additional hit point.

MOVEMENT. The distance a creature can travel in a combat round. Your adventurer moves at 12 squares per round on the battlemat (less if they're tactical, more if they're in a hurry).

ARMOR CLASS OR AC. Armor class represents the difficulty of hitting a foe and depends mainly on the protection worn. The higher the AC, the harder it is for your enemies to hit your character, but the harder it is for them to move with swiftness, grace and agility.

BASE HIT BONUS OR BHB. A bonus, determined by your adventurer's level and class, to be added to the attack roll.

CRAFT. A bonus, determined by your adventurer's race or class, to be added to ability and maneuver checks in specific fields – *Burglar*, *Courtier*, *Ranger* or *Scholar*. Cf. page 30.

SAVE AND SAVING THROW. A number depending on your character's level and class, defining their ability to avoid dangers. Roll that number or higher with 1d20 to succeed.

ABILITY CHECK. Roll the ability score or higher with 1d20 to succeed in performing certain physical, technical, intellectual or social actions. You will sometimes add a craft.

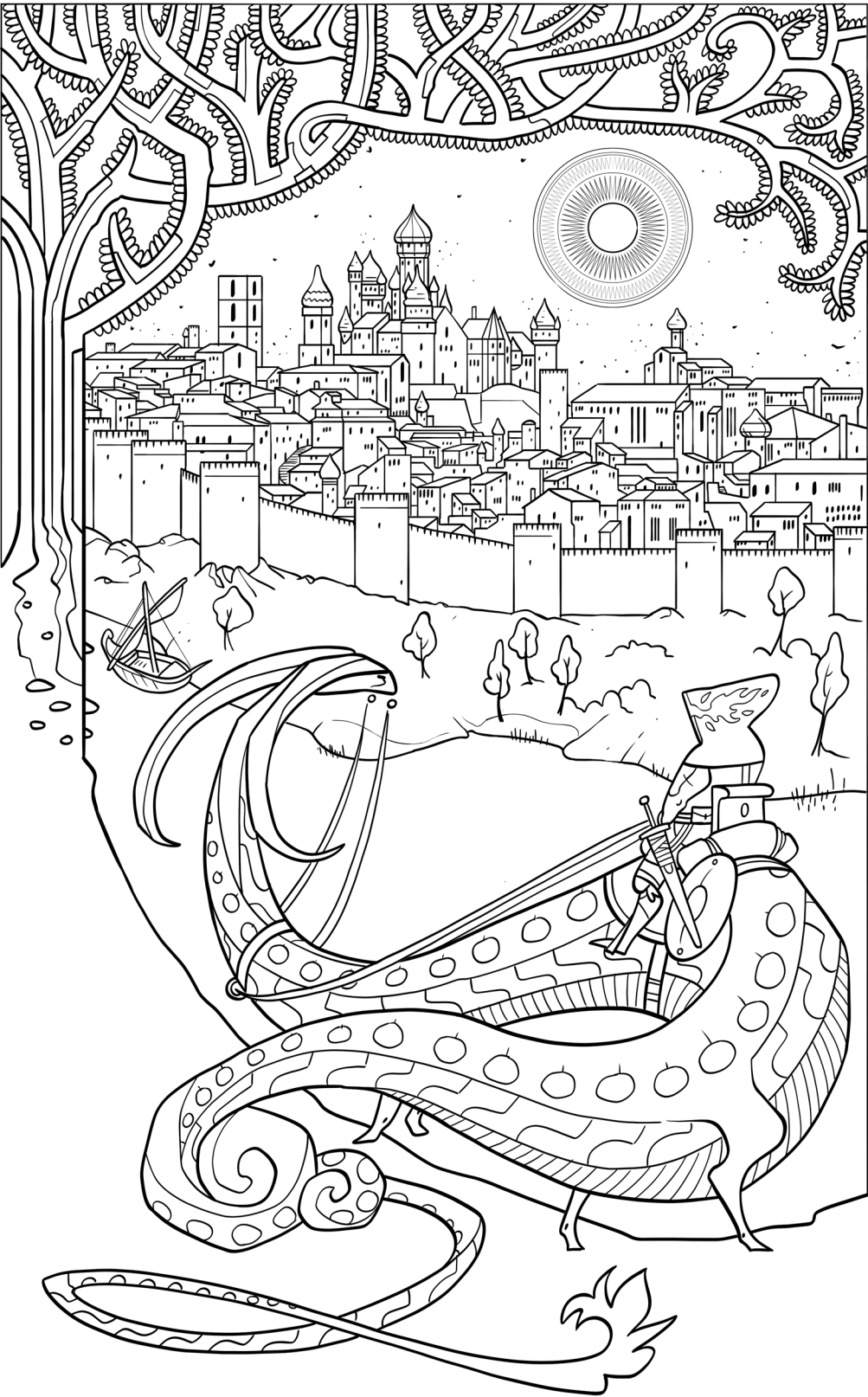
MANEUVER CHECK. Roll your AC or higher with 1d20 to succeed in making a particular move, whether it be running, jumping, climbing, swimming, balance, acrobatics or stealth. You will sometimes add a craft.

ATTACK ROLL. Roll your foe's AC or higher with 1d20 to successfully hit him. You may add any applicable bonuses, such as the BHB. You cause a *Wound* or a *Bruise* depending on the result (cf. page 32).

DAMAGE. The number, determined by a damage roll, to subtract from the target's hit points when she's hit by an attack or by certain spells.

SPELLS. Magic-users and clerics may cast spells – which cause a wide variety of magical effects. A spell has a *range* (the distance at which it can be cast) and a *duration* (how long its effects last). *Self* means that only the caster can be affected; *touch* indicates that the caster must lay hand on his target; beyond that, ranges are given in squares and indicate the maximum distance the spell can affect. The caster may always be his own target, if appropriate. A spell is *instantaneous* when its effects are immediate and definitive; it can last a few rounds of combat; *short rest* indicates that it lasts until the next short rest; *long rest* indicates that it lasts until the next long rest.

All these concepts will be explained, clarified and developed in the following pages. Enjoy reading and playing!



There is a world where everything that is has always been.

Argosia

This world is inhabited by all kinds of folks: humans, of course, the most numerous and quarrelsome; dwarves, children of the mountains, born from their deep mineral veins; elves, gentle sylvan creatures, friends of the stars; gnomes, cheerful inhabitants of rolling hills and pleasant groves.

It is a world of wonders and miracles. Magic exists, wild and raw. However, clerics and magic-users with amazing powers have learned to tame it.

The human lords hold large and solid castles, always build in the best protected places. Peasants live under their protection, amid small picturesque villages surrounded by fields, woods and pastures. Humans also raise vast towns and cities surrounded by high walls and high towers...

... because the world is a very dangerous place. In the wilderness lurk fearless creatures, fierce and hungry.

Vast clans of dreadful semi-nomadic humanoids hide in caves and ruins. They are slavers, anthropophagous, brutal and cruel. Haphazardly along the roads, mortals must battle or negotiate with dark faeries, undead and all sorts of evil, cold and merciless abominations. Finally come the most dangerous of all beasts: the great dragons that burn, devour and plunder.

It's a world of perilous adventures, legendary quests and incredible stories.

Humans

Humans are to be met everywhere. It's certainly the largest population of the Enlightened folks, but also the most colorful. Because of magic, a human new-born looks a bit like its parents, but it can be any color of skin, hair, eyes! It's all mixed up. So inevitably, people are used to the differences and gladly welcoming and open-minded.

More often than not, humans head cities and kingdoms; they are the ones who run the largest temples and the most renowned academies of magic.

Usually, humans go on adventures because it is their job or duty.

Dwarves

Almost all dwarves live in the mountains, amidst half-buried rocky fortresses. They raise large, long-haired goats and dig mines and galleries in search of iron, precious metals and gems.

Dwarves are well known for their grim culture and the rigor and precision of their craftsmen. The most famous sometimes move to work in human cities to establish their fortune.

Dwarves go on adventures when they are still young, to see the world under the pretext of visiting distant cousins.

Elves

Shy and few in number, elves roam freely at the heart of the world's oldest forests and on the edges of the wilderness. They are a nomadic folk, but they still maintain rare and ancient cities, like large, well-hidden palaces, which they call Last Houses.

Elves raise very cunning big cats, sometimes a bit magical. Some elves know how to talk to birds and almost all of them know the names and uses of magical plants. Elven music and poetry are very popular and elves are welcome everywhere.

Because they live for a very long time and travel a large part of their existence, one can say that elves are always on adventure. Sometimes they have strange dreams that trigger quests and sagas.

Gnomes

Gnomes live in hilly woodlands, cultivate fields and vineyards, raise pigs and rabbits, make all kinds of cheeses and some succulent brandies, the most famous of which is certainly the Capplepillar (an apple brandy with a big fat green caterpillar floating in the bottle).

The gnomes are discreet and quiet. They hide rather than fight monsters and humanoids. However, they are puckish and often trap the surroundings of their farms.

Gnomes don't go on many adventures, but some are driven by curiosity and excitement. Their neighbours nod, greet their departure and return to their cabbages and carrots.

Lordship

The human lords are called kings, barons and knights; there are also great dames, intrepid princess and proud heroines. Almost all the lords live in large castles. They are task to protect roads and villages, the outskirts of cities and the borderlands along the wilderness. In exchange, they levy taxes or toll fees.

The knights train constantly when they're not patrolling their lands. If they cannot confront certain threats, the lords hire adventurers to do the work.

And when a lord becomes an evil tyrant, you can be sure that adventurers will come and hunt him down.

Magic

It takes a long apprenticeship to master the art of spellcasting. It is the prerogative of magic-users. They study with lonely wizards or in large academies with long traditions. Later, they can settle down and find employment with a lord or they become adventurers to serve everyone with their art.

Some magic-users establish themselves as enchanters or alchemists. In their crowded workshops, they make rare and precious potions and scrolls and, more rarely, magic items.

Every village has a wizard's tower. Magic-users appointed by a lord work there. They protect the community, help the authorities and the peasants and, above all, every morning, they teach class to the neighborhood's boys and girls.

Religion

Temples and shrines can be found randomly along the roads and in the communities. Here, simple votive shelters in the hollow of a rock; there, immense munificent palaces frequented by countless faithful. Each of the seven protective divinities of the Enlightened has its own temples and qualified priests.

Nearly all clerics become adventurers when they leave the seminary, in order to carry out the missions befalling to their divinity.

The commanderies are somewhat special temples that welcome the fighting orders of certain deities. This is where the paladins train and meet, between two adventurous quests.

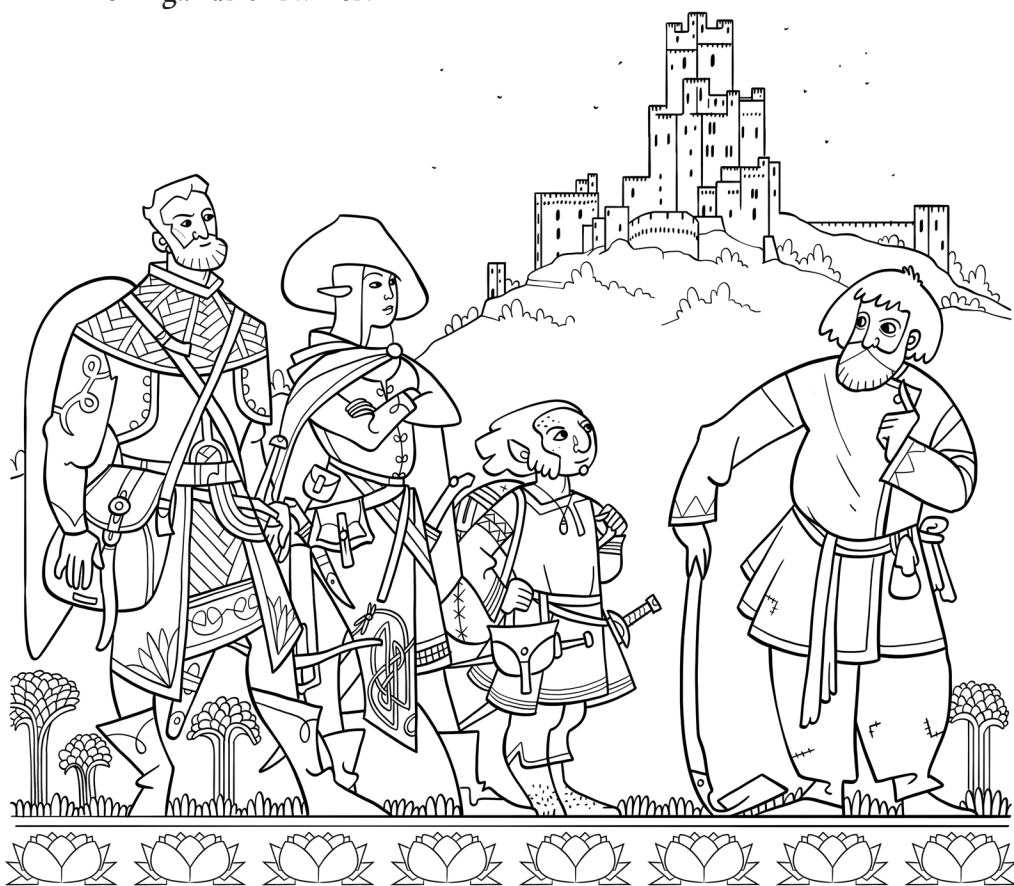
Villainy

In towns and cities, one can sometimes come across cocky people with provocative eyes. They are members of the thieves' guild. They watch the streets and protect the other thieves, the ones no one sees.

The Thieves' guild deals with gambling, smuggling, extortion, usury, theft, fencing and many other dubious and forbidden trades. But it's always difficult to capture and convict its members, and it's always dangerous to meddle in their affairs.

Adventurers

Adventurers are almost everywhere welcomed, but always with a little apprehension. If there are adventurers around here, it means there are certainly threats to face, problems to solve and adventures to embark on; if only it could happen in the neighboring village. People forgive adventurers many things, as long as they don't break the laws and do not behave like brigands or swines.



Adventurers

Your adventurer is level one. Before he can go on an adventure, choose their abilities, race and class. With adventures, they will become more experienced and will level-up. Don't forget to find them a name that is neither ridiculous nor unpronounceable.

Abilities

Your adventurer is defined by six abilities. Throw 3d6 six times – to get six results between 3 and 18 – and arrange these numbers in any order you like. The lower the result, the better the ability: when the game master asks you to make an ability check, you must roll that number or higher with 1d20 to succeed.

STRENGTH is a measure of your adventurer's physical might. They use their strength to lift heavy loads, jostle and knock people down, threaten and browbeat foes, break down doors or bend iron bars.

INTELLIGENCE is a measure of your adventurer's logic and memory. They use their Intelligence to recall knowledge they have read or heard, to solve certain complicated puzzles or to analyze new facts and understand them.

WISDOM is a measure of your adventurer's perception, intuition and empathy. They use their Wisdom to observe their environment and notice details, or to understand the emotions and motivations of their interlocutors.

DEXTERITY is a measure of your adventurer's agility, coordination and precision. They use their Dexterity to defuse traps, dance and prance, play fast music or do sleights of hands.

CONSTITUTION is a measure of your adventurer's vigor and stamina. They use their Constitution to travel in the wilderness, walk long distances, mountaineering, work hard or withstand pain and fatigue.

CHARISMA is a measure of the benevolence and influence of your adventurer. They use their Charisma to negotiate and convince people to make deals, to haggle with merchants, to beguile and seduce too and to be generally sympathetic and kind.

Races

Your adventurer belongs to one of the four great races which constitute the Enlightened folks and live together in the cities and their hinterlands. Each race offers some bonuses to your adventurer, but sometimes limits the choice of their class.

