

Old School Fantasy Role-Playing

CHROMATIC DUNGEONS

Basic Rules



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Chromatic Dungeons

Basic Rulebook



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Read This First!

Welcome! If you are new to tabletop role-playing games, please read this first. If you are an experienced player, feel free to skip this section.

What is a Tabletop Role-Playing Game (RPG)?

In a nutshell, tabletop role-playing games are games of imagination where most players play the role of one character, and one player runs the game. As a new player, you will not have to worry about running the game. Just create a character, and start playing! It's a game of collaborative imagination, where the stories and adventures are created as you play the game and make choices for your character.

What's In This Book?

The Player's Book contains all the rules and guidelines you need to play the game, as well as to run the game if you are the Game Master (GM). At the rear of this book you will find many useful appendixes to use for quick reference. Also feel free to print off any pages you find useful for your game.

What Should You Do First?

Step 1: Determine who will act as the Game Master (GM). This person will run the game, and be responsible for coordinating the adventure, controlling all of the non-player characters that the characters may encounter, as well as controlling all of the monsters in an encounter. It is recommended that an experienced player who is familiar with the rules take on this role, but if one is not available, that's OK too! There is nothing wrong with learning as you go.

Step 2: The GM reads all of the rules, and starts to work on the adventure. This can be from an existing pre-created adventure, or one of their own creation. Players need to read the rules around character creation, which is at the beginning of the book, and get an idea of what type of character they would like to play.

Step 3: Gather a group of friends to play with. Traditionally RPGs were played in person face-to-face, but now many are played online via tools like Roll20 or Discord. While you can play the game with as few as 2 people, it is recommended that 4-6 players are the ideal amount. More and you'll need to pay attention to organization and to keep things flowing so as to avoid long periods of downtime between players' turns.

Step 4: Create your characters (or choose one of the provided pre-generated characters at the end of the book) and grab your dice (or appropriate digital tool).

Step 5: Start playing!

Forward

Thank you for your time to look at this rulebook! *Chromatic Dungeons Basic* is designed to emulate a very rules-lite version of 80s fantasy role-playing games *while also* trying to be welcoming to all gamers of every demographic. The Moldvay Basic set from 1981 did a great job streamlining rules down and presenting them in an easy to read format, and this book will hope to emulate the feel of how that edition played while streamlining the rules down even further, into a very basic RPG system. While technically a clone of early fantasy RPGs, the rules herein have been modified to promote speed of play and learning, applying over 40 years of experience and lessons learned to the ruleset. The rules for TSR era gaming spanned hundreds of pages, so for this project, they have been stripped down to the most fundamental rules, then stripped down even further, looking for areas of synergy where two similar rules can be combined into just one rule. An example of this is the removal of *Saving Throws* and combining that rule into the *ability check* mechanic.

The driving goal behind this clone: to share the fun experiences of gaming in the early days of the industry while having the game itself represent our very diverse group of gamers and have everyone part of these diverse groups feel welcome, while cleaning up the less intuitive mechanics and making the core structure of the game be as simple as possible.

This version of *Chromatic Dungeons* differs from the full version in that the full version is a much more robust rules system designed in the same format as many of the well known role playing games with rules for many scenarios and loaded with options. For example, the full *Chromatic Dungeons* game has a rule for *Saving Throws* and schools of magic, (which fans of old school games will recognize), but they do not exist here. Too many rules can be intimidating for the new player, and often act as a hindrance for the new and/or younger player to have fun and to be able to join the game straight away. Thus this version of *Chromatic Dungeons* exists to be a fast and easy way to jump right into the game. Rather than specific rules, it has guidelines to use to foster rulings. It's designed for three main demographics: new players, younger players, and those players who just prefer a very easy role-playing game system. This does not mean this game shouldn't be played by experienced or older players, just that for experienced players, they might find these rules a bit too streamlined and basic for their preferences.



What is a Role-Playing Game?

Simply put, a role-playing game (RPG) is a game of pretend. We've all done it as kids, where we play games pretending to be a hero, or pirate, or powerful queen, or knight, or spaceship pilot. A role-playing game takes that foundation and provides an outline of rules to help give it a bit of structure so that all players involved know what to expect, and how to play so that it's fair and fun for everyone. This is a game that takes place in a shared imagination of all players. Players will have one of two roles: the player of a Player Character (PC), and one player acting as the Game Master (GM).

Players of PCs will control one character created from their imagination using the rules herein, while the GM will control the overall plot of the story, as well as all the monsters, people, and personalities of those that the players do not control. The GM has the most responsibility for it is up to them to keep the game going, and it's up to them to control many of the creatures/people in the game whereas the players only need to control their own character. To help with this, the GM will have a set of rules and guidelines to follow. These rules (like what abilities a monster might have) are known only the GM. The players only need to know the basic rules on how to play their character. They do not need to know the rest of the rules.

Additionally, the GM has the ability to make a ruling. What is a ruling? If there isn't a specific rule for something, then the GM gets to decide how that thing works in the game. For example, if a character wants to perform a certain action that doesn't have a rule for it, the GM will have to decide how that is handled. When making a ruling, the most important rule is to be fair. No one will want to play with a GM who is not fair in their rulings. Sometimes, not even the GM might know how to best handle a situation, and in those cases, it's perfectly OK to ask the feedback of the players and come to a group agreement. The only rule that really matters is that everyone at the game table feels like they are having fun. This is a game, and that's the goal of every game.

Glossary of Terms

Ancestry

The ancestry of your player character (PC). Choices include human, elf, dwarf, and halfling.

Armor Class

Armor Class (AC) is a value assigned to your character that illustrates how difficult they are to hit in combat with weapons or natural attacks.

Attribute

Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma are your six key attributes (also referred to as ability scores). Each will be defined under the *Attribute* section hereafter.

Character

A character is the persona that you as a player control during the game. Generally, each player controls one character (also referred to as "player character" or "PC").

Class

Your class is the occupation of your character. Available classes are fighter, wizard, and rogue.

Dice

These come in various polyhedral forms, including d4, d6, d8, d10, d12, and d20.

Game Master

The player who runs the game for the rest of the players. The Game Master (GM) controls every creature and personality not controlled by a player, and acts as referee and arbitrator for the game. The GM also facilitates the game play and adventure.

Experience Points

As PCs progress in their adventure and gain experience and treasure, they gain Experience Points (XP). These points are used to level up the PC to the next higher level of their class.

Hit Points

Hit Points (HP) are the "life" points that your character has assigned to them. "Life" is in

quotations, because it's not a pure representation of health or stamina, but also incorporates experience, luck, and skill into the overall value. Try to think of loss of HP not as actual wounds on a point by point comparison, but as a wearing down of the opponent until finally upon reaching 0, the fatal wound is suffered.

Unless otherwise called out, you can never have more HP than your maximum hit point total (determined by hit die rolls per level + CON bonuses).