HUMANS are the most numerous and tumultuous of all people. You can choose any class for your adventurer. You can also replace the highest ability score you've achieved with a score of 8. Write the following bonus on your character sheet: +1 *Scholar* craft.

ELVES experiment very long lives and inhabit the old forests of the world. Your adventurer can be a fighter or a magic-user. Write the following bonuses on your character sheet: +1 to-hit vs. dark faeries and undead; +2 save vs. Magic; +1 *Ranger* craft. Elves are also immune to paralysis.

GNOMES live in comfortable villages at the heart of hilly lands. Your adventurer can be a fighter or a thief. Write the following bonuses on your character sheet: +4 to AC vs. large enemies; +2 to-hit with ranged weapons; +2 save vs. Breath; +1 *Burglar* craft.

DWARVES are grim miners, craftsmen and warriors. Your adventurer can be a fighter or a cleric. Write the following bonuses on your character sheet: +4 to AC vs. large enemies; +1 to-hit and damage against goblins and orcs; +4 save vs. Magic and Poison; +1 *Courtier* craft.

Classes

Choose your adventurer's class, within the limits of their race.

FIGHTER are warriors trained in the use of weapons and armor, defenders of the Enlightened folks on the battlefields and the borderlands.

THIEVES are spies, prowlers and jack-of-all-trades, very useful in adventures for their many talents, more resourceful than really mischievous.

MAGIC-USERS are masters of the mystical arts and all things magical. They are able to cast powerful and devastating spells or just very practical ones.

CLERICS are fighting priests in the service of the benevolent deities of the Enlightened folks. They are healers, cast some divine spells and turn undead.

Note that, with some exceptions, as indicated for each class, all adventurers can wield all weapons and shields and can wear all kinds of armor.



Fighter

Write the following bonuses and abilities on your character sheet:

+1 save vs. Death and Poison; your fighter rolls for initiative with 2d8 (instead of 1d8 like other adventurers).

Choose one craft from among the following: *Burglar*, *Courtier*, *Ranger* or *Scholar*. You get a +1 bonus when you make ability and maneuver checks in those fields.

Choose a weapon category: swords, axes, war hammers, spears, bows, crossbows, etc. Your fighter gets a +2 to-hit and damage bonus when they wield such a weapon in combat.

LEVEL	HD	SAVE	BHB
1	1+1	16	+1
2	2+2	15	+2
3	3+3	14	+3
4	4+4	13	+4
5	5+5	12	+5
6	6+6	11	+6
7	7+7	10	+7

In the midst of battle, the fighter is unyielding. Their action allows them to make one attack roll per foe within range (melee or distance) as long as the targets' total HD is equal to or lower than their level (two creatures with less than 1DH make for one 1HD creature). Thus, a level 2 fighter can roll four times against four goblins (DV1-1) or two times against two skeletons (DV1).

Choose one of the following starting pack: *Starting pack #1*: battle axe or sword (1d8+2), bow (1d8), medium armor (AC14), shield (AC+1), dagger (1d4+1), backpack with: bedroll, flint & steel, hooded lantern, oil (4 vials), 30sq rope, rations (7 days), waterskin, 3d8gp.

Starting pack #2: two-handed sword (2d8+4), crossbow (1d8), medium armor (AC14), dagger (1d4+1), backpack with: bedroll, flint & steel, hooded lantern, lantern oil (4 vials), 30sq rope, rations (7 days), waterskin, 3d8gp.

Thief

Write the following bonuses and abilities on your character sheet:

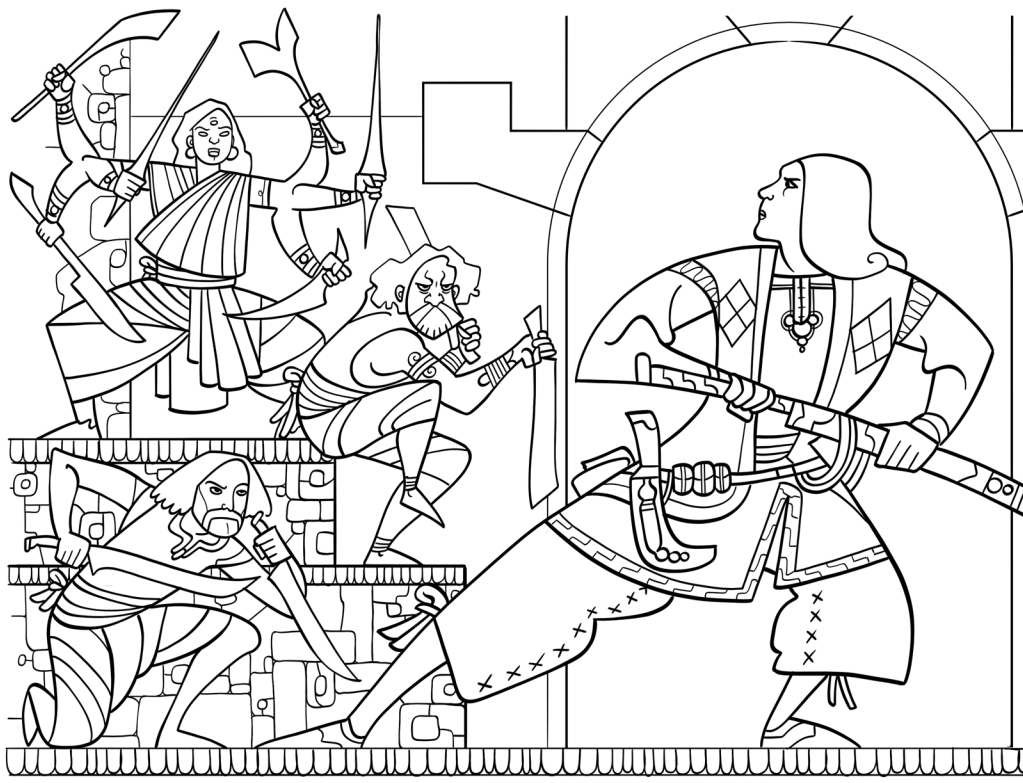
+2 save vs. Death and Breath.

Your thief never wears armor. However, their AC naturally increases with their level, and when you have to make a Maneuver check, just make a Dexterity check instead.

Finally, choose two crafts from among the following: *Burglar*, *Courtier*, *Ranger* or *Scholar* Your adventurer gets the thief's craft bonus when you make ability and maneuver checks in those fields.

Write down the following starting pack: sword (1d8+2), leaded blackjack (1d8+2), hand-crossbow (1d8), two daggers (1d4+1), backpack with: bedroll, flint & steel, hooded lantern, oil (4 vials), 50sq silk rope, mechanic's tools, pliers, small hammer and iron pegs and spikes, wire, fine mechanic's oil, rations (7 days), waterskin, 3d8gp.

LEVEL	HD	SAVE	BHB	AC	CRAFT
1	1	15	+0	10	+2
2	2	14	+0	11	+2
3	2+1	13	+1	12	+2
4	3+1	12	+1	13	+3
5	4+1	11	+2	14	+3
6	4+2	10	+2	15	+3
7	5+2	9	+3	16	+4





Magic-user

Write the following bonuses and abilities on your character sheet:

+2 save vs. Magic.

Choose one craft from among the following: *Burglar*, *Courtier*, *Ranger* or *Scholar*. You get a +1 bonus when you make ability and maneuver checks in those fields.

After each long rest, your magic-user spends a few minutes meditating – these are mental exercises which allow them to cast spells and recharge their spell matrices with energy. At level 1, they only master the weakest spell matrices, which are just enough to cast 1st circle spells. As they levels-up, they acquire new spell matrices, more and more powerful, to cast higher circle spells. Once they've cast a spell, whether it takes effect or not, your magic-user empty one of their spell matrices of said circle or higher, and must wait until the end of the next long rest to meditate again. The number of spell matrices (and their circles) is shown in the table below. Your magic-user has memorized all the spells in the magic-user spell list and can cast them as needed, but perhaps will they discover and learn new ones on magic scrolls. Cf. page 7 for range and duration.

LEVEL	DV	SAVE	BHB	NUMBER OF MATRICES PER CIRCLE			
				1	2	3	4
1	1	15	+0	3	-	-	-
2	1+1	14	+0	3	-	-	-
3	2+1	13	+0	4	1	-	-
4	2+2	12	+0	4	2	-	-
5	3+2	11	+1	4	2	1	-
6	3+3	10	+1	5	2	2	-
7	4+3	9	+2	5	3	2	1

Write down the following starting pack: sword (1d8+2), hand-crossbow (1d8), medium armor (CA14), dagger (1d4+1), backpack with: bedroll, flint & steel, hooded lantern, oil (4 vials), 20sq rope, notebook, ink and quills, rations (7 days), waterskin, 3d8gp.

1st circle magic-user spells

CHARM-PERSON. *18sq/Long rest.* A normal-sized humanoid considers the magic-user as a friend unless she makes a successful save or is betrayed. In combat, the target has an advantage on the saving throw, but if she fails, she fights alongside the adventurers.

DETECT AURA. *15sq/Short rest.* The magic-user detects magic and enchantments placed on objects and people, as well as curses. they determine the nature of a creature (natural, magical, faery, elemental, undead, etc.)

ILLUSIONS. *30sq/Short rest.* The magic-user creates an intangible image capable of simple movements and non-verbal noises (save to see through the illusion).

LANGUAGES. *Self/Short rest.* The magic-user understands, speaks, reads and writes a language of which they can hear or read a few words. Cast with a 3rd circle matrix, the spell also confers this capacity to all present allies.

LIGHT/DARKNESS. *18sq/Short rest.* The magic-user creates a dim light, 12sq radius, which moves with them unless they casts the spell on an object or place. They can turn this light on or off at will as long as the spell is in effect. The magic-user can also cast the reverse of the spell to plunge an area into darkness or turn off an existing light.

MAGIC MISSILE. *36sq/Instantaneous.* A magic dart unerringly hit a target for 1d8+level damage. The target can't save.

MAGIC WEAPON. *Touch/Short rest.* The magic-user invests a weapon with magical properties, allowing it to hit creatures immaterial or otherwise invulnerable to normal weapons. Cast with a 4th circle matrix, the spell affects all allied weapons within 30sq.

PRESTIDIGITATION. *18sq/Long rest.* Throughout the spell duration, the magic-user can magically perform all sorts of simple tasks – play a little background music, light a torch, clean an object or clothing, heat up food, change the color of a piece of drape, make a symbol appear, create a temporary children's toy or bauble, etc.

SHIELD. *Touch/Short rest.* The spell's target gains AC+2.

SLEEP. *18sq/Long rest.* A total of 1d8+HD of enemies fall asleep instantly, but no creatures of 4DV or more can be affected.

2nd circle magic-user spells

DARK VISION. *Touch/Long rest.* The spell's target can see in dim light as if she were in bright light and in darkness as well as in dim light. Cast with a 4th circle matrix, the spell affects all allies within 6sq.

DETECT THOUGHTS. *36sq/Short rest.* The magic-user detects the presence of intelligent thoughts within range (although a thick wall or metal door may block detection). They can use an action and perform an Intelligence check to understand the surface thoughts of a particular target, even if they do not speak the same language.

HOLD PERSON. *12sq/1d4+level rounds.* A humanoid may save or is paralyzed for the duration of the spell (no talking, no action, no move, but consciousness). An adjacent ally may take an action to allow a new saving throw.

INVISIBILITY/DETECT INVISIBILITY. *Touch/Short rest.* The spell's target becomes invisible. She imposes disadvantage on attack rolls, as long as one knows its approximate position (else no attack can hit). The effect ends if the target attacks, casts a spell or acts aggressively. The reverse of the spell allows the magic-user to detect invisible creatures up to 18sq and ignore the to-hit disadvantage.

LOCK/UNLOCK. *36sq/Instantaneous.* The magic-user blocks or unblocks a door, a gate, a lock, etc. Cast with a level 4 matrix, the spell affects all openings within range.

PROTECTION FROM EVIL. *Touch/Short rest.* Undead, faeries, elementals, and malevolent magical creatures are at a disadvantage for all actions against the spell's target.

PROTECTION FROM MAGIC. *Touch/Short rest.* The magic-user grants an advantage to all save vs. Magic. Cast with a 4th circle matrix, the spell affects all allies up to 6sq.

WEB. *18sq/Short rest.* A space of 2 cubic-square (2x2x2sq) is filled by tick sticky webs. Creatures in the area may save to throw themselves out; otherwise they are caught inside. Each action taken requires a successful Intelligence check; moves are limited to 1sq per round; targets are at a disadvantage to all their physical actions. You can either cut through the mass – each 1sq cube has 2d8+ the magic-user level hit points – or set it on fire (which causes double-damage to the web but can also injure creatures caught inside).

3rd circle magic-user spells

CLAIRVOYANCE. *5 miles/Short rest.* The magic-user create a motionless magical sensor in a place they already knows or can guess (the other side of a door) in order to listen or see, one only, what is happening there. The sensor cannot be detected except by an active *Detect aura* spell.

DISPEL MAGIC. *18sq/Instantaneous.* The magic-user creates a 3sq radius zone where all magic is cancelled – current spells are ended; magic items work no more for 1d8 rounds. The magic-user must make an Intelligence check, at a disadvantage, in order to dispel magic produced by creatures more powerful than him.

FEAR. *12 steps/Instantaneous.* Enemies of lower level than the magic-user flee or surrender.

FIREBALL. *36sq/Instantaneous.* A fireball explodes over a 6sq radius zone and deals 8d4 damage to all creatures in the area. A successful save halves the damage.

MAGICAL HUT. *18sq/Long rest.* The magic-user creates a magical hut able to comfortably accommodate a dozen people for the night. The place is both *safe* and *comfortable* and mostly impossible to detect from the outside.

NON-DETECTION. *Touch/Long rest.* A creature, place or object is impossible to locate, spy on, monitor or detect by magical means.

4th circle magic-user spells

ARCANE EYE. *Self/Short rest.* The magic-user conjures a magic eye through which they can see. The eye can fly away from them up to a distance of 120sq.

DIMENSION DOOR. *Self/Instant.* The character teleports anywhere on sight. They can carry away any willing persons who stand beside them.

FABRICATE. *36sq/Instantaneous.* The magic-user makes objects from available raw materials – a bridge from tree trunks, a piece of clothing from raw wool, a rope from hemp fibers, etc. The final object must fit into a 3sq-side cube. For the more complex items (weapons, jewelry, armor), you must make an Intelligence check at a disadvantage.

POLYMORPH. *Touch/Long rest.* The spell's target takes the appearance of another creature or person, whose HD are equal to or lower than her level. She benefits from the physical capacities of the creature, but not from its special abilities (she flies if the creature has wings, but does not resist cold or breath fire). The target cannot use its own capacities or cast spells. She may ends the spell anytime.

Cleric

Write the following bonuses and abilities on your character sheet:

+2 Save vs. Death and Magic.

Choose one craft from among the following: *Burglar, Courtier, Ranger or Scholar*. You get a +1 bonus when you make ability and maneuver checks in those fields.

After each long rest, your cleric spends a few minutes praying – a communion with benevolent deities which allow them to cast spells and recharge their spell matrices with energy. At level 1, they only masters the weakest spell matrices, which are just enough to cast 1st circle spells. As they level-up, they acquire new spell matrices, more and more powerful, to cast higher circle spells. Once they've cast a spell, whether it takes effect or not, your cleric empty one of their spell matrices of said circle or higher, and must wait until the end of the next long rest to pray again. The number of spell matrices (and their circles) is shown in the table below. Your cleric has memorized all the spells in the following list and can cast them as needed, but perhaps their deities will offer them new ones that they can learn. Cf. page 7 for range and duration.

Your Cleric can cast the *Heal I* spell thrice between two long rests (as if cast through a 1st Circle Matrix), without spending a spell matrix.

Your cleric doesn't like the undead (the reverse is true). They knows how to summon divine energies to repel and drive away these abominations. Once between two short rests, when undead come within 18sq of your cleric, roll 1d20 equal or higher than 12 + the undead HD to force them to move away as quickly as possible for at least 3d6 turns.

Your cleric favors blunt weapons, such as war hammers and boomerangs, because they are infinitely more effective against undead, but of course they can use all kinds of weapons.

LEVEL	HD	SAVE	BHB	NUMBER OF MATRICES PER CIRCLE		
				1	2	3
1	1	13	+0	1	-	-
2	2	12	+1	2	-	-
3	3	11	+1	2	-	-
4	4	10	+2	3	2	-
5	5	9	+2	3	2	1
6	6	8	+3	4	3	1
7	7	7	+3	4	3	2

Choose one of the following two starting pack: *Starting pack #1*: war hammer (1d8+2), boomerang (1d8), medium armor (CA14), shield (CA+1), holy symbol, backpack with: bedroll, flint & steel, hooded lantern, oil (4 vials), 30sq rope, bandages and ointments, rations (7 days), waterskin, 3d8gp.

Starting pack #2: a large two-handed war hammer (2d8+4), a boomerang (1d8), medium armor (CA14), holy symbol, backpack with: bedroll, flint & steel, hooded lantern, oil (4 vials), 30sq rope, bandages and ointments, rations (7 days), waterskin, 3d8gp.

1st circle cleric spells

BLESSING. 18sq/Short rest. All allies within range receive a +1 bonus to-hit and save.

COMMAND. 12sq/Instantaneous. The cleric orders a target in range to obey a simple command – usually an imperative verb: throw, fall, run, stop, etc. If the target is of higher level than the cleric, she may save. Cast with a 3rd circle matrix, the spell affects all opponents within 6sq.

DETECT AURA. 15sq/Short rest. The cleric detects magic and enchantments placed on objects and people, as well as curses. They determine the nature of a creature (natural, magical, faery, elemental, undead, etc.)

HEAL I. Touch/Instant. The spell's target immediately regains 1d8hp per cleric level. Cast with a 3rd circle matrix, the spell affects all allies within 6sq. A evil priest may cast this spell to cause harm.

LIGHT/DARKNESS. 18sq/Short rest. The cleric creates a dim light, 12sq radius, which moves with them unless they cast the spell on an object or place. They can turn this light on or off at will as long as the spell is in effect. The cleric can also cast the reverse of the spell to plunge an area into darkness or turn off an existing light.

PROTECTION FROM EVIL. Touch/Short rest. Undead, faeries, elementals and malevolent magical creatures are at a disadvantage for all actions against the spell's target.

PURIFICATION. 12sq/Instantaneous. The cleric detects and identifies poisons (water, food, vials) and they diagnoses diseases. They may cast the spell to purify a water or food source, a blade or an object, of any poison or intoxication hazards.

SANCTUARY. Touch/Short rest. Enemies ignore the spell's target on the battlefield. The spell ends if the target performs an offensive action.

2nd circle cleric spells

DETECTING TRAPS. *12sq/Short rest.* The Cleric detects traps within range and gives their allies a +2 bonus on save and disarm checks.

HOLD PERSON. *12sq/1d4+level rounds.* A humanoid may save or is paralyzed for the duration of the spell (no talking, no action, no move, but consciousness). An adjacent ally may take an action to allow a new saving throw.

LANGUAGES. *Self/Short rest.* The cleric understands, speaks, reads and writes a language of which they can hear or read a few words. Cast with a 3rd circle matrix, the spell also confers this capacity to all present allies.

RESTORATION. *Touch/Instantaneous.* The cleric treats non-magical diseases or conditions that affect a target (frightened, blinded, poisoned, paralyzed, etc.)

SILENCE. *36sq/Short rest.* The cleric creates a 6sq radius area of silence where all noises are muffled. It is impossible to cast spells there. The zone is mobile if cast on a creature or fixed if cast on a place.

SPIRITUAL WEAPON. *Self/Short rest.* One of the cleric's weapons deals 1d8 additional damage to the undead, elementals and malevolent magical creatures.

3rd circle cleric spells

BANISHMENT. *12sq/Instantaneous.* Undead, elementals and malevolent magical creatures must save. If they fail, the undead and the artificial creatures are destroyed, while the others are banished to their original plan. If the save succeeds, however, the creatures are terrified and must flee for 3d6 rounds.

DAYLIGHT. *Self/Short rest.* The cleric creates a bright, daylight aura around him, 12sq radius. Beyond that is a wide fringe of dim light.

DIVINE TRANSPORT. *12sq/Instantaneous.* The cleric and all volunteers within range are immediately transported to the nearest friendly temple – the cleric does not choose his destination.

HEAL II. *Touch/Instant.* The cleric treats the most serious afflictions (magical illnesses, petrification, transformation into undead, lycanthropy, life drain, etc.)

Experience

At the beginning of each game session, your adventurer receives two experience points (2XP). Write them down as soon as the game starts – it's automatic.

Spend these experience points to level-up your adventurer: you need to accumulate and spend 3XP to go up to level 2, then 6XP to go up to level 3 and so on – a total of 3XP multiplied by your adventurer's current level.

But you can also spend your experience points to get your character out of trouble during the adventures. Every XP you spend this way allows you to re-roll any d20 roll of your choice, this time with an advantage (cf. page 27).

You can spend 100 gold pieces to buy one experience point – these are the seminars your adventurer attends to, the hours they train with a master, the expensive books they have to read, the equipment and materials to practice with, the donations and libations to the divinities, etc.

Talents

At levels 2, 4 and 6, choose one talent from the following list. Talents marked * can be chosen more than once. These are permanent capacities.

HARDENED*. Lower by one an adventurer's ability (3 minimum).

BRUTAL. +1d8 melee damage.

TOUGH. +1 on all four saving throw bonuses.

STRAPED. +1 Armor class (doesn't count on maneuver checks).

LINGUIST*. The character speaks an additional language.

MYSTIC*. One 1st circle spell matrix. Allowed to fighters and thieves.

NIGHT-BIRD. Grants Dark vision.

SHARP. +1d8 ranged damage.

STRONG. +12 additional hit points.

SPECIALIST*. Craft +2 (once per craft).

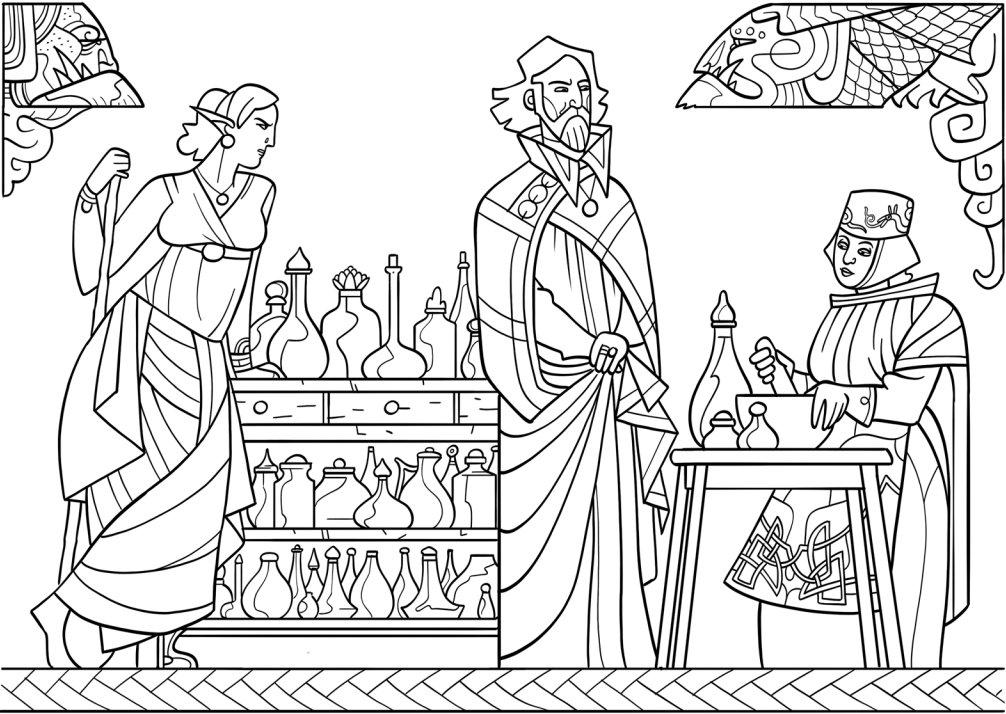
VIGOROUS. Once per combat, your character regains 1d8hp per level.

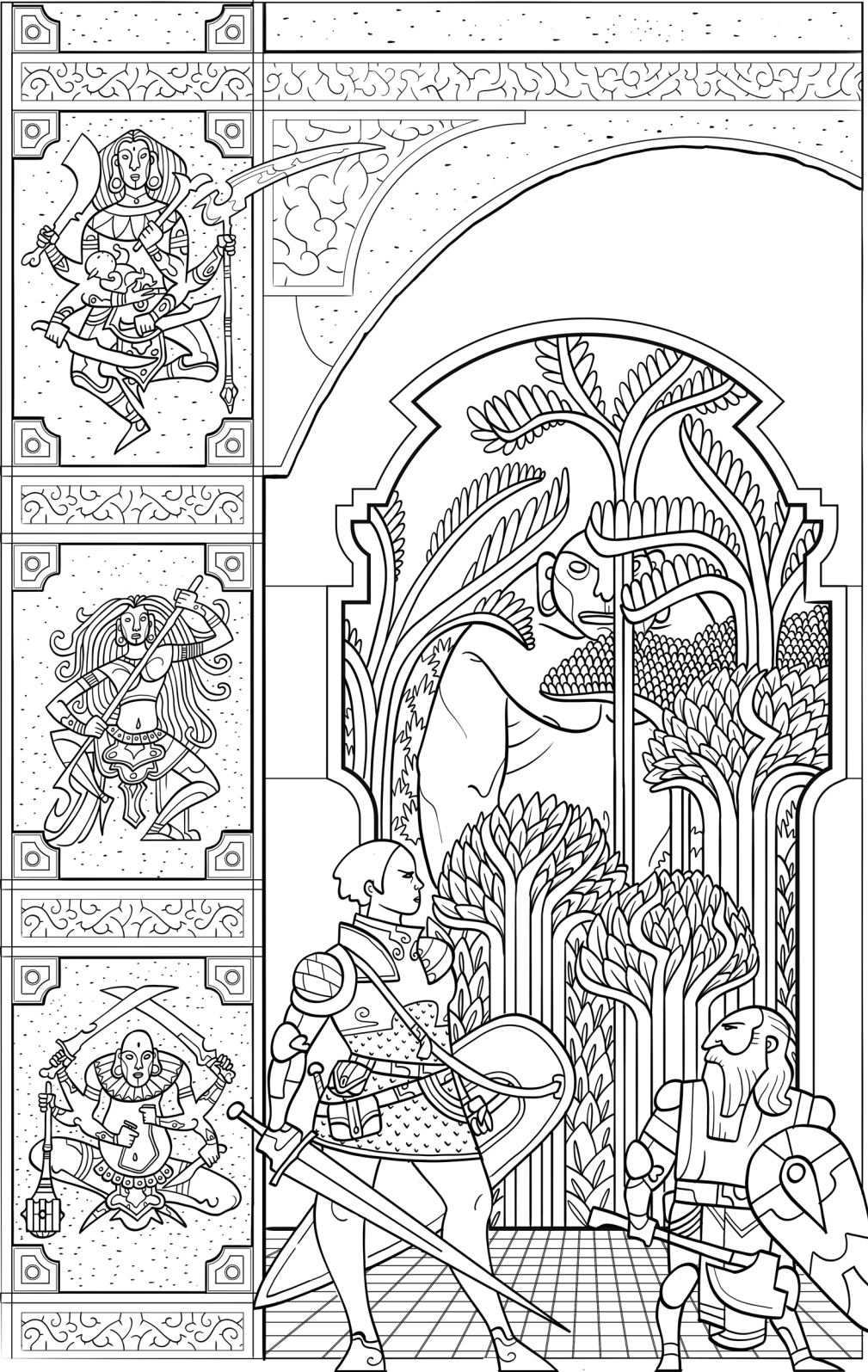
SPECIAL. If your game master agree, you may choose a special talent for your adventurer – *supernatural beauty, resistance to cold or fire, bird's language, sens of the stone*, etc. – to anchor them in their race's traditions or recall their past adventures.

And beyond

When your adventurer reach level 7, they can no longer level-up. Nonetheless, they aren't done with adventuring. They continue to receive 1XP per session (instead of two) and may spend some to purchase the following improvements.

XP	IMPROVEMENTS
1	One additional hit point to your total (ten times max).
2	Lower Save by 1 (five times max).
2	Cleric and magic-user only. One additional 1 st circle spell matrix (thrice max).
3	Fighter only. + 1 to BHB (five times max).
4	Cleric and thief only. + 1 to BHB (twice max).
4	Cleric and magic-user only. One additional 2 nd circle spell matrix (twice max).
5	+1 craft bonus (twice max for each craft).
5	One additional hit point to your total (no max).
6	Cleric and magic-user only. One additional 3 rd circle spell matrix (once max).
8	Magic-user only. One additional 4 th circle spell matrix (once max).
10	One talent (no max).





Rules

Most of the time, when your adventurer has an action to perform, all you have to do is describe the way they do it to the game master: the method they follow, the precautions they take, the preparations they make, and eventually you can remind the game master of their class or race.

Taking all of this into account, the game master can simply tell you what's going on and what the consequences of the action are: is it succeeding, is it failing, or is it a bit in between – a bit failed, a bit won.

Other times, however, the game master won't know how to answer because there're too many elements to take into account or because chance plays an important part in the action. In this case, you will roll the dice. This happens a lot during combats and always when it's a saving throw.

The principle is the same for all rolls: roll 1d20 and get a result equal or superior to a target number.

ROLL	ACTION	THE TARGET NUMBER IS...
Ability check	<i>To perform a physical, technical, intellectual or social task</i>	An appropriate ability
Attack roll	<i>In combat, to hit a foe</i>	The opponent's armor class
Maneuver check	<i>To perform a special move: running, jumping, climbing, swimming, balance, acrobatics or stealth</i>	Your own armor class (<i>thieves check their Dexterity</i>)
Saving throw	<i>To protect oneself from danger</i>	Save

BONUS. Your adventurer benefits from certain bonuses depending on their class, race or magic they wield: basic hit bonus, save bonus, craft bonus, magic bonus, and so on. Simply add the appropriate bonuses to the d20 result to check whether you pass or fail.

ADVANTAGES AND DISADVANTAGES. Depending on the circumstances, your action may have an advantage (you throw two d20s and pick the best) or a disadvantage (you throw two d20s and pick the worst). When you have one or more advantages and, at the same time, one or more disadvantages, everything cancel out! Multiple advantages or disadvantages count for one.

The game master will tell you when an advantage applies or not, but there's a secret: if you describe how your adventurer acts and have good ideas for improving your chances, she'll almost certainly give it to you. For example, in combat, your adventurer gains an advantage when they have a favorable tactical position – surprise, flanking, target on the ground, etc.

You will be at a disadvantage if the action is really very difficult, if the circumstances are bad (for example, climbing a cliff at night and in the rain) or if your adventurer does not have the right equipment for the task at hand.