Initiative

Initiative determines the order in which participants act in combat. The higher the initiative, the earlier in the combat round that one would take their action. This will be further described in the *Combat* section.

Level

The term "level" is used in multiple contexts. In the context of a character level, this designates the relative power of the PC. The higher level, the more powerful the PC has become. In *Chromatic Dungeons Basic*, the maximum PC level is capped at 10. In the context of spells, it is used to identify when and how many spells the particular caster can cast as determined by the class spell table.

Non Player Character

Non Player Characters (NPCs) are controlled by the GM. They include all personalities not controlled by a player. Examples include innkeepers, villains, monsters, etc.

OSR

Old School Revival. This is a term used for games that emulate the style and aesthetic of RPGs from the 70s and 80s.

Round

A round is a measure of timekeeping during combat. It is roughly 1 minute long, and is finished when all participants have taken their turn, and the initiative order ends.

Turn

A turn is a measure of time during combat. It includes all actions that your character will take when it comes to their place in the

initiative order. Out of combat, a turn is 10 minutes in length.

Playing the Game

All you need to play this game is yourself, a friend (one of you as the GM), either pencil&paper or the equivalent digital device, dice, and this book. And your imagination of course! That's probably the most important of all.

It is advised that the GM be someone who is experienced playing RPGs in the past, as the learning curve will be much smoother. But if not, no worries!

As a long time gamer myself (since 1981), the biggest and best piece of advice I can give is to never let a rule get in the way of having fun. If a rule or mechanic doesn't sit well with you, change it! Make the game your own! The end goal is to always have fun, and don't let a rule get in the way of you doing something that you think is cool.

I mean that literally. Just because an archetype might not be in this book, doesn't mean you can't play it. As the venerable Gary Gygax once said (paraphrased), "Sure you can play a dragon, as long as you start at level 1."

For players of this game, here are some key guidelines that may help you succeed and have the most fun:

- * Don't get hung up on a specific rule, or lack of a rule. Be creative and use your imagination to find solutions to challenges and encounters. Just because there may be a monster in a room, doesn't mean you have to fight it. You also gain experience by bypassing the monster in other creative ways, and you don't risk your character's life to boot!

- * The adventuring world is dangerous. Monsters exist everywhere. Traps and other hazards also exist. Every adventurer worth their salt will do planning and be as prepared as possible for all dangerous things.

- * Sometimes, characters die. That's OK. They are just characters. This also creates an opportunity to create a brand new character from scratch and play something different. While it can be disappointing to lose a character you've

played for a while, this is just a game and you always can start over.

* This is a team game. You will find the best success by playing characters as a team, where you help each other. The GM is not against the players, which may seem strange at first. Instead, the GM is running the creatures the players may be against, may be friends with, or may not have any feelings at all, but most important, the GM is to be fair.

Creating a Character

The first step in creating a character is to get your inspiration. The rules herein should offer several options to allow you to mold and build your character into the archetype that you vision, as the vision is the most important thing.

Perhaps you're inspired by a fictional character, or a miniature you saw, or perhaps a persona

of your own design. Doesn't matter where it comes from, as long as it is a character that you think you'll have fun playing.

At first it may seem daunting to see just how many rules and figures and categories there are in a character sheet, but don't fear; it will all come to you soon enough with experience. The provided walkthrough will also help.

Let's look at Alex, who is creating their very first character, and is anxious to get started on adventure.

Alex sits down with this book, a character sheet (or any piece of paper large enough), pencil, and dice. So many different characters flash through Alex's mind: an elven warrior with dashing good looks and a penchant for good food and wine? A human wizard as if Santa Claus had a sudden fascination with casting fireballs?

After giving it some thought, Alex always had an admiration and fascination with the sailors of Carthage. Alex's maternal side has been Tunisian for



as long as anyone could remember, so Alex likes to believe they have ties to the Carthaginian Empire, and felt creating a sailor warrior as a character would be extremely fun to play.

That's the hardest part of creating a character; the rest is simple bookkeeping, and Alex dived right in. Alex named their character "Faridah" and moved on to generating their ability scores.

Generating Ability Scores

When figuring out what your ability scores are, you would use the following rule: roll 4d6, drop the lowest value, and tally the remaining three. You would repeat for a total of six scores. Then assign them in any order you choose. For example, let's say you roll 4d6 and get a 4, 4, 3, and 2. You drop/ignore the lowest number (2), leaving you with two 4s and a 3. You total those up and get an 11. You then repeat this process five more times, getting six values, and then assign them to each of your abilities in the order you want.

Alex breaks out their favorite dice and rolls 4d6, six times, dropping the lowest. Their results are:

Roll 1: 6, 5, 2, 2 (drop the 2, add the rest = 13)

Roll 2: 5, 5, 3, 1 (drop the 1, add the rest = 13)

Roll 3: 4, 3, 2, 1 (drop the 1, add the rest = 9)

Roll 4: 6, 6, 3, 1 (drop the 1, add the rest = 15)

Roll 5: 3, 2, 2, 2 (drop the 2, add the rest=7)

Roll 6: 3, 3, 3, 1 (drop the 1, add the rest=9)

Alex envisions Faridah being an agile and strong warrior, who often uses profanity and comes off as crude, so they assign those rolls as such:

Strength: 15

Intelligence: 9

Wisdom: 9

Dexterity: 13

Constitution: 13

Charisma: 7

Ancestry

Next you must choose your Ancestry. Ancestral options included in this book are human, elf, dwarf, and halfling. Each of these will be described in the *Ancestry* section of the book.

After looking at the various ancestries, Alex decides to go with a human, and notes down the abilities and features that the human ancestry grants on the character sheet, choosing to add a bonus +1 to their constitution score, and chooses the coastal and nomadic heritages.

Class

You must also choose your class at this point. Choices are fighter, rogue, or wizard.

Going along with the warrior theme of Faridah, Alex chooses fighter as their class. They note all the features of the class, including starting HP and money. Alex also chooses to increase Faridah's strength score by 1.

Alex then notes on the character sheet the modifiers for each of those final ability scores.

Equipment

Once starting money is determined, go to the *Equipment* section and choose the appropriate gear that you want for your character. Keep in mind which items your character can use, based on class.

Keeping true to their theme, Alex decides to arm Faridah with lighter more mobile armor (studded leather), a shield, a cutlass, light crossbow, dagger, and adventuring gear. Alex notes their character sheet with final values for quick and easy reference.

You're all ready go to! Explore dungeons, meet interesting and exotic monsters, then defeat them for their treasure!

Note the character sheet on the following page to see Faridah's character sheet, and how all of this comes together.