COOPERATION AND GROUP ACTION. When all the adventurers around the gaming table tackle a common task – advancing silently in the middle of the forest, fording across a tumultuous torrent, climbing a slippery cliff, making a discreet approach to a goblin camp, and so on – it's not each one for themselves! Everyone helps each other and the more comfortable help the more awkward. To do this, all players make the roll that the game master requests. If half or more of the adventurers succeed the roll, the action is successful for everyone; if less than half of the adventurers fail, then everyone fails.

ASSISTANCE. If your adventurer receives help from another adventurer, they get a +1 bonus on the roll. If the help is considerable and comes from several comrades, they get an advantage.

Save

You'll make a saving throw every time your adventurer is threatened by an immediate danger: a spell, a trap, a landslide, a poison and so on. Roll 1d20 equal or higher than the Save indicated by your adventurer's class and level. You can sometimes add bonuses to the roll, granted by race, class or even certain magic items.

BONUS VS. BREATH. Add this bonus to dodge dragon fire-breaths and generally to avoid or reduce all area effects, including spells such as *Fireball* or natural hazard like landslides.

BONUS VS. DEATH. Add this bonus to escape the most dangerous and immediate effects, such as pit traps, stings or darts. You can also use it to resist the petrification or life drain of certain creatures.

BONUS VS. MAGIC. Add this bonus to resist all spells and magic effects personally aimed at your adventurer, such as charms, curses or damages.

BONUS VS. POISON. Add this bonus to resist all forms of venoms and poisons, toxins and poisonous spores, even diseases. You can also use it to resist paralysis.

Generally speaking and with few exceptions, all the dangers threatening your adventurer can be countered by a save. Against effects that inflict damage, a success indicates that the damage has been halved. For other effects, a success indicates that your adventurer completely avoids or cancels the danger.

Ability checks

The game master may sometimes ask you to roll an ability check — to push a heavy stone in front of a cave entrance, to convince guards to let the party enter into town after dark, to disarm a trap, or to remember crucial knowledges read somewhere.

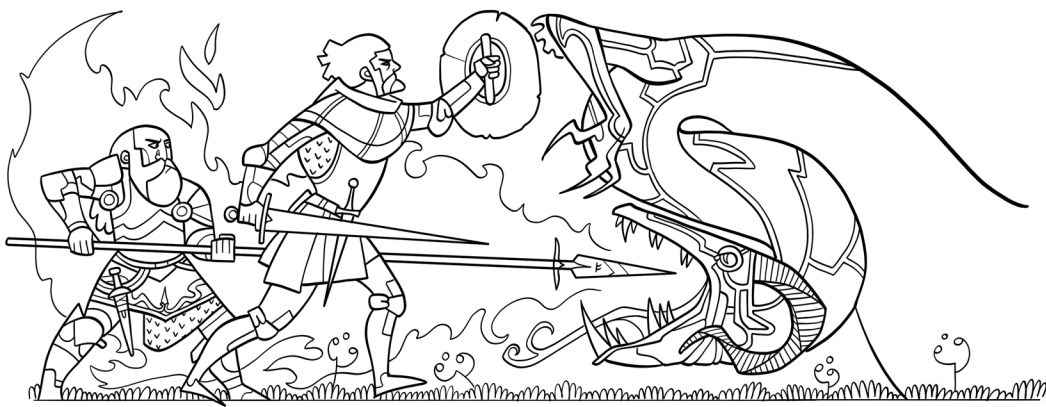
Roll 1d20 equal or higher than the appropriate ability score to succeed: Strength to lift a broken-wheeled cart or Wisdom to spot bad news coming through a crowd, for example.

Maneuver checks

You make a maneuver check every time your adventurer tries to jump over a ditch, climb a tree, run faster than a wolf, swim against the current, swing on a chandelier or be very quiet (of course, the game master may not ask you to roll every time if the maneuver is not that difficult to pull off).

Roll 1d20 equal or higher than your adventurer's AC to succeed — the heavier and cumbersome their armor is, the harder it is to move gracefully and lightly. Don't count the shield bonus and if you are lucky enough to have magic armor, don't count its bonus either.

Thieves, on the other hand, always make a maneuver check against their Dexterity score instead of their armor class — firstly, they don't wear armor and secondly, they move so much better than all other adventurers.



Craft

Your character's class or race, or certain equipment, can give you a craft bonus on maneuver or ability check. There are four different crafts — the examples here are not exhaustive, of course, so it's up to you to be imaginative:

BURGLAR. Add the bonus when your adventurer wants to eavesdrop, climb a wall (even without any equipment), locate and disarm a trap or pick a lock, perform a sleight of hand, walk silently, hide in the shadows or find their way at the heart of a dungeon or a city.

COURTIER. Add this bonus when your adventurer negotiates and seduces, bargains and haggles, when they want to enter somewhere without an invitation by nerve and charm alone or when they try to go unnoticed in the middle of a particular society.

RANGER. Add this bonus when your adventurer wants to find a path or follow a trail in the wilderness, recognize edible mushrooms or berries, hunt rabbits, set up camp, find water or advance discreetly in the middle of nowhere.

SCHOLAR. Add this bonus when your adventurer marshals their knowledge, decipher complicated codes or unfamiliar languages, or remember themselves a fact or a face.



Skirmishes

All too often, unfortunately, your adventurer will have to battle dangerous creatures and bloodthirsty enemies with whom it has been impossible to get along. It's time to put a fight!

Roll for initiative

To avoid anarchy around the gaming table, with all the players shouting for their adventurers to act, one must count the rounds and roll for initiative!

All adventurers and their opponents play in order of initiative, from the highest to the lowest number. A round starts when the first combatant acts and ends when the last combatant completes his action. Then it goes again from the beginning.

To determine your adventurer's initiative, roll 1d8 and add his level. If he is a fighter, roll 2d8. You keep your initiative throughout the fight, unless you use one action to boost it (adding 1d8).

The monsters and opponents' initiative is equal to 1d8 + their HD – the game master must not roll for initiative for each monster, but only per group (all goblins act at the same time, all worgs together and so on).

Surprise

In case of an ambush or a sudden and unexpected encounter, roll a save to see if your adventurer is surprised. If they fail, they lose their first action. If your opponent was ambushing and made a successful stealth roll, you have disadvantage on the save. Of course, your adventurer can also try to surprise his opponents.

Actions

When it's your turn, your character can make a move and perform an action. The thing you have to remember is that everything is action: attacking an enemy with your sword, firing with a bow, casting a spell, tricking a foe, changing weapons, taking something out of their bag, drinking a potion, opening a door, and so on. Everything is action!

Move

Your adventurer have a movement rate of 12sq per turn – half if they're careful or tactical (+1 AC or to-hit, self or an ally), double if they run (AC-2 until next action).

A difficult terrain is unstable, slippery, sloping or crowded: double the cost of movement for each square of such terrain they leave.

The squares adjacent to a foe are always considered as difficult terrain.

If the move is tricky, dangerous, opposed or ludicrous, make a maneuver check.

Attack

Your adventurer can attack an enemy in melee with a hand weapon, or they can shoot from a distance using a bow or crossbow.

Roll 1d20 and add your adventurer's BHB, as well as any other bonuses (from a magic weapon or the fighter mastery). If the result of the roll is equal to or higher than your opponent's armor class, you inflict a *wound*. If the result is lower than your opponent's armor class, you only inflict a *bruise*.

A monster rolls 1d20 and adds its HD (with a maximum of +12). He too can cause wounds or bruises! Even if you are well protected, you are not totally safe from blows!

If you get a natural 20 on the die, double the damage your adventurer deals. If you roll a natural 1, your adventurer misses their target completely, falls to the ground and loses one weapon or a shield! He will need a move to get up and an action to pick up his weapon or draw another one.

Damage

If you have inflicted a *wound* on your target, roll the damage dice for your weapon and add any available bonuses. If you have only inflicted a *bruise*, the target takes one point of damage per die that you would normally have rolled. The damage inflicted will reduce the target's hit points by the same amount.

For example, your adventurer fights a bear with a two-handed weapon (2d8+4 damage). If you inflict a wound, roll 2d8+4 to determine the damages. If it is only a bruise, the bear takes 2 damage in total (one for each dice).

Sacrificing your shield let you cancel up to 20 damage on one hit.

Unconsciousness and death

When a monster falls to 0 life points, she's dead, she surrenders or she flees and never comes back.

When your adventurer drops to 0 hit points, you have two choices:

Either they get a second wind and immediately recover 1d8 hit points per level. But beware! The next time they fall to 0hp before the next long rest, they will be dead for good!

Either they falls into unconsciousness until their comrades have defeated their enemies or have been defeated. They will wake up at the end of the fight, with a little water on their face and some healing – a prisoner perhaps, but alive. However, if one of their comrades uses a healing spell or a potion to restore their hit points, they can return to combat normally – if they falls back to 0hp, as long as they don't use a second wind, they will simply have been knocked out again.

Tricks

All adventurers know tricks they can use in combat to turn a situation in their favor. You can do it too! You can disarm opponents, distract them, knock them down, push them out of the way, or nail them in place so they don't attack one of your comrades – and all the dashing and sneaky moves you can think of.

Tricking an enemy is an action. Make an appropriate ability check (Charisma to beat back an opponent with fear, Dexterity to take her weapon out of her hands, Strength to make her fall to the ground, or maybe Intelligence to make her offer her flank to one of your friends). If she is of higher level, the enemy can save to resist. If she fails, you trick her and that's it.

Two weapons fighting

Smart kids like their adventurers to fight with two weapons – It has style, and you can always lose one and still keep fighting. If you wish, equip your character with two medium weapons (two swords or two axes for example). They can no longer carry a shield, but now deals 1d8+1d4+3 damage in melee instead of 1d8+2.

Bare hands fighting

If your character is unarmed, they can still punch or kick. They can perform two attacks per action, but only deals 1d2+1 damage.

Rest and healing

Your adventurer can use two very special moments to rest and heal.

A short rest occurs at the end of a fight or a long sequence of exploration. It's time to breathe, have a drink, grab a snack and clean the wounds. Your adventurer recovers 1d4 hit points per level.

A long rest takes place once a day, when your adventurer can finally settle down for the night, set up camp, unroll their bedroll or sleep in a good bed. Normally, and if the camp is *comfortable*, they regain all their hit points.





Adventures

Your adventurer is ready to go – they’ve packed their bag and they’ve been practicing well (rereading the rules of the previous chapter, for example). The following chapter is mainly dedicated to your game master, but don’t let that stop you: it’s also your duty to be well aware of all the hazards that may appear on the road and during the adventures and of all the details that you won’t want to forget if you mean to survive!

Deities

Primordial creatures, such as dragons and fairies, tell of how gods and goddesses chased away the world-building titans to allow their children to take over the world. In any case, all humans, elves, gnomes and dwarves, worship and respect these protective and benevolent deities.

The **GOD OF TRAVEL** protects and advises adventurers, pilgrims and patrollers.

The **GODDESS OF BATTLES**, guardian of the shield of the gods, is the patron saint of knights and warriors.

The **GOD OF KNOWLEDGE** is also the guardian of the law and the justice of the peace.

The **GODDESS OF LIFE**, patron saint of peasants and healers, reigns over the fields and houses.

Her sister, the **GODDESS OF DEATH**, is also the protector of children and madmen.

The **GOD OF LUCK** protects merchants and thieves alike. He is also the patron saint of towns and cities.

The **GODDESS OF MAGIC** is discreet and withdrawn. Her priests are few, often anonymous, and her temples well hidden.

There are also three evil deities. Outside the borderlands and the wilderness, their temples are always perfectly hidden.

The **GODDESS OF THE WILD** is the abominable and hungry deity of the monstrous humanoids.

The **GODDESS OF THE NIGHT** is the mother of the undead and the patron saint of evil sorcerers – she has always been at war with the goddess of magic.

The **GOD OF MURDER** is completely mad and unpredictable, as are his priests.

Languages

Dozens of tongues and patois can be found throughout the world in more or less understandable local forms. However, there are only six major language families and people who speak derivatives of the same language can understand each other to a greater or lesser extent.

Your adventurer speaks the old tongue and an additional language of your choice whenever their Intelligence, Wisdom or Charisma is equal to or less than 7.

It is said that it was the gods who offered the **OLD TONGUE** to mankind. It is the most commonly used language and few are the creatures capable of speech who do not know at least a few simple words of it.

DRACONIC is the language of dragons. It is older than the old tongue and many magic treatises are written in its strange and elegant alphabet.

GOBLIN is the language of the wilderness' denizens, humanoids, giants and monsters, a harsh and rasping language, barked more than spoke.

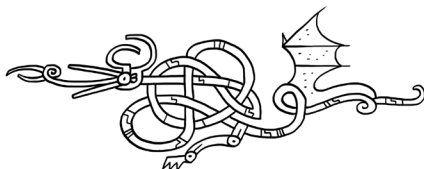
The **TWILIGHT SPEECH** is the language of the undead, barely audible to the living, whispering and icy, full of veiled threats and perfidious seduction.

OGMAIC is the language of the fairies and the most ancient races, those who call themselves children of the great titans, before the gods awakened.

ABYSSAIC is the language of demons and dark entities, raucous, deep and gloomy, the one language summoners need to learn,

Calendar

The year is divided into four seasons and thirteen lunar months — three moons of autumn, winter and spring and four summer moons. One talks about the third winter moon or the second spring moon. Depending on the region, the years are counted starting from particular dates: the beginning of the reign of the ruler here or the year of a major cosmic event there. There is little idea of historical continuity, even among peoples who live the longest. We live at the rhythm of the passing seasons, and the counting of time remains relatively rudimentary and arbitrary: we are often content to look at the sky after dark and estimate the time of the year.



Travels

Adventurers travel farther and more often than most other people in the world, including merchants who usually just follow a few known routes. In the course of adventures, it is not always necessary to detail these journeys, but neither should they be forgotten: otherwise, travel becomes an awfully mundane act that makes you wonder why it scares most people so much.

Your adventurer and his comrades choose the route they intend to take using maps or information and intelligence they can gather.

SAFE REGIONS. Adventurers travel through a frequently patrolled area on known and busy roads. They always find someone to show them directions, as well as places to eat and rest. They travel at a normal pace according to their means of locomotion and the type of terrain.

UNCERTAIN REGIONS. Adventurers travel to borderlands where risks are higher and general conditions less favorable for travel. Shelters are scarce, friendly encounters even rarer, and the lack of real roads slows travel considerably, although fords and passes are easily found.

DANGEROUS REGIONS. Adventurers travel to the heart of the wilderness, where the dangers are the greatest and where they cannot hope for any nearby help. Maps are either non-existent or terribly inaccurate and the slightest stream or hill is a serious obstacle to progress.

During the journey, your adventurer and their friends will have to solve several *twists*. The number of twists depends on the length of the path, the preparation made before hand and the nature of the territories, as follows. The game master rolls in secret and then reveals these events as she wishes.

Short trip (one day)	1d2 twists
Average trip (one to three days)	1d2+1 twists
Long trip (more than three days)	1d3+2 twists
The group had the time to study the route, to find out more about it, to prepare materials, to find guides, etc.	-1
The group travels normally, like mundane adventurers living day to day.	0
The group must set off without delay, in a hurry or in alarm.	+1
Safe regions	-1
Uncertain regions	+1
Dangerous regions	+2
If the season is bad (in the middle of winter, during a storm, etc.).	+1

For each twist, the game master rolls in the tables below. The difficulty or dangerousness of a twist is left to her discretion depending on the nature of the region, the level of the adventurers, their primary mission, (and mostly) the playing time available, etc. She may also roll 1d12 to determine the level of the twist and associate the appropriate creatures, dangers or damage with it (as befits an uncaring world).

1D6	ENCOUNTERS
1	Creatures on the hunt
2	Enemy's agents
3	Local Authorities
4	Supernatural entities
5	Territorial creatures
6	Travelers

1-2 ENCOUNTERS. Depending on the circumstances, adventurers may or may not anticipate an encounter. In the first case, they may try to get around it by being discreet, or they may move forward in order to negotiate or fight. In the second case, the encounter takes place without the adventurers being able to escape it.

Most of the time, the Game master can make a reaction roll for the creatures or even a surprise save.

1D6	OPPORTUNITIES
1	Diplomacy
2	Exploit to be accomplished
3	Logistics
4	Magic
5	Mystery to be solved
6	Shortcut

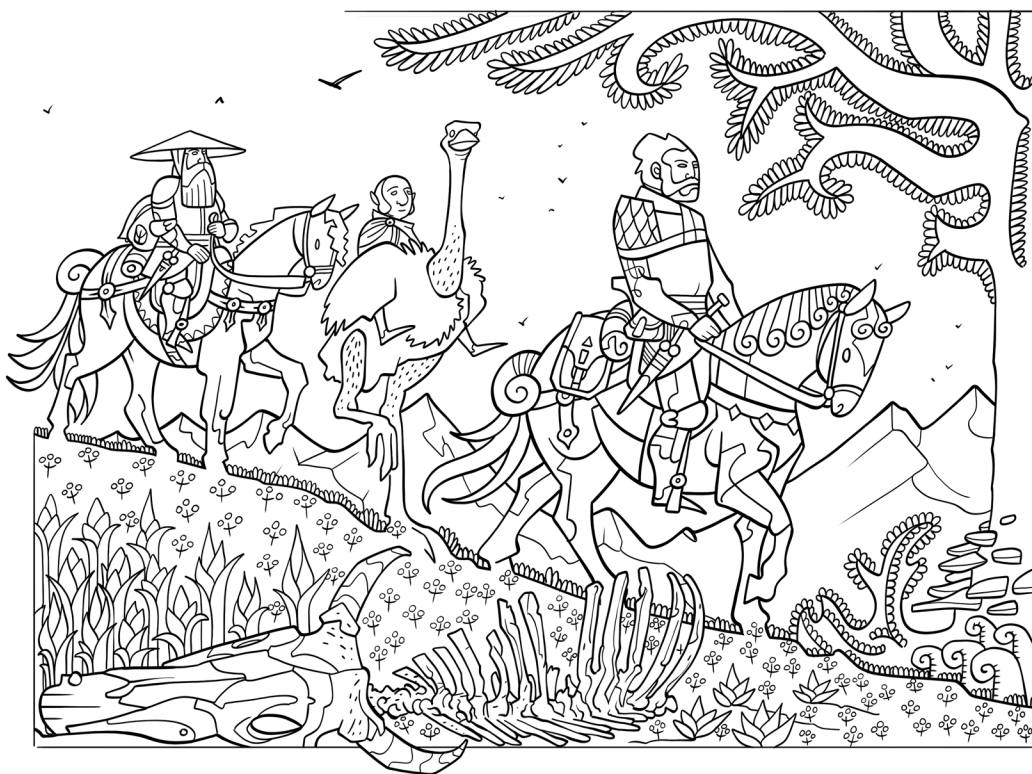
thing. Adventurers should always be able to pass up an opportunity (even if it may have consequences later) or take an interest in it.

1D6	DISCOVERIES
1	Community
2	Refuge
3	Resources
4	Ruins
5	Threat
6	Wonders

3-4 OPPORTUNITIES. An opportunity is a chance to be taken. If all goes well, adventurers can reap the benefits and rewards that will make their journey or future mission easier. If things go wrong, they may lose time, equipment or their health. However, if you don't try anything, you get no-

5-6 DISCOVERIES. A discovery is an opportunity for the game master to stage the universe, its history, its inhabitants, its beauties and its horrors. Adventurers are less actors than spectators, but they should always have something to do and accomplish, and choices to make.

Once all the twists have been solved, the adventurers arrive at their destination.



Encounters and reactions

The good guys in a story should not win because they are the strongest, capable of crushing all opposition with the violence of arms, but because they are the bravest, the cleverest and the most empathetic.

Some monsters are always aggressive – most monstrous humanoids, dragons, undead and a few others, are malicious, evil and nasty enough to rarely surrender to peace arguments. And violence is often necessary – that's why adventurers are called upon.

But for most other creatures, it depends on circumstances, and adventurers can simply listen to each other's needs, at the heart of a complex web of ecosystem relationships. What do creatures need? What are they looking for? What can you offer them and what do they have to give in return?

When adventurers encounter creatures that are not obviously evil and aggressive, the game master may roll 1d12 thrice in the next table, possibly adding +1 to the first roll if any of the adventurers have a Charisma equal to or less than 7.

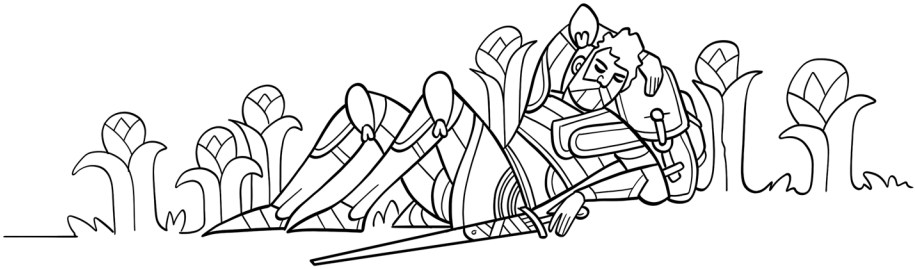
The first column is used during an encounter, to establish the basis of the creatures' reaction to the party; the second and third columns can establish their state of mind and the reason for it in case their motivations are not already clearly established.

1D12	REACTIONS	THE CREATURE...	BECAUSE...
1	Very unfavorable (hostilities)	Is angry	Of nature or time
2-3	Unfavorable (flight or hostilities)	Is perfidious or bitter	Of problems in his community
4-5	Quite unfavorable (uncertain respect)	Is angry or sad	Of personal business
6-8	Neutral/uncertain (flight or negotiation)	Is busy or working	Of other creatures
8-10	Fairly favorable (uncertain respect)	Looking for help or information	Of resources, wealth or objects
11	Favorable (negotiations or requests)	Is intimidated or subdued	Of a magical effect
12+	Very supportive	Is happy or content	Of the Characters

Camping

At the end of the day, all adventurers can make an Intelligence or Wisdom check. This is a group action. In case of success, the camp is *comfortable* (adventurers recover all their health points, but there is a chance of a night encounter, because of the fire or the noise) or *safe* (adventurers recover only half of their hit points, but they don't risk any night encounter). If one of the adventurers achieves critical success (natural 20), the camp is both safe and comfortable. If the group fails, the camp is neither safe nor comfortable.

In a townhouse or an inn, and unless special conditions, you can always consider your adventurer having a comfortable and safe rest – and you don't have to check abilities.



Eating and drinking

Adventurers must consume the contents of a waterskin and a ration of food per day. Unless special conditions, it is fairly simple to fill the waterskin regularly in local streams and characters can buy rations in communities.

While traveling and without slowing down, each character can make a Wisdom check to gather enough food for one ration.

By halting for a day, you can hunt. All characters perform a Wisdom check – this is a group action. If successful, the party manages to gather a number of rations equal to $2d8$ plus the number of characters that participated in the hunt. If the hunt fails, the party still collects $1d8$ rations.

Each day without eating reduces your adventurer's maximum hit points by 2. Each day without drinking reduces this maximum by $1d8$ points. If your adventurer falls to 0hp in this way, they are dead. As soon as they've been able to eat or drink again, and after a long rest, they regain normally all their hit points.

Markets and fairs

Whether it is to buy equipment that they lack or to sell a little booty, your adventurer will certainly visit the shops and markets. The resale price is usually half the selling price (plus or minus ten per cent, with a Charisma check). Items are sometimes a little cheaper bought directly from the producer than from merchants and middlemen. An adventurer can only carry one heavy armor (melee or ranged) ; if so, they can't have a shield.

ARMOR	PRICE
Light armor (AC12) – leather armor and heavy clothes	15gp
Medium armor (AC14) – ring armor	30gp
Heavy armor (AC16) – chain mail armor	50gp
Shield (AC+1)	10gp

MELEE WEAPONS	PRICE
Light weapons (1d4+1 damage) – dagger and sap	5gp
Medium one-handed weapons (1d8+2 damage) – sword and axe	10gp
Heavy two-handed weapons (2d8+4 damage) – great sword	20gp

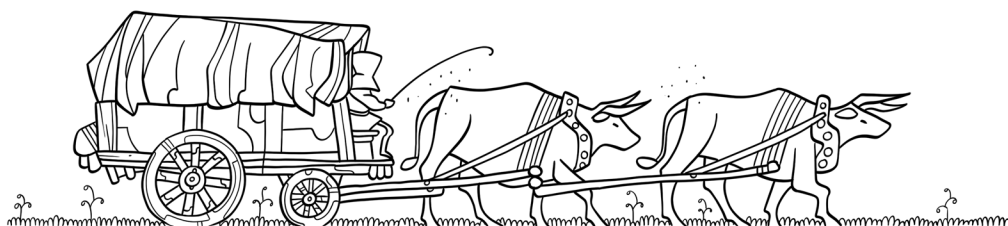
RANGED WEAPONS	PRICE
Light weapons (1d4 damage) – sling and dagger	5gp
Medium weapons (1d8 damage) – hunting bow and crossbow	10gp
Heavy weapons (2d8 damage) – war bow and heavy crossbow	20gp

PERSONAL EQUIPMENT	PRICE
Backpack	5gp
Bedroll	1gp
Candles (6)	2gp
Chains (3sq)	15gp
Chalk (one box)	1gp
Crowbar	5gp
Fishing net	3gp
Flint & steel	5gp
Grapple	5gp
Grimoire (blank)	50gp
Handcuffs	10gp
Holy symbol, silver	25gp
Holy water	25gp
Hooded lantern	10gp

Ink and quills	5gp
Iron spikes (12)	5gp
Mechanic's tools	15gp
Musical instrument	5 to 25gp
Padlock	15gp
Rations (7 days)	1gp
Rope (per 5sq)	1gp
Scroll, blank	10gp
Silk rope (per 5sq)	5gp
Small hammer	3gp
Small silver mirror	20gp
Tarpaulin	3gp
Tent (two people)	20gp
Toiletries kit	3gp
Torches (6)	1gp
Vial of oil (one short rest of light)	1gp
Waterskin (1 gallon)	1gp

ANIMALS	PRICE
Cart	80gp
Draft horse	30gp
Driving oxen (pair)	20gp
Mule	20gp
Pony	50gp
Riding horse	40gp
War horse	100gp
Watchdog/War Dog	10gp

SERVICES	PRICE
Guide (per day)	1gp
Mercenary (per day – <i>AC13 HD1+1 ST17 MV9 Sword 1d6+2</i>)	5gp
Ferry (per person or animal)	1gp
Specialist (a task or information)	1 to 25gp
One night, one meal and one bath at the inn	1gp





Light and visibility

During an adventure, visibility and light is particularly important – not only underground or in dark ruins. A smoke-filled tavern lit only by a few oil lamps offers little light, which means that not much can be seen, and there are many shadowy areas. For the Enlightened folks, confronted with countless creatures that see in the dark, this is definitely a concern.

There are several levels of visibility:

BRIGHT LIGHT. It's daylight on most occasions. This is a light that bothers many creatures accustomed to the dark depths – they are then at a disadvantage in most of their actions.

DIM LIGHT. Disadvantage to ranged attacks roll and perception checks. This is the light of torches and lanterns, but also on rainy or foggy days or that of a full moon on a cloudless night.

DARKNESS. No ranged attacks roll or perception checks; disadvantage to melee attack roll and half speed. The vast majority of monsters can see very well in the dark, which is a dim light (or better) for them.

BLACKNESS. Half speed, no fighting. It's magical darkness or the kind of darkness that fills all living creatures with fear.

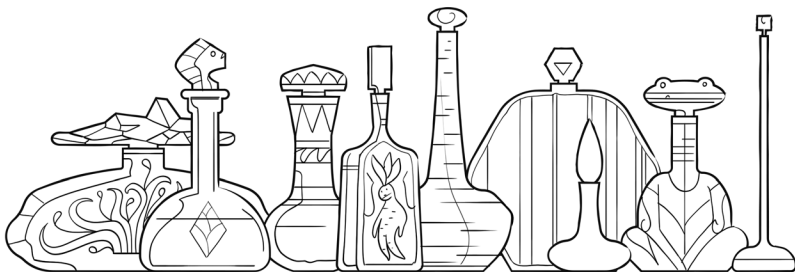
A torch or lantern held up high projects a dim light within 12sq radius; placed on the ground, it only illuminates at 6sq and the torch will go out quickly (6+ on d8, each round). The lantern can be adjusted to illuminate in only one direction from 3sq to 24sq. One torch, or one vial of oil in a lantern, lasts until the next short rest.

Poisons

There are hundreds of poisons and venoms, natural or artificial, all with different effects. Poisons are usually quite rapid – their damages often feel like a caustic burn that inflames wounds or organs. A successful save vs. Poison will cancel its effects or halve the damage. Nasty ones impose a disadvantage. When a poison acts over a period of time, it usually lasts until the next short rest (1-4 on 1d6) or the next long rest (5-6 on 1d6), rarely longer – except for more permanent sequels.

For more variety, it is advisable to the game master to determine the nature and effect of each poison in the following table – for each creature or trap...

1D20	POISON EFFECTS
1	The character is blind
2	The character is immobilized
3	The character is limited to 1d4 damage, regardless of the weapon.
4	The character is paralyzed
5	The character is deaf
6	The character sneezes constantly and makes a lot of involuntary noises
7	The character can no longer speak
8	The character can't recover hit points until the next long rest
9	The character can't stand their clothes and armor anymore (hives and rash)
10	The character spends their time falling (as soon as they misse a roll)
11	The character loses 1d4 permanent hit points.
12	The character loses 1d8, 2d8 or 3d8 hit points
13	The character loses one spell matrix (the highest)
14	The character secretes unbearable odors...
15	The character is at a disadvantage on all their attack rolls...
16	The character is at a disadvantage in all their actions...
17	The character is at a disadvantage on all ability checks
18	The character suffers a malus of -4 in armor class (not for maneuver)
19	The character falls unconscious
20	The character is dead



Diseases

Diseases are states of physical and mental distress that threaten adventurers at any moment – allergies to old tomb dust, viruses and bacterias on the claws or in the breath of monsters, urban promiscuity, dirt and miasmas...

Most illnesses will pass within a few days, with rest and simple care; others must be treated by healers or clerics – common illnesses by a 2nd circle spell, *Restoration*, and magical illnesses by a 3rd circle spell, *Heal II*.

Here is some of the most common effects of illnesses.

1D6	EFFECTS OF THE DISEASE	DURATION	POSSIBLE SYMPTOMS
1	Limited or impossible activity.	Long rest	Coma or deep sleep
2	Blinded or deafened (disadvantage to all appropriate actions).	1d6 days	Organic disturbances
3	Disadvantage to all actions.	2d6 days	Skin rashes or necrosis
4	No magic possible.	3d6 days	Fevers
5	No recovery of hit points by normal and/or magical means.	Several months	Hallucinations and delusions
6	1d8 maximum hit points lost each day.	Permanent (up to magic treatments)	Tremors and mobility disorders

Traps

Traps are natural, mechanical or magical hidden hazards. When your adventurer triggers a trap, save or suffer the effects or damage indicated.