NAME
FARIDAH

CLASS
FIGHTER

ANCESTRY
HUMAN

LEVEL
1

ALIGNMENT
NEUTRAL

HERITAGE
NOMAD, COASTAL

MOVEMENT
35

EXPERIENCE POINTS
0

ARMOR CLASS
14

CURRENT HP
9

HP MAX
9

TRAITS AND FEATURES

- +5 NAVIGATION CHECKS
- HOLD BREATH TWICE AS LONG
- +5 MOVEMENT

CLASS ABILITIES

- +1 TO HIT PER LEVEL
- +1 DMG WITH WEAPONS

EQUIPMENT

STUDDED LEATHER SHIELD

2 MEDICAL KITS

20 X-BOW BOLTS

PACK

HOODED CLOAK

7 DAYS RATIONS

6 TORCHES

2 WATERSKINS

TINDER BOX

WHETSTONE

2 FLASKS/OIL

50' ROPE

BEDROLL

+2
16
STR

-1
9
INT

-1
9
WIS

+1
13
DEX

+1
14
CON

-2
7
CHA

12 GP

5 SP

CP

EP

PP

CUTLASS
ATTACK TYPE:
To HIT: +2 DMG: 1D6+3 RNG:

LIGHT X-BOW
ATTACK TYPE:
To HIT: +2 DMG: 1D6+3 RNG: 100FT

ATTACK TYPE:
To HIT: DMG: RNG:

ATTACK TYPE:
To HIT: DMG: RNG:

Gaining in Levels

As your character gains experience, they will gain in levels. When this happens, you will gain additional hit points and possibly gain some additional class abilities. The table below will tell you how many experience points are needed to gain each level. For example, in order to advance to level 2, you would need 1000 experience points.

Experience points are gained by defeating (which includes bypassing or sneaking by) monsters, gaining treasure, or GM discretion for good ideas, role-playing, accomplishing key goals, or other reasons. Note that the maximum level a character can achieve is 10.

Experience Point Table

Character Level	Experience Points Needed
1	0
2	1000
3	2000
4	4000
5	10,000
6	20,000
7	40,000
8	100,000
9	200,000
10	400,000

Ability Scores

There are six ability scores that help make up your character, to represent six core aspects in a numerical progression. Each score will normally range from 3 to 18, however rarely there may be a scenario where an ability score is increased above 18, such as via magical means or ancestry/class modifiers. The charts below have ability scores that go to 25, but anything 20 or higher is considered supernatural, and most PCs will never be able to achieve these levels without some outside magical assistance.

Ability Score Modifiers

Depending on the value of your ability score, you will have a modifier assigned to it. The specific modifiers will be explained in greater detail under each ability description, but the

value is the same, as listed on the following table:

Ability Score Modifier Table

Ability Score	Modifier
3-5	-3
6-7	-2
8-9	-1
10-11	0
12-14	+1
15-16	+2
17-18	+3
19	+4
20	+5
21	+6
22	+7
23	+8
24	+9
25	+10

Strength

Strength is a measure of physical power, lifting and carrying capacity, endurance, and brute force. It is an important attribute for those melee classes and those who want to wear heavy armors. When attacking with a weapon or natural attacks, you would add your strength modifier to the damage roll. That is, if Faridah has a strength of 16 (+2 modifier), they would add 2 points of damage to every successful attack roll with weapons or natural attacks.

PCs have a standing jump of 1ft per strength score, and a running jump of 2ft per strength score.

Intelligence

Intelligence measure the learning potential of a person, and capacity to process complex inputs of information. How well a person notices something out of place, or their chance to learn a language or spell, or ability to recall information is all tied to intelligence.

Intelligence is very important to wizards, allowing them to prepare one spell per level, adjusted by their modifier. This will be explained further under the wizard class.

Every character starts the game speaking the common language. They will gain an additional language for each modifier (minimum 0), so a character with a 15 INT would be able to speak a total of 3 languages (common plus two additional, such as orc or elvish).

Wisdom

While intelligence is book smarts, wisdom focuses on common sense. There is an old adage: "Intelligence lets you know that a tomato is a fruit, but wisdom tells you not to put it in a fruit salad." In addition to be common sense, wisdom also includes your willpower, intuitiveness, judgment, and ability to resist certain mental attacks. Wisdom also allows you to quickly assess your situations and tells you the best course of action. The character with the highest wisdom in the party would add the modifier to the group's initiative roll.

Dexterity

Dexterity measures the physical agility and nimbleness of the character. It factors in hand-eye coordination, precision, balance, and reflexes. It is the key attribute to rogue characters, although every character can benefit from a high score, as the dexterity modifier would be applied to attack rolls and to the character's



armor class (AC). That is, if your character has a +1 modifier, then you would add +1 to all attack rolls, and you would add 1 to your final AC value.

Constitution

Constitution measures overall health, endurance, and resistance. It affects the hit points of the character and the ability to resist poison and disease. It is an important attribute for all characters, but especially for those who find themselves on the front line during combat.

The modifier for constitution is the bonus number of hit points you would gain for every character level you are (note, you will always add at least 1 hit point per level gained when you roll for hit points, regardless of modifier). Thus, if you have a +2 modifier, you would gain 2 extra hit points at first level, and for every level gained thereafter. And if you had a -2 modifier and gained a level, and rolled a d8 for new additional hit points and rolled a 2, you would still gain 1 hit point even though the modifier would normally have reduced that to zero.

Charisma

Charisma captures the overall likability and chemistry others feel towards your character. It encompasses physical attractiveness, persuasiveness, and personal magnetism. This ability is key to leadership and thus is a determining factor in how many hirelings a PC may have, and the loyalty thereof. The charisma modifier is applied to any morale rolls that your character's hirelings may need to make during an adventure, and determines how many henchpeople you can hire.

Everyone can hire 1 hireling as the default, so a character with a +3 modifier for charisma could hire a total of 4 hirelings.

Ability Checks

Often throughout the game, you may be called upon to make an ability check. This most often occurs when you want to attempt something that is not part of a special ability or spell that grants automatic success. When called

upon to make this check, the GM will advise you which ability score to use, and if there are any penalties or bonuses to be applied. Roll 1d20, and if the result is at or below your ability score for that specified ability, then it is a success. A result higher than your ability score is a failure. A natural roll of a 1 is always a success unless the GM determines the act just isn't remotely possible.

Note that all bonuses or penalties are applied to your ability score value as a temporary modifier for that check only. That is, if you suffer a -4 penalty to detect a secret door due to darkness, your intelligence score would be treated as if it were 4 points less when it comes to determining if your check was a success or not. Your intelligence is not actually lowered by 4.

As mentioned above, the GM can assign bonuses or penalties to this roll, but it is recommended that they do not do so unless it's for things that would have a big impact. For speed of play, it's recommended to just use a straight ability check whenever possible.