Most of the time, your adventurer can spot the traps simply by taking their time, describing their actions and asking the game master questions. On rare occasions, you may have to make a Wisdom check to spot the most vicious traps.

Then you can also try to carefully disarm or bypass it by telling the game master how your adventurer is doing it. If in doubt, the game master will demand an ability check (Dexterity and Intelligence mainly, but all can be called for). Magical traps impose a disadvantage.

A trap inflicts from 1d6 to 4d8 points of damage depending on its dangerousness (which the game master can determine by rolling 1d12 in the monster's damage table, page 68), in addition to other special effects (immobilization, petrification, alarm, destruction of equipment or armor, etc.) A successful save reduces the damage by half.

A trap is linked to an area or areas. Always consider the areas where the trap triggers are located and the areas where the trap effects are triggered. These are usually the same, but not always. Depending on the nature of the trap, a trap is triggered under certain conditions.

1D20 TRIGGERS	
1	Active magic detection
2	Automatic cyclic release
3	Benevolence or malevolence detection
4	Color detection
5	Detection of malicious or adverse thinking
6	Detection of prohibited behavior
7	Detection of specific (or exclusive) equipment
8	Detection of specific (or exclusive) race
9	Failure of a password or precise somatic movements
10	Heat detection
11	Life detection
12	Light rays
13	Mechanical action (lock, handle, lever, etc.)
14	Motion detection
15	Number detection
16	Pin and wire
17	Presence detection
18	Pressure plates, springs
19	Proximity detection
20	Specific (or exclusive) person detection
1D8 MODIFIERS	
1-5	The trap goes off immediately.
6	The trap is triggered after 1d4 rounds (or more).
7	The trap warns (by a noise, a magic mouth, a light signal) of its imminent release.
8	The trap is dummy and hides a more dangerous and unpredictable one...

1D20	DISARM	ELEMENTS OF THE TRAP
1	Fine mechanical operation, conventional disarm	Acid (burning, destruction of equipment, resources)
2	Illusion, concealment, masquerade...	Animation of objects or statues
3	Magic undo, use of a specific spell	Asphyxiation (neutral gas, vacuum, drowning, etc.)
4	Massive destruction of mechanisms	Blades, spades, darts
5	Password	Chute
6	Patience (end of cycle)	Crushing (rocks, sand, slab, etc.)
7	Physical action (acrobatics, speeding, power-passing)	Curse, geas
8	Physical blockage	Destruction of resources, poisoning, disease...
9	Physical key to be inserted (maybe it's lying around or on the local creatures)	Disenchantment, dispel magic
10	Physical puzzle to be solved (possibly several)	Door, gate, bars, wall, prison, blockage
11	Politeness and etiquette (smart traps)	Electricity
12	Puzzle to solve	Fire
13	Remote triggering	Ice
14	Sacred Dance	Magic drain
15	Sacrifice (blood, wound, object, wealth...)	Major physical effect (polymorph, disintegration, petrification, etc.)
16	Specific operation, ritual	Mental effect (terror, sleep, charm, alignment change, etc.)
17	Use of a liquid (water, oil...)	Minor physical effect (immobilization, grounding, paralysis, etc.)
18	Use of creature parts	Monster Summoning
19	Use of elementary material	Poison (gas, liquid, sting, etc.), magical disease
20	Use of fire, cold, acid and electricity	Teleportation

Each trap is composed of one or more elements. The exact effects, the dangerousness of the trap, depends on its use. Traps can inflict particular states or variable damage (loss of hit points or even instant death).





Monsters

There are countless dangers that await adventurers and provide them with many opportunities to go on missions and risk their lives. Here are some of these threats and the creatures that best symbolize them in the imagination of the world's inhabitants.

Maybe you should leave this whole part to your game master and stop reading here – if you want to be surprised, entertained or terrified. On the other hand, there's little here that hasn't been written down between the pages of the many bestiaries available in all the good libraries. Hunting monsters is an old tradition, and a clever adventurer will not hit the road without as much intelligence as he can find.

Villages and cities

Before venturing into the wilderness and the dungeons, adventurers will visit towns and villages – from the humblest hamlets to the most fabulous cities. Most of these communities experience protected lives, sheltered by high walls or solid fences. The villages are close to each other, only separated by fields and pastures and connected by regularly patrolled roads, forming somewhat safer areas than elsewhere. The fields are small and well enclosed by thick hedges: seeds selected by magic since the dawn of time allow half a dozen harvests a year; the shepherds who watch over the livestock look more like veteran mercenaries than carefree teenagers.

If your adventurer behaves decently and respects local laws and codes, he won't have any problems. If not, he will certainly face the wrath of the local authorities.

Humans

Main inhabitants of the world, adaptable, industrious, opportunistic, intrepid, violent, capable of organizing on a very large scale and projecting their strength and will everywhere, but also kind and benevolent.

AC10; HD1-1 (1d4hp); ST18; MV9

Attacks: Improvised weapon (1d4+1) or weapon (1d6+2)

Special: Not so much !

SPECIALIST (very competent in a craft with years of experience); **MAN-AT-ARMS** (+1HD, +1 to-hit and damage); **SERGEANT** (+2HD, +2 to-hit and damage); **CAPTAIN** (+3HD, +3 to-hit and damage); **PRIEST** (knows 1d4 1st circle cleric spells they can cast once a week); **HEDGE WIZARD** (knows 1d6 magic-user spells they can cast as long rituals).

Elves

Beautiful and willowy humanoids, with long elaborate hairstyles, eager for friendship and love, for adventure and whims, sharing an ancient nomadic, sybarite and detached culture.

AC12; HD1; ST17; MV12

Attacks: Weapon (1d6+2)

Special: Immunity to paralysis – can't stay put !

Gnomes

Little humanoids, cousins of dwarves, still close to the old faery, sharing the same love for quietness, things well done and tables well stocked.

AC11; HD1; ST17; MV9

Attacks: Weapon (1d6+2)

Special: Too lazy for that.

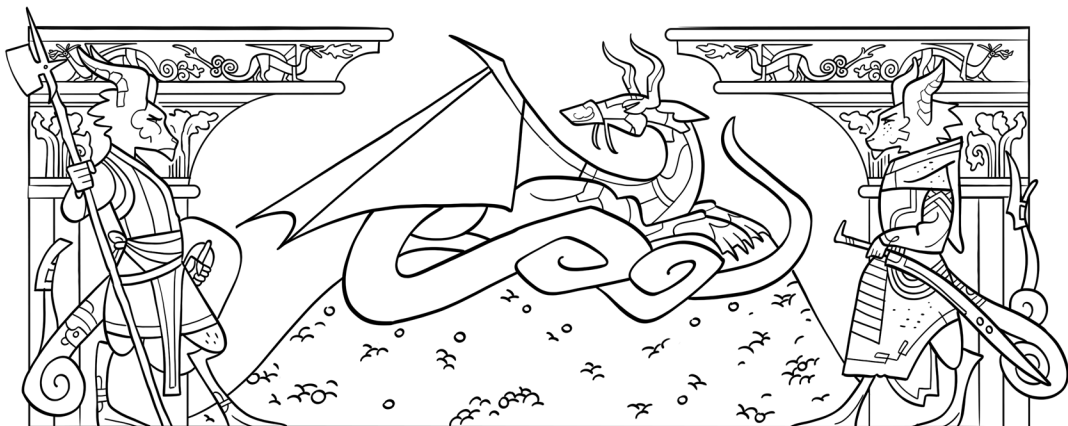
Dwarves

Austere stocky mountain humanoids, working earth and metal. Their society is rigid and disciplined – the men are miners and soldiers, the women are artisans and merchants.

AC15; HD1+1; ST17; MV9

Attacks: Weapon (1d6+2)

Special: No time, mister, no time !



O Mighty dragons

Of all the dangers that threaten civilized communities, the most terrible is that of the great dragons, which burn, pillage and devour. They are primordial creatures combining a brutal instinct with malicious intelligence. They are gifted with magic and exhale destructive clouds of fire, but sink into madness with age.

Those great reddish dragons are few in number and often engaged in endless bickering over who has the greatest treasures. Since they can fly, they always set up their lairs in inaccessible places and only their servants and worshippers (they like to be considered as gods and flattered) know the endless and bypassed paths that lead to their estates. Slaying a great dragon is a resounding feat of arms, a rare and celebrated prowess, but other dragons tend to pursue the perpetrators of such murders with great vengeance.

It is said that there are a few rare benevolent dragons, whose fire-colored scales turned to gold, but if the legends are true, it has been a long time since one was seen in Argosia.

Great dragons

Creatures of exceptional intelligence, embodying all that is evil, greedy, jealous and brutal. Slavers, plunderers, tyrants, they rule over vast domains.

AC17; HD9 to 11; ST6, 5 or 4; MV9/24 (flight)

Attacks: Two claws (2d8+3) and bite (3d8+6)

Special: Dark vision; Fire-breath (3 times a day, 3sq wide by 9sq long, 1d8 damage per HD); Some dragons (4+ on d6) are magic-users of half their level.

Kobolds

Scaly dog-headed humanoids living in extended clans. Prolific, they have always served the great dragons, plundering in their name, guarding their immense territories and discouraging intruders. The most capable and strongest serve the dragons directly in their lairs.

AC13; HD1-1(1d4hp); ST18; MV9

Attacks: Weapon (1d4+2)

Special: Dark vision; Cowards.

SQUAWKER (+1HD, +1 to-hit and damage); **FOREMAN** (+2HD, +2 to-hit and damage); **CROWNED ONE** (+3HD, +3 to-hit and damage); **BONE TALKER** (+1HD, casts spells like a cleric of their level); **BLOOD FACE** (+1HD, casts spells like a magic-user of their level).

Lizard-men

Amphibious reptilian humanoids living along the coasts and in the deserts. Territorial and aloof, they become aggressive and vanquisher when a great dragon appears to command them. Then they form terrible armies able to invade the domains coveted by the dragon or chase away his enemies.

AC14; HD2+1; ST16; MV9/12 (swimming)

Attacks: Two claws (1d4+2) or weapon (1d8+2)

Special: Dark vision; Amphibious.

VETERAN (+1HD, +1 to-hit and damage); **DEATH-DEALERS** (+2HD, +2 to-hit and damage); **LIZARD-KING** (+3HD, +3 to-hit and damage); **VENOM MASTER** (+1HD, casts spells like a cleric of their level); **SNAKE CHARMER** (+1HD, casts spells like a magic-user of their level).

Drakes

Omnivorous reptiles very similar to dragons, of which many species have been tamed for use as hunting companions, guardians, mounts, beasts of burden, etc. Kobolds and lizard-men use many drakes.

AC13; HD2 à 4; ST15, 14 or 13; MV12

Attacks: Bite (1d6+HD)

Special: Dark vision; one drakes in ten has a poisonous bite.



Orc kingdoms

Orcs, brutish and conquerors, are the lords of the wilderness. Few are the places where the presence of their semi-nomadic clans is not felt. Fortunately, they are quarrelsome, bad-mouthed and short-fused, and they spend their time fighting each other, stealing cattle and women, taking hostages, or razing other orc and goblin villages to the ground.

Orcs (and all of those who serve them) are anthropophagous, slavers, cruel and bloodthirsty. You can hardly argue with them and their loyalty is always questionable if you finally get an agreement or a pact from them. They worship the Goddess of the wild and hate all other deities.

Once in a while, a leader, bolder and more charismatic than another, manages to unify a few clans and tribes and impose his law on a territory or lead large armies on civilized lands. Fortunately, this never lasts very long: whether he is assassinated by a jealous rival, whether daring adventurers succeed in defeating him, he always ends up disappearing. But how much sorrow he leaves behind!

Orcs

Violent and brutal creatures, anthropophagous and slavers, daring looters, sneaky thieves, wallowing in chaos and disorder.

AC13; HD3+2; ST17; MV9

Attacks: Weapon (1d10+2)

Special: Dark vision.

RED-FANGS (+1HD, +1 to-hit and damage); **BLACK-HEAD** (+2HD, +2 to-hit and damage); **SILVER-BACK** (+3HD, +3 to-hit and damage); **TALKER-TO-THE-GODDESS** (+1HD, casts spells like a cleric of their level); **MOON-HARVESTER** (+1HD, casts spells like a magic-user of their level).

Goblins

Pale humanoids with large grey eyes, belonging to various distinct tribes but living in mixed clans. They don't like the sun and prefer darkness. Overshadowed by the Orcs, they are as raving and cruel as their masters, but much more numerous.

AC12; HD1-1 (1d4hp); ST18; MV9

Attacks: Weapon (1d4+2)

Special: Disadvantage to all actions under the sun; Dark vision; Grey complexion (advantage to stealth checks).

BODYGUARD (+1HD, +1 to-hit and damage); **ASSASSIN** (+2HD, +2 to-hit and damage); **CLAN-HEAD** (+3HD, +3 to-hit and damage); **SHAMAN** (+1HD, casts spells like a cleric of their level); **SORCERER** (+1HD, casts spells like a magic-user of their level).

Hobgoblins

Great goblins enjoying the sunlight. Militaristic and disciplined, they serve their orc masters unquestionably, but dream of overthrowing them to take their place.

AC14; HD1+1; ST17; MV9

Attacks: Weapon (1d8+2)

Special: Dark vision; Multiple attacks like a fighter of his level.

SLAYER (+1HD, +1 to-hit and damage); **EXECUTIONER** (+2HD, +2 to-hit and damage); **CAPTAIN** (+3HD, +3 to-hit and damage); **WAR CHAPLAIN** (+1HD, casts spells like a cleric of their level); **WIZARD** (+1HD, casts spells like a magic-user of their level).

Worgs

Bloodthirsty cousins of the wolves, bigger, more powerful, mounts for orcs, hobgoblins and goblins, but enjoying the flesh of the latter whenever possible.

AC13; HD4; ST13; MV12

Attacks: Bite (1d12+2)

Special: Dark vision; One worg in ten is intelligent and gifted with speech – some can even cast spells like a magic-user half their level.



Forbidden forests

Long before the Enlightened folks settled down and their gods hunted down the primordial titans, fairy folks freely roamed the world. Today, they have taken refuge in the oldest and darkest forests, among millenia-old deep-rooted trees and cyclopean ruins of vanished cultures. Driven by the fierce and relentless black dryads, the fairies fight against the advance of the civilization of axes and fire, using powerful rituals to overrun fields and destroy villages. Everywhere, the fairies employ guerilla tactics to harass communities and travelers, kidnapping children from their cribs to turn them into loyal and fanatical agents.

Black Dryads

Female creatures, tree spirits with bitter hearts, who lead the fairy guerillas against the civilization of axe and fire. They are linked to very old trees at the heart of the ancient forests and are impossible to kill as long as these trees remain standing – dryads always end up coming back.

AC10; HD2; ST16; MV12

Attacks: Wooden dagger (1d4+1, two attacks)

Special: Dark vision; Charm-person (at will, -2 to save); Magic resistance (11+ on 1d20).

EVERLASTING WANDERER (+1HD, +1 to-hit and damage); **SISTER OF THE LEAVES** (+2HD, +2 to-hit and damage); **DAME OF THE DEEPEST ROOTS** (+3HD, +3 to-hit and damage); **TITAN-CALLER** (+1HD, casts spells like a cleric of their level); **MOSS-CRONE** (+1HD, casts spells like a magic-user of their level).

Red caps

Mischievous and cruel fairies, liars, thieves and swindlers abusing travelers who cross their estates. These creatures are also proud and spiteful, and therefore dangerous.

AC12; HD1; ST17; MV15

Attacks: Weapon (1d6+2)

Special: Dark vision; Invisibility and Illusions (at will); Craft bonus like a thief of his level; Magic resistance (5+ on 1d20).