Sample Types of Ability Checks

Type of Check	Ability Score Used
Acrobatics	Dexterity
Avoiding an area of effect spell or ability	Dexterity
Busting down a locked door	Strength
Detecting secret door	Intelligence
Grappling	Strength OR dexterity (whichever is higher)
Identifying/solving puzzle	Intelligence
Intimidating someone	Strength OR charisma (whichever is higher)
Jumping	Strength
Lying	Charisma
Persuading someone of something	Charisma
Recalling lore or a historical event	Intelligence
Resisting a mental spell	Wisdom
Resisting an undead's special attack	Constitution
Resisting poison or disease	Constitution
Stealth	Dexterity
Wilderness survival	Wisdom

Ancestry

Your ancestry is the genetic lineage of your character. These include humans, elves, dwarves, halflings, and gnomes, with many of those having distinct cultures within that ancestry (described in the *Heritage* section hereafter). Each selection of ancestry will grant you some key features of that ancestry that are inherent to their physiology. Only inherent physical traits are determined by your ancestry choice, as other traits are more influenced by heritage or culture. For example, most high elves may have resistance to certain magic based on the culture of the high elf city/state/kingdom. A non-elf creature who grew up in the same culture might gain the same benefits even if they are of a different ancestry. Therefore, a human who grew up in a high elven city would have been exposed to the inherent magical energies from that city to grant them the same resistances to magic that native high elves have.

Dwarf

Dwarves are generally a short and stout ancestry, solidly built and down to earth. There are several different cultures of dwarves, including but not limited to mountain and subterranean (dark) dwarves. Every dwarf has the following characteristics:

- Solid build. Damage from blunt attacks are reduced by 1 point
- Speaks the dwarven and common languages
- Stands between 4' and 5' in height and weighs 150-300 lbs
- Live up to 300 years of age
- Infravision 60ft
- Base 30ft movement speed

Elf

Elven ancestry is very closely related to the fey. Most are reclusive forest dwellers with a love of nature and magic, although clans of elves can be found all over, from underground (often referred to as dark elves) to deserts. All elves have the following features:

- Speak elven and common languages
- Stand 5'-5'5" tall and weigh 125-175lbs
- Live up to 500 years old
- Base movement of 35ft
- Infravision up to 60ft
- Do not require sleep

Halfling

Halflings tend to be almost childlike, with rounded features and being roughly half the size of humans. Many prefer to live in small villages, building their homes in the sides of hills. They enjoy the pleasures of life: good food, good stories, good friends, and the comforts of home. It is not unusual, however, for a halfling to take on the role of an adventurer. All halflings will have the following features:

- Once per day calm any hostile beast
- Speaks halfling and common
- Stands between 3'-4' in height, and weighing between 50-75lbs
- Live to be over 100 years old
- Base movement of 25ft
- Infravision 30ft

Human

Humans are the most common and most versatile ancestry, being the most prolific and the most common all over the world. They can be found in the hottest deserts to the coldest mountains, scratching out a survival where no other special would reside. All humans get the following features:

- +1 bonus to any one ability score of your choice
- Speaks common and one additional language of your choice
- Stands between 5'-7' in height, and weight between 125-300lbs
- Lives to be around 80 years or longer
- Base movement of 30ft

Heritage

Regardless of ancestry, all PCs will have a heritage that is unique to the culture they grew up in. Not all dwarves are war-like, or all elves resistant to magic. These types of traits will be determined by your PC's heritage.

When choosing your ancestry, you may also choose two options from the following heritage table:

Heritage	Benefit
Arcane Resistance	+3 to wisdom checks to resist magical effects or spells.
Coastal	+5 to navigation checks, can hold breath twice as long as normal.
Crafting Defender	+5 checks to craft and repair items +1 bonus to AC
Desert	Immune to heat exposure, half damage from fire damage
Diminutive	+2 AC when attacked by large or larger sized creatures.
Equestrian	+10 mount movement rate, +1 attack rolls while mounted
Fairy	Immune to paralysis
Fey	Immune to <i>sleep</i> and <i>charm</i> spells
Forest	+3 stealth checks, +3 wilderness survival
Giant	Double carrying capacity
Mountain/Arctic	Cold resistance. Immune to cold exposure and take half damage from cold attacks
Noble	Start with maximum gold, +3 additional henchpeople limit, +3 to charisma checks
Nomadic	+5 to base movement rate
Rustic/Hermit	+1 HP per level
Scholar	Act as a sage (see <i>Hirelings</i> section)
Self Sufficient	+1 to all ability checks
Slayer	+1 to attack rolls against one category of monsters (Beast, Undead, etc)
Soldier	Once per day when reduced to 0 or fewer HP, instead go to 1 HP
Specialist	Reroll natural 1s on the d20 for attack rolls
Subterranean	+60ft infravision
Swamp/Jungle	+5 to checks when resisting poison, venom, or disease
Urchin	+2 to stealth checks, +2 to sleight of hand checks

Character Classes

Your character class is your occupation. It is your training to establish your starting class abilities and features, and determines how those abilities will improve and grow as you gain character levels. Classes available are fighter, wizard, and rogue.

Non-player characters generally do not have classes. They are common folk with general professions. Only exceptional people have a class, which enables them to rise from common folk to great heroes.

Each class description will have the following:

Ability Bonus: When choosing this class, you get to add a bonus to the listed ability score.

Armor Prof: Which types of armor the class can use.

Weapon Prof: Which types of weapons the class may use.

Class features: Bonus abilities the class gets when it reaches certain levels.

Hit Die: The die type you would roll every time you gain a level, and add the result to your maximum and current hit point total. Note that all 1st level character begin with the maximum result.

Attack Bonus: The bonus you would apply to attack rolls.

Fighters

A sweep of an axe splitting the skull of a zombie, the raised shield blocking the strike of an orc, and the ability to keep fighting after taking wound after wound, these are the skills of warriors. They are frontline in the battle, protecting the more squishy classes behind them, as no other classes are better suited for this task.

Fighters are possibly the most common fantasy archetype depicted in literature and media. This broad group encompasses those who use arms and armor, and martial skills to perform heroic deeds. From the common foot soldier, to the samurai, to the knight in shining armor, to the



wilderness scout, are all part of this warrior group. They are tough, and skilled in the use of all weapons.

Ability Bonus: +1 to either STR, DEX, or CON

Armor Prof: All

Weapon Prof: All

Hit Die: d8

Attack Bonus: +1 per level

Class Features

Weapon Skill (1st level): The fighter is exceptionally trained with weapons, gaining a +1 bonus to damage.

Cannon Fodder (2nd level): If the fighter spends their action to attack creatures of 1HD or less, they will have a number of attacks equal to their level that they can spread out among all 1HD or less creatures within 10ft of the fighter.

Weapon Specialization (3rd level): Upon reaching 3rd level, the fighter becomes so specialized in



A Knight In Hell

weapon use, that whenever you initially roll a natural 1 on the damage die, you can reroll damage, taking the new roll even if it's a 1.

Defensive Stalwart (4th level): The fighter has learned to use their armor more effectively. Whenever wearing armor, they will receive a +1 bonus to their AC.

Extra Attacks (5th level): At 5th level, whenever the fighter attacks with a weapon or natural attack, they may make one extra bonus attack on their turn. This attack can be split up between moving, but must be made during the same turn. At 10th level an additional attack is also gained, for a total of 3. It does not stack with the *Cannon Fodder* feature above.

Athlete (6th level): The fighter gains a +3 bonus to all STR, DEX, and CON checks.

Resilient (6th level): Whenever the fighter fails an ability check, they may attempt to reroll another attempt. This can be used twice a day at 6th level and three times a day at 9th level.

Weapon Mastery (7th level): When 7th level is reached, the fighter's weapon specialization is further improved. The fighter will now use a d8 for the base damage die for all weapon attacks.

Protector (8th level): At 8th level, when wielding a shield or off-hand weapon and within 5ft of an ally, the fighter may once per round impose a -4 penalty to attack rolls coming from an opponent that is attacking said ally. This must be declared immediately after the opponent attacks an ally before damage is determined.

Followers (9th level): When reaching 9th level, the fighter's deeds will have become so well known that they will attract a series of followers if they have established a keep or stronghold. They must pay the mercenaries and guards to keep peace in a 25 mile radius, but are able to tax the residents within this area. After costs (stronghold upkeep, retainer costs, etc), this gross profit will typically result in one copper piece per month per resident.

Rogues

Rogues are heroes that don't always act like a traditional hero. They don't feel constrained by the laws, especially if they feel they are unjust, and often have made partnerships with less than scrupulous contacts. That doesn't mean a rogue is evil, just that the rogue has had to get by on their cunning and agility more often than not, and have learned certain skills because of that.

All rogues have a set of abilities unique to them, as is described in the *Rogue Skill Table* below. These are both special bonuses the rogue gets to certain ability checks, but also additional and/or enhancements to those ability checks as described below.

Ability Bonus: +1 to DEX

Armor Prof: leather

Weapon Prof: dagger, dart, staff, club, short sword, short bow, javelin, spears, scimitar, hand axe, sling, whip, rapier, hand and light crossbow

Hit Dice: d6

Attack Bonus: +1 at level 2, 4, 6, 8, and 10

Rogue Skill Table

Skill	Ability Check Bonus
Climb Walls (dexterity)	2
Find Traps (wisdom)	1
Hear Noise (wisdom)	1
Open Locks (dexterity)	2
Perception (intelligence)	1
Pick Pockets (dexterity)	2
Read Languages (intelligence)	0
Remove Traps (dexterity)	1
Stealth (dexterity)	1

The *Ability Check Bonus* is the modifier you would apply to any ability check using that ability.

Unless otherwise noted, each attempt at a skill takes the character's full action during their turn.

Climb Walls: Anyone can make a dexterity ability check to climb a rough rock face, but only the rogue can manage to climb brick walls or other vertical surfaces that have little footholds. A skill check must be made at the start of every turn the rogue starts to climb, and the rate of climbing is half of the character's base rate,



rounded up.

Find/Remove Traps: A separate roll is needed to find traps, and one to actually remove the trap. Success to remove a trap by more than 5 means the PC has been able to recover the materials for the trap without ruining any of the mechanisms. If the attempt fails by 5 or more, the trap has been set off.

Hear Noise: The PC has learned to tune out all surrounding noises to focus on a specific sound or sounds. This is most often used when listening at doors or wall, or when trying to focus on a conversation in a crowd. A successful check means the character is able to make out details that other characters wouldn't be able to make out.

Open Locks: This skill can only be attempted if the PC has an appropriate lock picks or thieves' tools, and can only be attempted on the same lock once per hour if initial checks fail.

Perception: Rogues are not only good at remaining unseen, but also for noticing details around them. This skill is typically used when trying to find secret doors or passages, to notice something amiss about a creature or object, or other details that may be obscured by others.

Pick Pockets: this skill includes any sleight of hand skill, not just limited to actual picking of pockets, but also actions such as slipping powder into a drink, or attempting the shell game. If you fail by 5 or higher, then the potential victim notices that attempt. This skill is also one of the few that is impacted by the level of the victim. For every level higher the victim is above the PC, a -1 penalty is enforced. I.e., if a 7th level rogue is attempting to pick the pocket of a 10th level target (or 10 HD creature), then a -3 penalty to the roll would be enforced and applied with any other modifiers.

Read Languages: Rogues are experts at forgery and code deciphering, which translates into their ability to translate various languages. A successful skill check means the rogue has deciphered enough of one page of text to be able to roughly translate it. Failure means the rogue will never understand the language unless they progress a level, where they may attempt the check once more. This check requires 1d4 turns of time to attempt.

Stealth: A successful skill check allows the character to move at their full movement rate completely silent and unnoticed. It is most often used to sneak up on a target for surprise. A new roll is needed every round that the PC moves during their turn. Whereas anyone can attempt to move silently by making a dexterity ability check, a successful stealth check means the rogue is effective against all forms of detection including infravision and smell.

Class Features

Skill Advancement (1st level): The rogue begins with the bonuses for certain ability checks as described above. For every level above 1st, the rogue will gain 6 discretionary points to add to the bonuses already given, with no more than 1 point being able to allocated to any one skill.

Backstabbing (1st level): If the rogue has surprised the target, their first attack in the first round of combat will inflict double damage after all bonuses and modifiers are applied. This bonus damage is also applied if the rogue is successfully

hidden from the target when they make their attack roll. This bonus damage applies to both melee and ranged weapon attacks by the rogue. At 5th level, the damage is tripled. At 9th level it is quadrupled.

Thieves Cant (1st level): Rogues have their own secret language they can use to communicate with other rogues. It is a combination of secret hand signs with slang terms.

Lucky (2nd level): Whenever a rogue accidentally sets off a trap, or if a trap is set off that impacts the rogue that forces the rogue to make a dexterity ability check, if the check is successful, then the effect of the trap is completely ignored, and if it fails, then only half damage is applied.

Escape (3rd level): At 3rd level, when the rogue suffers damage from a melee attack, they may move up to half of their movement rate immediately and avoid the damage. This may be used once per day per dexterity modifier (min of 1) of the rogue.

Dual Weapon Defense (4th level): When wielding a weapon in each hand, the rogue gains a +1 bonus to their AC. At 8th level, the AC bonus becomes +2.

Acrobatics (6th level): The jumping distance of a rogue is doubled. Additionally, any dexterity ability check that relates to an athletic or acrobatic move (including grappling, avoiding tripping, etc) will gain a +3 bonus to the ability check roll.

Fall (7th level): At 7th level, the rogue may fall up to 10' per level as long as they are within 5' of a vertical surface and suffer no damage.

Magic Scroll (10th level): Upon reaching 10th level, the rogue may attempt to read a magical scroll and put into effective use. Wizard spell scrolls can be attempted, but because of the risky nature and lack of expertise of the rogue, there is a 25% chance that the spell will fail.

Wizard

Wizards are one of the most flexible of the classes, having broad spell choices, and the flexibility to switch between which spells they have prepared. They keep their spells they collect in spell books (or prayer books for those who get their magic from divine sources), which they must study every time they want to learn a spell that has previously been cast, or to replace a currently memorized spell with a new one. Wizards are weak at first, and should try to avoid direct combat, but as they grow in experience, they can wield extremely powerful magic.