SPICER (+1HD, +1 to-hit and damage); **ROASTER** (+2HD, +2 to-hit and damage); **HACKLE-BLADE** (+3HD, +3 to-hit and damage); **BOILER** (+1HD, casts spells like a cleric of their level); **RED HAG** (+1HD, casts spells like a magic-user of their level).

Nixes

Fairy creatures, related to wandering spirits, living in freshwater lakes. They hate humans whom they take pleasure in tormenting and enslaving underwater.

AC12; HD1; ST17; MV6/12 (swimming)

Attacks: Weapon (1d6+2)

Special: Dark vision; Amphibious; Charming (at will); Resistant to magic (11+ on 1d20); Immune to magic underwater.

Centaur

Creatures with the body of a horse and the bust of a bestial humanoid, living in the wooded hills and light coppices. They don't like men and serve dryads (with which they are often in love).

AC14; HD4; ST13; MV15

Attacks: Two hooves (1d4+2) and weapon (1d8+2)

Special: Dark vision.

STALLION (+1HD, +1 to-hit and damage); **SKY-RIDER** (+2HD, +2 to-hit and damage); **ENTANGLE ONE** (+3HD, +3 to-hit and damage); **HERD SHAMAN** (+1HD, casts spells like a cleric of their level); **KNOW-ALL** (+1HD, casts spells like a magic-user of their level).



The kurgans' alliance

All over the world one can find strange tumuli, huge mounds, tombs that seem older than the world, covered with mysterious symbols and said to hold fabulous treasures. But their guardians are no less fabulous – and terrifying! They are the ghosts of the kurgans, undead gifted with an unhealthy and calculating intelligence. No one knows what they are looking for or what they are demanding. But their undead servants are always busy, exploring unfamiliar regions, searching old ruins, venturing into cities to steal books and artifacts. They are also the guardians of the kurgans and they patrol the surrounding moors to chase away any intruders.

Wraiths

Evil immaterial creatures tied to old tombs, ghost of the first kings of mankind, corrupted and mad, living in a mind theater of eternal feasts, wild hunts and romantic affairs.

AC17; HD7; ST9; MV9/24 (flight)

Attacks: Deadly touch (3d6+4 + permanent drain of 1d3 life points)

Special: Immaterial (if the dice give an odd result, an attack roll is automatically a failure); Vulnerable only to magic or silver weapons (damage halved for the latter); Projectiles inflict only one point of damage; A character killed by a wraith becomes itself a wraith enslaved to its creator.

Skeletons

Undead created by wraith lords, from cleaned corpses, in order to procure guards or servants. They are somewhat intelligent, communicative and able of complex missions.

AC11/12 (shield); HD1; ST17; MV12

ATTACKS: Weapon (1d6+2) or heavy weapon (2d6+4)

SPECIAL: Multiple attacks like a fighter of his level; Projectiles and piercing weapons inflict half damage.

HOPLITE (+1HD, +1 to-hit and damage); **THUREOS** (+2HD, +2 to-hit and damage); **CHOSEN** (+3HD, +3 to-hit and damage); **THANATOMANCER** (+1HD, casts spells like a magic-user of their level).

Fossilized skeletons

Very old skeletons stuck in caves or tombs for eons, their bones almost transformed into stone by time. Their intelligence is now limited, but they still obey orders.

AC13; HD2-5; ST16, 14, 13 or 12 ; MV12

ATTACKS: Weapon (1d12+2) or two fists (1d6+2)

SPECIAL: Multiple attacks like a fighter of his level; Invulnerable to non-magical weapons; Projectiles and piercing weapons inflict no damage; Sharp weapons inflict half damage.

Zombies

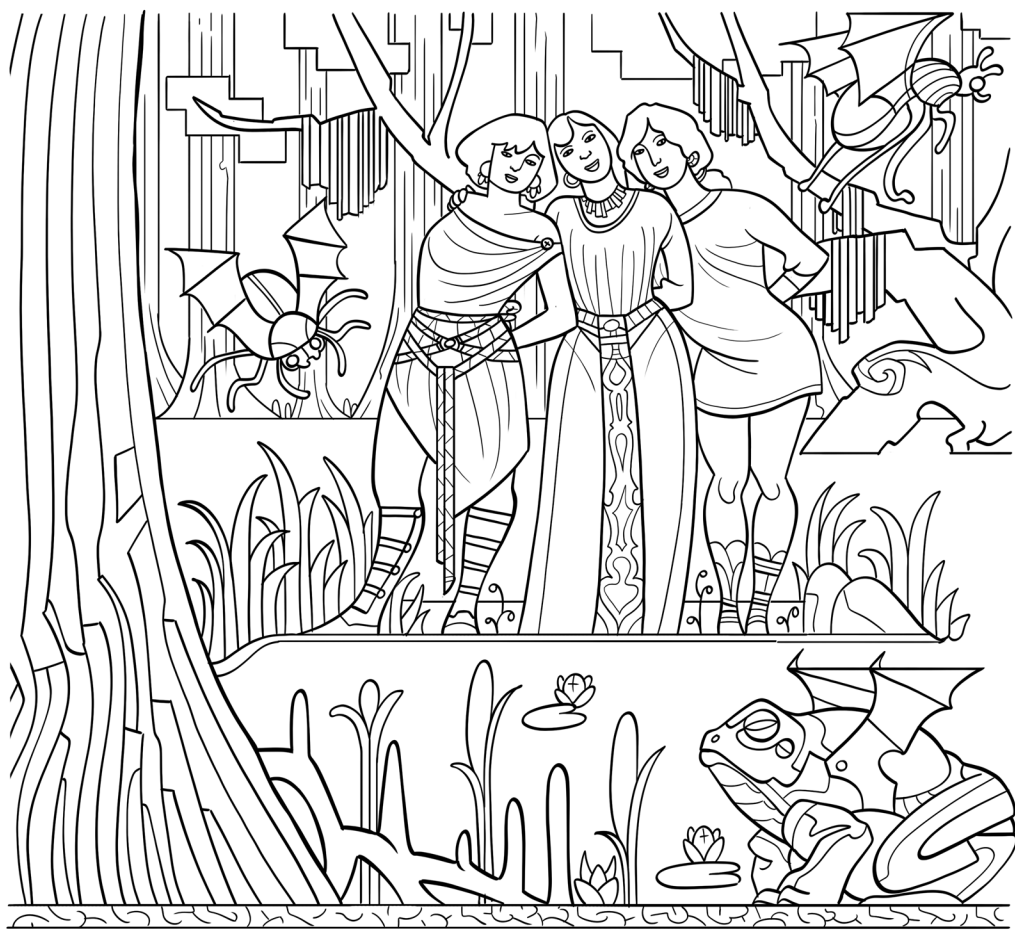
Animated corpses awakened by the magic of the wraiths. They wander randomly, but always end up joining packs of their fellow creatures who thus become stronger, forming the shock troops of the undead lords.

AC11; HD2; ST16; MV6

ATTACKS: Two bare hands (1d4+1)

SPECIAL: Very sensitive to the noise that seems to attract them.

EXPLOSIVE (+1HD, explode for 3d6 damage on 3sq radius when killed); **SPEEDER** (+1HD, MV18, initiative +2d8); **BLINKER** (+1HD, teleportation 6sq once per round); **IMMATERIAL** (+1HD, if the dice give an odd result, an attack roll is automatically a failure); **FIRE ZOMBIE** (+1HD, 1d4 automatic damage each round to adjacent foes); **HULK** (+3HD, +3 to-hit and damage).



Shadows and swamps

There are many creepy, dark, lecherous and unhealthy places in the world. The light there seems veiled and uncertain, like an unusual presence, uncomfortable and ready to flee at any moment. It is in these interstices of darkness that some of the most horrible creatures live. Often solitary, they do not hesitate to support each other, among neighbors, and they like to surround themselves with dozens of natural and magical creatures, animals and pets of all sizes.

Curious, passionate about mysteries and old legends, these creatures like to meddle in matters that are none of their business and constantly spy on the communities closest to them, plotting intrigues, sowing rumors and lies, just for the pleasure of witnessing the budding feuds and the decay of the Enlightened.

Hags

Ugly decrepit and anthropophagous old women, endowed with great magical powers, able to take on a much more attractive appearance.

AC17; HD7; ST9; MV12/12 (swimming)

Attacks: Two claws (1d10+2 + poison) or stick (3d6+4)

Special: Dark vision; Magic-user of her level; Polymorph (beautiful maids); Teleportation (at will, 12sq away); Ignore all difficult terrain.

Ettercaps

Humanoid predators, weaving webs and taming spiders and scorpions, hunting everything that can be eaten, including other humanoids.

AC13; HD5; ST12; MV12

Attacks: Two claws (1d4+1) and one bite (1d8 + poison)

Special: Dark vision; Web (thrice a day); Invocation of spiders.

Doppelgänger

Polymorphic creatures taking the shape of those they encounter, including clothing and equipment, after stalking and killing them.

AC14; HD4; ST13; MV6

Attacks: Two claws (1d6+2)

Special: Dark vision; Polymorph; Immunity to charms; Magic resistance (15+ on 1d20).

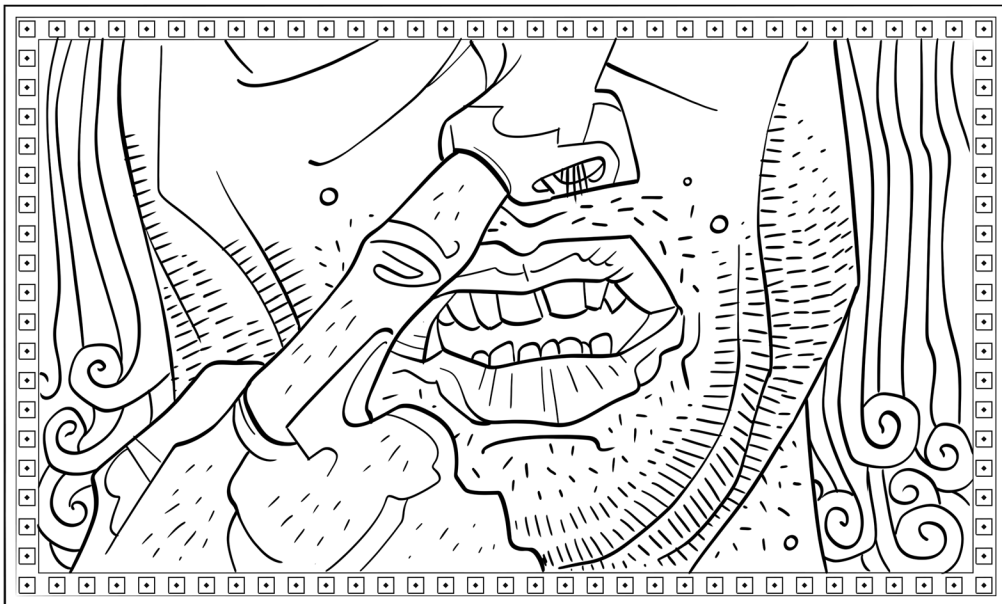
Shadow jackals

Dark jackals coated with cold black-burning flames, haunting the glooms to which they are linked by an ancient magic. They are gifted with a sly intelligence and a very questionable sense of humour.

AC15; HD4; ST13; MV18

Attacks: Bite (1d12+2)

Special: Dark vision; Black Fire (in combat, fire acts independently and automatically deals 1d4 damage each turn to an opponent within 12sq).



Giants of the borderlands

Giants have always stood on the borders of civilization – they can't find nothing there up to their size or appetite. Yet they still covet and crave what they see. Usually gregarious and peaceful, they sometimes descend into the valleys or plains to plunder, trample, crush, squash, plunder again, squeeze and even take prisoners.

At home, the giants raise vast herds of sheep they devour two by two and they sit still, watching the clouds pass by. Their vast lairs abound with treasures, the spoils of their ancient plunders, but one can also find there many guests who enjoy their hospitality and witness their love for wild animals.

Giants

Brown-skinned uncomplicated creatures living in small clans surrounded by many animals (dire wolves, giant lizards...) and even a few ogres.

AC15; HD8+2; ST8; MV12

Attacks: Weapon (2d10+4)

Special: Dark vision; Throwing boulders (2d10).

CYCLOP (+1HD, +1 to-hit and damage); **FIRE LORD** (+2HD, +2 to-hit and damage); **STORMCHASER** (+3HD, +3 to-hit and damage); **WHISPERER** (+1HD, casts spells like a cleric of their level); **SKY WARDEN** (+1HD, casts spells like a magic-user of their level).

Ogres

Hulking humanoid with appetites as diverse as they are imperative. They live in small clans or hire themselves out as mercenaries in exchange for the possibility of satisfying their desires.

AC14; HD4+1; ST13; MV9

Attacks: Heavy weapon (2d8+4)

Special: Dark vision.

DEVORER (+1HD, +1 to-hit and damage); **BONER** (+2HD, +2 to-hit and damage); **FEASTMASTER** (+3HD, +3 to-hit and damage); **SHEEP CHARMER** (+1HD, casts spells like a cleric of their level); **NAUGHTY ONE** (+1HD, casts spells like a magic-user of their level).

Common trolls

Defiling and putrid creatures with scaly grey-green skin, endowed with regeneration. They can only be killed by fire and acid and are devoured by an insatiable hunger.

AC15; HD6+6; ST11; MV12

Attacks: Two claws (1d4+2) and bite (1d8+4)

Special: Dark vision; Regeneration (1d6hp per turn, except fire or acid damage).

TROLL SQUEEZER (+1HD, +1 to-hit and damage); **TWO-HEADED TROLL** (+2HD, +2 to-hit and damage); **MAMA TROLL** (+3HD, +3 to-hit and damage); **TROLL SEER** (+1HD, casts spells like a cleric of their level); **TROLL HAG** (+1HD, casts spells like a magic-user of their level).

Wywerns

Dragons' kin with a limited intellect, they are extremely voracious. They have only two hind legs, huge wings and a poisonous sting. They're fairly easy to tame.

AC16; HD8; ST8; MV6/18 (flight)

Attacks: Bite (2d10+4) or sting (1d6 + poison)

Special: Dark vision.



Creatures fabulous and nasty

Finally, here's a selection of some of the most dangerous creatures your adventurer will encounter on his adventures. They are often intelligent, cunning, cruel, and possess unique and terrifying abilities.

Banderlogs

Large baboons with sufficient intelligence to form small, relatively peaceful, but territorial societies around ancient ruins in the wilderness.

AC14; HD4; ST13; MV9/12 (acrobatics)

Attacks: Bite (1d12+2) or club (2d6+2) or projectiles (rocks, coconuts, smelly fruits, sticky feces, 30', 2d6)

Special: Dark vision.

Barghests

Very large polymorphic magical goblins, whose larvae grow by devouring humans. They can take the form of fast and aggressive worgs.

AC16; HD4; ST13; MV9/18 (worg)

Attacks: Bite (2d6+2) or weapon (1d12+2)

Special: Dark vision; Polymorph (worg or goblin).

Basilics

Eight-legged horned reptilian creatures whose deadly gaze petrifies its victims. They are quite territorial and a field of statues usually marks their domain.

AC15; HD6; ST11; MV9

Attacks: Bite (2d8+4)

Special: Petrifying gaze (disadvantage to attack roll to avoid it); If a basilisk crosses its own gaze via a reflection, they have 2 chances out of 20 to be petrified themselves.

Black Sidges of the Bawdry Dances

Cruel and vicious creatures with seductive feminine forms and a six arms snake-like body. They look for beautiful lovers whom they then devour.

AC20; HD8; ST8; MV12

Attacks: Six weapons (1d4+1) and tail (1d10+4)

Special: Dark vision; Magic resistance (5+ on 1d20); Charm-person, Levitation and Polymorph at will; Immune to fire; Invulnerable to non-magical weapons.