Ability Bonus: +1 to INT

Armor Prof: none

Weapon Prof: dagger, dart, staff, club, sling

Hit Die: d4

Attack Bonus: +1 at level 3, 6, and 9

Preparing Spells

A wizard can prepare a number of spells equal to their level, adjusted by their intelligence modifier. Thus, a 4th level wizard with an intelligence of 15 (+2) can prepare up to 6 spells at any given time. Each spell takes 10 minutes per spell level to prepare and memorize, and will remain in the wizard's memory until replaced by a new spell (or some other effect causes the spell to be lost).

For example, if a 4th level wizard who can memorize a total of 6 spells wants to memorize 4 first level spells and 2 second level spells, they would have to spend $(4 \times 10) + (2 \times 20) = 80$ minutes to memorize them all.

Casting Spells

Unless otherwise noted, it takes the PC's action to cast a spell. Spells will have one or more of the following requirements: verbal (V), somatic (S), and material (M) components. If a spell requires a spell component such as bat dung, a somatic component like a hand gesture, and a verbal component such as utterance of magic incantations, then in order to cast the spell all three would be necessary. If any of them are missing, the spell cannot be cast.

Spells are a risky endeavor, and may be interrupted. If you are casting a spell and have not completed it yet (it hasn't been your turn yet) and you take damage or are bound, then the spell is interrupted and wasted. This is a key reason (along with weak AC and hit points) that most wizards avoid combat and stay in the rear where it's safer.

In order to determine how many spells a wizard can cast per day (an 8 hour rest is needed between adventuring days to recover these spent slots), reference the below chart:

Spells Per Level					
Wiz Lvl	Spell lvl 1	Spell lvl 2	Spell lvl 3	Spell lvl 4	Spell lvl 5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	4	2	1	-	-
6	4	2	2	-	-
7	4	3	2	1	-
8	4	3	3	2	-
9	4	3	3	2	1
10	4	4	3	2	2

Referencing the chart above, a 1st level wizard can cast one 1st level spell per day, and will need to rest before being able to cast another spell. A 7th level wizard can cast four 1st,



three 2nd, two 3rd, and one 4th level spell per day. Note that this is different from the number of spells a wizard can prepare (see above). This chart also advises you of the limit of the spell level you can cast. Thus, you cannot cast a 2nd level spell until you reach 3rd level.

Learning and Adding Spells

Many of the spells wizards gain are found from scrolls or spell books in their adventures. Before the wizard can learn that spell (allowing it to be prepared and cast), they will need to make an intelligence ability check. If you are successful in your attempt, you may inscribe the spell into your spellbook for your own use in the future. If you fail, then you are not able to learn the spell until you gain a level, at which point a new attempt may be made.

Wizards begin play with 4 spells in their spellbook: *read magic*, one offensive spell, one defensive spell, and one additional spell of your choice. New spells may be acquired by finding scrolls or spell books in your adventures, or for purchase at certain places.

Class Features

Spellcasting (1st level): The wizard knows how to learn and cast arcane spells from the wizard spell list (see *Spells* section hereafter).

Wizard Specialty (1st level): The wizard may choose to specialize in a particular spell. This spell must be one the wizard is able to cast. When chosen, this spell is always considered prepared and doesn't take up a slot to prepare it. Additionally, the wizard can choose one of the following:

- * extra 1 point of damage per level of the wizard
- * range is doubled
- * duration is doubled
- * any ability check to resist the effects suffers a -2 penalty.
- * maximum hit points healed for healing spells

When the wizard advances a level, they may replace their specialized spell with another.

Arcane Boost (2nd level): The wizard can scrap together additional mental reserves to cast a spell without spending a spell slot. The spell

must be prepared already, and can only be a level 1 spell. This can be done once per day. At 4th level this can be a level 2 spell, and at level 8 a third level spell.

Distracted Casting (4th level): When the wizard reaches 4th level, they can make a standard constitution ability check to avoid having their spells being ruined when taking damage or being grappled before they can get their spell off. At 8th level, the wizard gains a +4 bonus to this check.

Lore (4th level): Also at fourth level, the wizard becomes so attuned to magical energies that they may attempt to identify magical items without expending a spell slot. The wizard can cast the *identify* spell once per day without expending a spell slot or needing to prepare it.

Craft Scrolls (6th level): At 6th level, the wizard can create spell scrolls. The materials cost 100gp per level of the spell to be scribed, and it takes an hour per level of the spell to create the scroll. A wizard can create a number of scrolls with spell levels equal to or less than their wizard level at any given time. Thus, a 9th level wizard could have created a 4th level spell scroll, two 2nd level spell scrolls, and three 1st level spell scrolls.

Alignment

Alignment is the general moral compass of your character. While it's simple and easy to say all orcs or goblins are inherently evil (it makes a convenient way to massacre them without moral quandaries and it a legitimate type of play if that's what you prefer), that may not always be the case and this game doesn't automatically designate them as such.

Therefore, no intelligent mundane humanoid (including creatures like orcs and goblins, but excluding fiends and undead) in this game will have a default alignment. Rather, that will be determined by the GM based on the localized culture of the group.

Law, Neutrality, and Chaos

People are complex, and often deviate between true good or orderly, and disorganization or dubious. Therefore, it is of my opinion that rigid alignments are more restricting than broad groups, and thus the system herein will offer that leeway.

In *Chromatic Dungeons*, there are cosmic forces that take note of characters and how they generally behave. These are forces of *Law, Neutrality, and Chaos*. Benevolent deities might be lawful, while demons and fiends would be heavily influenced by chaos.

Lawful

Characters who are lawful alignment generally want to help others, and have a sense of justice and drive for fairness and equality. They won't commit harm needlessly, or engage in actions that repeatedly harm others either physically or emotionally. Some characters will use the system to enact a greater good, while others will work outside of the system, as long as the goal is good and just. Courage, sense of justice, and kindness are all traits of good people.

Neutral

Neutral characters don't go out of their way to help others, or hurt them. They believe in global balance, and objective facts over ideals such as greed, or altruism. They like to think they see the bigger picture, and if that means innocent people suffer in order to reach the bigger goal, that is acceptable, if regrettable.

Chaotic

Chaotic characters tend to be selfish, willing to exploit the system or completely work outside of the system to further their own gains, even at the expense of others. While many evil people will commit horrendous crimes such as murder, that isn't necessary to be considered chaotic. Stealing from others, bullying, and chronic lying can all be considered chaotic acts as well. Cowardice, cheating, and brutality are also all traits of chaotic people.

Equipment

Money

In most fantasy games, paper currency and certainly credit cards don't exist. Currency is based on coins. In this game, there are gold, silver, copper, electrum, and platinum coins as the common form of currency regardless of region or culture. They are abbreviated as gold piece = gp, and so on. Coins are heavy, with 10 coins weighing 1 lb. In many games, encumbrance rules are ignored, but if you want encumbrance to be a factor, it's important to factor in the weight of treasure coins. They add up in a hurry. So use your best judgment with how treasure would affect the character. As a general rule, a character can carry 20x their strength score in weight. The exact affect is up to you as the GM, but be fair, and don't let it take away from the fun of the table.

This game also operates under the assumption that the drive for treasure and wealth will be a key motivator for the adventurer. Not always, of course, but treasure plays a critical role in early fantasy games. As with the games this game is a clone of, most experience awards are gained from treasure acquisition, and not defeating monsters.

When you create a character, that character is to be considered the exception when it comes to starting wealth. Most commoners may only have a gp or two to their name, but all adventurers start with significantly more in order to begin well equipped for adventure. Starting wealth is determined by class:

Fighter: 4d6x10 gp

Rogue: 3d6x10 gp

Wizard: 2d6x10 gp

Currency exchange rates are as follows:

1 pp = 10 gp

10 sp = 1 gp

10 cp = 1 sp

2 ep = 1 gp

Weapons

Only a foolhardy adventurer will venture forth without adequate arms. The fighter class depends on them as a point of fact. Not all classes can use all weapons. Under the class description, you will find which weapons each class is proficient with. A character proficient with a weapon will suffer no penalty while using it. If a character is trying to use a weapon they are not proficient in, they will suffer a -4 penalty to all attack rolls. Unless otherwise noted, all weapons will inflict 1d6 points of damage.

Armor

Almost as soon as there were weapons, there was also a way to protect yourself from said weapons: armor. There are literally thousands of different variations of armor over history and cultures. Rather than list them all here, they are categorized in general categories of protection. The lightest armor category is leather, which includes both boiled leather and studded leather variations. Next is mail, which includes chain mail, ring mail, and scale mail variations. The most protective and final category is plate, which includes solid plates of interlocking armor like plate mail.

Armor Table

Armor Type	Cost (gp)	Weight lbs.	Armor Class Adj
Barding, leather	50	30	+2
Barding, mail	250	80	+5
Barding, plate	1500	110	+8
Breastplate	150	20	+6
Helmet	10	4	*
Leather	5	10	+2
Mail	75	35	+5
Plate	400	60	+8
Shield, normal	10	5	+1**
Shield, tower	25	12	+2**

* Helmets do not grant a bonus to AC, but will grant a +5 bonus to AC if the attacker is specifically attacking the head of the character (see *Called Shots* under the *Combat* section).

** Normal shields grant a +1 bonus to AC, while tower shields grant a +2 bonus to AC.

Barding: Barding armor is armor designed for mounts. The cost and weight listed above is that designed for a horse. Special barding requests for exotic or unusual mounts may cost significantly higher.

Breastplate: This is a solid plate of steel that covers the chest and stomach of the wearer. Another similar plate protects the back. This does not include protection for the arms, head, or legs.

Mail: Chain mail is the most common form of mail, made from thousands of small interlinking rings forming a full length shirt that covers the entire torso, upper arms, and hangs down almost to knee level. It is worn over thick padding. This category would also include armors such as ring mail or scale mail, as well as lighter laminated armor such as the Japanese dō-maru.

Helmet: Helmets come in all shapes and sizes, and for simplicity of play, will all be treated the same mechanically. While not offering any additional AC bonus, they do offer protection if any creature were to attempt a called shot (see the *Combat* section).

Leather: This category covers several styles of leather armor, from soft leather embedded with metal studs, to boiled hard leather, to laminated leather. All styles cover the torso, arms, and legs.

Plate: This style of armor covers the entire body, including hands and feet, but not including the head (a helmet is required for that). It is made up of high quality interlocking metal plates and joints that offer exceptional protection. This category would also include splint mail, and laminated armor similar to that of the Japanese gusoku armor.

Calculating Armor Class (AC)

A normal, unarmored creature with no other modifiers or factors will have a base AC of 10. From there, apply any adjustments for armor from the above table, dexterity modifiers, or any other modifications from things such as spells, magical items, or scenarios.

For example, if Brax is wearing chain mail with a normal shield, and has a dexterity modifier of +1, then their final AC is 17. Base 10 +5 (chain mail) + 1 (shield) +1 (dexterity).

Clothing

Belt	3 sp
Boots, hard	2 gp
Boots, soft	3 gp
Cap	1 sp
Cloak	5 sp
Cloak, hooded winter	2 gp
Gloves, hard	1 gp
Gloves, soft	2 gp
Hat	7 sp
Robe	6 sp

Livestock

Chicken	3 cp
Cow	10 gp
Dog, guard	25 gp
Dog, hunting	17 gp
Donkey	8 gp
Goat	1 gp
Hawk	40 gp
Horse, draft	30 gp
Horse, war	300 gp
Horse, riding	25 gp
Mule	20 gp
Ox	15 gp
Pig	3 gp
Pony	15 gp
Sheep	2 gp
Songbird	4 cp

Tavern/Inn Goods

Ale, pint	1 sp
Beer, pint	5 cp
Food, meal	1 sp
Food, rich meal	1 gp
Grain, horse, 1 day	1 sp
Mead, pint	5 sp
Rations, iron, 1 week	5 gp
Rations, standard, 1 week	3 gp
Wine, pint, good	10 sp
Wind, pint, watered	5 sp

Weapon Table

Weapon Type	Cost (gp)	Weight lbs.	Reach	Note
Arrow, armor piercing, 10 ea	1	1	-	+1 to hit against armored targets
Arrow, broadhead, 10 ea	1	1	-	
Arrow, silver, 10 ea	10	1	-	Considered silvered weapon
Axe, battle***	5	7	5ft	
Axe, great	17	10	5ft	2 handed, +2 damage
Axe, hand	2	3	5ft/30ft	Light weapon
Bow, composite	150	5	400ft	Ranged only, 2 handed, +1 damage
Bow, longbow	75	5	300ft	Ranged only, 2 handed
Bow, shortbow	25	3	100ft	Ranged only, 2 handed
Club, light*	4	4	5ft	Light weapon
Club, two-handed	8	10	5ft	Also maul, 2 handed, +1 damage
Crossbow, light	25	8	100ft	Ranged only, 2 handed
Crossbow, hand**	100	3	30ft	Ranged only
Crossbow, heavy	50	15	200ft	+2 damage, fires only once every other round
Dagger	2	1	5ft/20ft	Light weapon
Dart	2	1	30ft	Ranged only
Flail, footman's***	5	7	5ft	
Flail, horseman's	4	4	5ft	Light weapon
Hammer, War	5	7	5ft	
Hammer, throwing	3	4	5ft/20ft	Light weapon
Javelin	4	4	40ft	Ranged only
Lance, light	15	10	10ft	
Lance, heavy	25	15	10ft	+2 damage
Mace, footman's***	5	6	5ft	
Mace, horseman's	4	4	5ft	Light weapon
Morning star	10	7	5ft	
Pick, footman's***	5	7	5ft	
Pick, horseman's	4	4	5ft	Light weapon
Quarrel (bolt), 10 ea	1	1	-	Crossbows only
Polearm***	12	8	10ft	2 handed, also halberd, glaive, bill-guisarme, pike
Scimitar	6	4	5ft	Also saber, cutlass
Sling	1	1	50ft	Ranged only
sling, bullet, 10ea	1	1	-	
Sling, stone, 10ea	0	1	-	1d4 damage
Spear, long***	8	7	10ft/30ft	2 handed
Spear, short	5	5	5ft/40ft	
Staff	2	4	5ft	Also quarterstaff, bo staff, jo stick
Sword, bastard***	10	5	5ft	Can be used 1 or 2 handed
Sword, long	8	4	5ft	
Sword, short	5	3	5ft	Light weapon, also rapier and gladius
Sword, Two-handed	20	7	5ft	2 handed, +2 damage
Trident***	8	4	5ft/20ft	
Whip	10	1	10ft	