Black Naga

Colossal black and red snakes with human heads, deeply malevolent priests of evil gods, prowling the dark regions beneath the ruins.

AC15; HD9; ST7; MV12

Attacks: Bite (2d12 + poison)

Special: Dark vision; Level 5 magic-user and cleric.

Gargoyles

Ancient flying creatures similar to stone statues, multitudinous in the heights of the cities where they nest, but also in cliffs and rocky scree. They are patient predators.

AC14; HD4+4; ST13; MV6/12 (flight)

Attacks: Two claws (1d6+2)

Special: Dark vision; Immobility (advantage to stealth checks).

Giant spiders

Bulky spiders producing a sticky web where they wait for their prey. Some spiders are intelligent and speak the old tongue.

AC13; HD2+2; ST16; MV12

Attacks: Bite (1d8+2 + poison 1d6 constitution points)

Special: Dark vision; Web (at will); Lookout (advantage to stealth checks); Older spiders are very intelligent and telepathic ; a few become strangely benevolent with age.

Highway robbers

Desperate outlaws, ready to do anything to find money, food or equipment – even to negotiate or to hire themselves out as mercenaries!

AC13; HD1 à 3; ST17, 16 or 14; MV9

Attacks: Weapon (1d8+2)

Special: Prudent (advantage to stealth checks).

Homunculus

Artificial beings created by a wizard. Small winged reptilian creatures used as messengers, helpers, scouts, spies. Killing a homunculus hurts the wizard.

AC13; HD2; ST16; MV6/18 (flight)

Attacks: Bite (1d6 + *Sleep*)

Special: Dark vision; Detect aura (at will).

Lamias

Lonely creatures wandering around abandoned places. The upper body is of a woman, the lower of an animal. They drink the blood of their victims before eating their flesh. They often enslave monstrous humanoids to serve them.

AC16; HD9; ST7; MV18

Attacks: Two claws (1d10+4 + poison)

Special: Dark vision; Charm (thrice a day); A victim who is charmed three days in a row becomes the slave of the Lamia.

Owl-bear

Voracious and aggressive creatures with the body of a large bear and the head of an owl, which haunt temperate forests and attack anything that can be eaten.

AC14; HD5+1; ST12; MV12

Attacks: Two claws (1d6+2) and bite (1d8)

Special: Dark vision; Embrace (if both claw hit the same target, the owl-bear deals an additional 3d6 damage).

Rakshasas

Malevolent, man-eating spirits similar to immense humanoid tigers. They are clerics of evil deities and magic-users. A crossbow tile blessed by a benevolent cleric can kill them cleanly.

AC20; HD7; ST9; MV15

Attacks: Two claws (1d6+4) and bite (1d6+4)

Special: Dark vision; Illusionary Appearance (that of a benevolent and harmless creature); Level 3 Wizard and Cleric; Crossbow quarrels blessed by a cleric are considered +3 magical weapons; Resistance to magic (any spell cast against a rakshasa costs an additional 1st circle spell matrix).

Roaming elementals

Aggressive and wild little elementals that can be crossed haphazardly almost everywhere on the roads. They have little intelligence or will, but attack all that is moving until they are destroyed, often leaving a recognizable path behind them.

AC15; HD3; ST14; MV12/18 (flight)

Attacks: Strike (1d10+2) or elementary projection (2d6)

Special: Invulnerability to their element (air, earth, water or fire).

Sphinx (Gynosphinx)

Whimsical winged lions with the body of a woman, living among tombs and ruins, in search of forgotten knowledge and enigmas to solve.

AC18; HD8; ST8; MV12/36 (flight)

Attacks: Two claws (1d10+6)

Special: Dark vision ; Cleric of their level.

Building a monster

It's very easy to build your own monsters. First of all, most of them have dark vision, which allows them to see in the darkness as well as in dim light and in dim light as well as in bright light. Then, you can give them some special abilities of your choice (copied from the one shown here or from other references).

The most important thing is to determine the withstanding and dangerousness of your monster. All this is related to his hit dice, as shown in the following table. If your monster has several attacks, try to divide his damage dice more or less between each one. However, don't bother too much: this is not rocket science. It has to be a little impressive, and adventurers must have a chance to survive its encounter – nothing more.

DV	DAMAGE	MELEE DAMAGE BONUS	SAVE
1-1 (1d4hp)	1d4	+1	18
1	1d6	+2	17
2	1d8 or 2d4	+2	16
3	1d10	+2	14
4	1d12 or 2d6	+2	13
5	1d6+1d8	+2	12
6	2d8 or 4d4	+4	11
7	3d6	+4	9
8	2d10 or 5d4	+4	8
9	1d10+d12 or 1d10+2d6	+4	6
10	3d8 or 4d6	+4	5
11	3d10 or 5d6	+6	4
12	4d8	+6	3
13	6d6	+6	3
14	7d6	+6	3
15	8d6	+6	3
+1	+1d6	+8	3



Marvels

The difference between an adventurer and a brigand is not always clearly defined. However, rest assured that your adventurer will get opportunities to recover some loot during their adventures. If it is by taking risks or ransoming worthy opponents during well-understood challenges, that's all right. If it's by plundering the wealth of those weaker than they, it's certainly morally and criminally reprehensible, and there's only so much steps from hero to outlaw.

The following table shows the average wealth of the monsters (or monster party) according to their hit dice – the wealth is given in gold pieces but can actually be gems, coins, jewels, precious or useful objects, etc.

MONSTER DV	RICHES
1 or less	1d6gp
1+1 à 2	3d6gp
2+1 à 4	6d6gp
4+1 à 6	1d6 x 10gp
6+1 à 8	1d6 x 25gp
8+1 à 10	1d6 x 100gp
10+1 or more	1d6 x 250gp

Magic items are rare. The Game master rolls 1d20 per monster's hit dice (in broad categories – for example, a group of goblins always counts as a single DV1 creature, regardless of their number). The result indicates the presence of magic items in their possessions.

1D20 PER DV	MAGIC ITEMS
1-15	No magic items
16-17 or more	Potion or scroll
18 or more	Magic weapon
19 or more	Magic armor
20	Miscellaneous items





Potions and scrolls

Potions or scrolls, once used, disappear. Potions can be drunk by anyone, at the cost of an action.

2D6	POTIONS	EFFECTS
2	Potion of Flying	Allows to fly at twice the normal movement rate until the next short rest – when the effect stops, the adventurer always lands smoothly.
3	Potion of Water Breathing	Allows to breathe underwater and even swim like an otter at normal movement rate, until the next long rest.
4	Potion of Giant Force	+1d8 melee damage until next short rest and advantage on Strength checks.
5	Potion of Speed	Movement +2sq until the next short rest and an additional 2d8 in initiative.
6	Potion of Resistance	Elementary damage (fire, cold, electricity) is halved until the next short rest.
7	Potion of Healing	Heals 1d8hp per character's level.
8	Potion of Fire-Breath	Creates a cloud of fire, 3sq by 3sq, 2d8 damage to all creatures in the area.
9	Potion of Heroism	+2 to AC, to-hit and damage until the next short rest.
10	Potion of Health	Treats an affliction (paralysis, petrification, poisoning, etc.)
11	Potion of Animal Friendship	Attracts, calms and gets the cooperation of the neighborhood animals until the next short rest.
12	Potion of Invisibility	Like the <i>Invisibility</i> spell (2 nd circle magic-user spell).

The scrolls contain cleric or magic-user spells that characters of all classes can cast without spell matrix, at the cost of one action. The scroll is destroyed after use. A magic-user can instead choose to use the scroll to learn and memorize a new magic-user's spell – again, this destroys the scroll.

MAGIC-USER SPELLS				
1D10	(1-5) 1 ST CIRCLE (1D10)	(6-8) 2 ND CIRCLE (1D8)	(9) 3 RD CIRCLE (1D6)	(10) 4 TH CIRCLE (1D4)
1	Charm-person	Dark vision	Clairvoyance	Arcane eye
2	Detect aura	Detect thoughts	Dispel magic	Dimension door
3	Illusions	Hold person	Fear	Fabricate
4	Languages	Invisibility/ Detect invisibility	Fireball	Polymorph
5	Light/Darkness	Lock/unlock	Magical hut	—
6	Magic missile	Protection from evil	Non-detection	—
7	Magic weapon	Protection from magic	—	—
8	Prestidigitation	Web	—	—
9	Shield	—	—	—
10	Sleep	—	—	—

CLERIC SPELLS			
1D8	(1-5) 1 ST CIRCLE	(6-7) 2 ND CIRCLE	(8) 3 RD CIRCLE
1	Blessing	Detecting traps	Banishment
2	Command	Hold person	Daylight
3	Detect aura	Languages	Divine transport
4	Heal I	Restoration	Heal II
5	Light/Darkness	Silence	—
6	Protection from evil	Spiritual weapon	—
7	Purification	—	—
8	Sanctuary	—	—





Magic weapons

Magic weapons grant a +1 to +3 bonus. This bonus is added to all attack rolls. The weapon also grants +1d4 damage per bonus point. Any weapon can be a magic weapon, including ranged weapons.

3D6	WEAPON
3-4	+2 Slayer or holy
5-6	+2
7-9	+1 Slayer
10-12	+1
13-14	+1 Holy
15-16	+1 Elemental
17	+3
18	+3 Slayer or holy

SLAYER. A slayer magic weapon is directed against a particular type of foes – goblins, orcs, dragons, etc. – and aims to kill them. It glows when it gets close to such creatures. The weapon deals an additional 1d8 damage against them and each bonus point deals 1d8 damage instead of 1d4.

HOLY. A holy weapon works like a slayer weapon, but against all undead, faeries, elementals and malevolent magical creatures. It also gives its bonus to the cleric's turn undead roll.

ELEMENTAL. An elemental weapon inflicts 1d8 additional damage related to a particular element – fire, cold or electricity.

Magic armors

Magic armor and shields grants a +1 or +2 bonus to the armor class in combat, but this bonus is ignored for movement rolls – a +1 medium armor has AC15 but the target number for maneuver checks remains 14.

Miscellaneous items

Magic items are rare and precious creations, often very old. Here are some of the enchantments that were most practiced in the ancient times.

1D66	MISCELLANEOUS ITEMS	DESCRIPTION
11	Amulet of the Slayer	Grants +1d4 melee damage.
12	Amulet of the Valiant	<i>Clerics only.</i> When the adventurer casts <i>Protection from Evil</i> on himself, they also affects all their allies within 12sq.
13	Bag of holding	This bottomless bag allows to store many objects and most of the loot without ever being cluttered.
14	Bag of tricks	The adventurer can pick out of the bag a normal, but intelligent mammal, which will serve them or fight alongside, as possible, until the next short rest: 1 Rat (HD1-1), 2 Weasel (HD1-1), 3 Dog (HD1-1), 4 Raven (HD1-1), 5 Wolf (HD1), 6 Horse (HD1+1), 7 Wolverine (HD1+2), 8 Bear (HD2).
15	Bedroll of absolute rest	The bedroll allows the adventurer to recover all hit points even if the camp is not comfortable.
16	Belt of dwarvenkind	The adventurer cannot be thrown on the ground against their will. He now speaks the dwarven patois of the Old Tongue.
21	Book of Heroes	After reading during a long rest, the adventurer decreases one of their ability by one, then the book disappears.
22	Boots of elvenkind	The adventurer is completely silent when moving.
23	Bracelets of freedom	The adventurer is released from all ties in 1d3 rounds.
24	Bracers of archery	Grants +1 to-hit and damage on ranged attack.
25	Cloak of elvenkind	As long as they stand still, the adventurer is undetectable.
26	Cloak of the Manta Ray	The adventurer can breathe underwater and swims at their normal movement rate.
31	Craftsman's Bell	Once between adventures, the porter can summon a team of craftsmen from any trade to perform a task for them if they provides the materials for it. The task cannot exceed a number of days equal to the character's level.
32	Dark vision goggles	The adventurer considers darkness and gloom as dim light and dim light as bright light.

33	Eternal Torch	Carries an eternal fire that does not heat up and cannot be extinguished, even under water or without air.
34	Excavation pick	Allows the adventurer to dig up to 1sq-cubic of rock per round – they can decide whether the rubble disappears as it is removed or is kept for future use.
35	Figurine of wondrous power	Each figurine is unique and represents a magical creature of 4DV or less. Once a day, the figurine can take on a normal shape and size and serve the character until the next short rest.
36	Gauntlets of ogre power	+1d4 melee damage and grants advantage to all Strength checks.
41	Healer's Staff	<i>Clerics only.</i> Cast <i>Heal I</i> or <i>Restoration</i> once per day.
42	Linguist's Headband	Grants the knowledge of an additional language defined by the nature of the headband.
43	Magical Wand	Cast one specific 1 st circle magic-user spell once per day – game master's choice or random.
44	Opening Chime	The chime opens up to ten blocked or locked doors or passageways before breaking.
45	Periapt of health	Grants an advantage to save vs. Poison.
46	Prolific purse	This purse contains exactly 5gp. Its content is again equal to this sum after each long rest.
51	Ring of Protection	Grants +1 bonus on AC and Save.
52	Robe of the mage	<i>Magic-users only.</i> This light dress offers AC14, as a medium armor, but does not count for maneuver checks. Mostly ludicrous in adventures.
53	Rope of climbing	A silken 20sq rope that unfolds, moves, attaches and detaches itself.
54	Scarf of the pseudodragon	Grants Magic resistance (16+ on 1d20).
55	Spider's shoes	<i>Thieves only.</i> Once a day and until the next short rest, the adventurer can climb up any surface by walking (even on the ceiling). Be careful, shoes do not work if they are wet.
56	Spoon of plentiful	Placed in a bowl, the spoon produces up to the equivalent of two rations of nourishing oatmeal each day.
61	Tactician's Brooch	<i>Fighters only.</i> Once per round, the adventurer can freely move 2sq by teleporting and, doing so, offers a +1 to-hit to one of his allies in sight.
62	Tent of resting	A tent that weighs nothing and can accommodate up to six people. It gives one automatic success to the camping group action.

63	Tools of the trade	<i>Thieves only.</i> There are four types of tools (1d4), granting +1 to appropriate checks: 1 Picking Tools (<i>Burglar</i>); 2 Magical Wardrobe (<i>Courtier</i>); 3 Hunter's Harness (<i>Ranger</i>); 4 Pocket Encyclopedia (<i>Scholar</i>).
64	Wanderer's Boots	The adventurer ignores difficult terrain and can even walk over water as long as they finish their movement over solid ground.
65	Warrior's Horn	<i>Fighters only.</i> Once per day, the horn can summon 1d6 ancestors, level 1 fighters, who fight alongside the character until the next short rest and then disappear.
66	Wizard's staff	<i>Magic-users only.</i> Detect aura at will. One additional 1 st circle spell matrix per day.



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Name _____
Race _____ Gender _____ Hgt/Wgt _____
Class _____

Level

XP



1XP: reroll
with advantage
3XP x Level: level-up

GALLANT & BOLD

STR 
Strength

INT 
Intelligence

WIS 
Wisdom

DEX 
Dexterity

CON 
Constitution

CHA 
Charisma

**Armor
Class**



**Hit
Points**




BHB



Save



Move

sq. 

Half: +1 AC or To-Hit
(Self or ally)
Double: -2 AC

Hit dice



Burglar + _____ Vs. Breath + _____

Courtier + _____ Vs. Death + _____

Ranger + _____ Vs. Magic + _____

Scholar + _____ Vs. Poison + _____

Spell matrices

1  2  3  4 

Bonuses, capacities, talents, languages and notes

Equipment and wealth