* the club as it appears on this table is not a simple large stick. It is a length of wood reinforced by iron bands. Using a large stick as a club would have a damage of 1d4 points.

** hand crossbows are exceedingly rare and may not be available for purchase. Confirm with your GM.

*** these weapons, when wielded in 2 hands, will inflict an additional +1 damage

Cost: the cost in gold pieces (gp) to purchase the weapon

Weight: the weight in lbs.

Range: the melee reach of the weapon unless otherwise noted as range only. If there are 2 ranges listed, the first number means the range in melee that the weapon can be used, and the second number represents how far it can be thrown.

Adventuring Equipment

Acid, flask	15 gp
Backpack	2 gp
Ballbearings, 5ft sq	1 gp
Bedroll	10 sp
Box, large iron	30 gp
Box, small iron	10 gp
Candle	1 cp
Case, bone, map	5 gp
Case, leather, map	15 sp
Chalk	1 cp
Chest, wooden, large	17 sp
Chest, wooden, small	8 sp
Crowbar	1 sp
Holy Water, 1 vial	1 gp
Ink, 1 vial /w pen	2 gp
Journal, small	10 gp
Lantern, bull's-eye	12 gp
Lantern, hooded	7 gp
Medical kit	10 gp
Mirror, small	5 gp
Oil, flask	1 gp
Parchment, 1 sheet	1 gp
Pouch, large	1 gp
Pouch, small	15 sp
Quiver, 10 cap	8 sp
Quiver, 20 cap	15 sp
Rope, 50', hemp	4 sp
Rope, 25' silk	20 gp
Sack, large	15 cp
Sack, small	5 cp
Spike, iron	1 cp
Tent, 1 person	2 gp
Tent, 5 person	30 gp
Thieves' tools	30 gp
Tinder box	1 gp
Torch	1 cp
Water/wineskin	15 sp
Wolfsbane	5 gp

Starting Kits (price reflects discount for purchasing as a kit):

Adventure's Kit, 40gp (contains backpack, bedroll, crowbar, hooded lantern, 2ea medical kits, small mirror, 2ea oil flasks, large pouch, 2ea small pouches, 50ft hemp rope, small sack, 12ea small spikes, 1 person tent, tinder box, 6ea torches, 2ea waterskins.

Infiltrator's Kit, 70gp (contains acid flask, backpack, ballbearings, bedroll, candle, leather map case, chalk, crowbar, hooded lantern, small mirror, 2ea oil flasks, 2ea large pouches, 4ea small pouches, 50' silk rope, small sack, 12ea small spikes, 1 person tent, thieves' tools, tinder box, 6 torches, 2ea waterskins.

Scholar's Kit: 55gp (contains backpack, bedroll, small iron box, 2ea candles, bone map case, leather map case, chalk, small wooden chest, 1 vial of ink, journal, bull's-eye lantern, small mirror, flask of oil, 6 sheets of parchment, 2ea small pouches, small sack, 1 person tent, tinder box, 2ea torches, 2ea waterskins, wolfsbane.

Equipment Descriptions

Below you will find the descriptions of the less obviously defined items. Note that the equipment list isn't necessarily the only items a PC may buy. Feel free to expand this list to other items that will fit your campaign.

Acid flask: This small glass flask contains enough acid to use four times. Typical uses include attempting to disable traps, locks, or to eat away through other items such as iron bars. Each dose will be enough to eat through 1 cubic inch of material, taking 1 turn for hard items like iron, or 1 round for softer items like wood.

Backpack: Made from thick canvas or soft leather, a typical backpack can carry up to 50lbs of gear.

Ball Bearings: A bag of ball bearings is enough to cover a 10ft by 10ft square area. Any creature not taking care to move (25% of

movement rate), must make a dexterity check every 5ft or fall down.

Box, large: A large box is typically 1ft in length by 1ft in width by 6in deep.

Box, small: A small box is typically 6in on each side.

Case: Cases are used to hold scrolls or maps. A typical case will hold up to three scroll sized parchments.

Chest, large: Large chests are typically 4ft wide, by 2ft long, by 2ft deep.

Chest, small: small chests are typically 1ft on a side or smaller.

Holy water: A flask of holy has one dose in it. When used against undead, it will inflict 2d8 points of damage.

Medical kit: This kit is roughly 6in on each side, and contains bandages, needle and thread, antidote, and a disinfectant. There are a total of 5 bandages in each kit. A character may

take an action to apply a bandage to a wounded creature to heal it 1d6 points of damage. Only one bandage per wound may be applied. There is one antidote in this kit, and if administered within 1 round of a target creating getting poisoned, it will neutralize that poison.

Lantern, bulls-eye: These types of lanterns allow the user to pinpoint the shaft of light into a ray of bright light up to 80ft.

Lantern, hooded: This lantern has shutters that allow the user to either close out all light, or open up all light, illuminating a 30ft radius.

Pouch, large: A large pouch is capable to hold up to 250 coins.

Pouch, small: A small pouch can hold up to 50 coins.

Sack, large: A large sack can hold up to 6 cubic feet of material, up to 40 lbs.

Sack, small: A small sack can hold up to 3 cubic feet of material, up to 20 lbs.

Thieves' tools: A collection of lockpicks, files and wire, this kit allows the character to attempt to pick locks and disarm traps. Without this kit, any attempt to do the above should be met with a severe penalty to the check.

Tinder box: This small box includes a tightly packed bundle of tinder as well as a flint and steel set.

Wolfsbane: A plant often used against supernatural enemies, any weapon coated with a poultice of wolfsbane will be able to harm lycanthropes. After 2d4 rounds, the poultice would need to be reapplied. This plant is also highly irritating towards lycanthropes, and they will try to avoid being near it.



How to Play

Movement

Reference the base movement rate of each ancestry to determine your character's movement rate. This is the amount of feet in an encounter round that you may move on your turn. If you forgo any other action during your turn, you may run and double your movement for that turn. Otherwise, you can move up to your rate and also take an action that turn.

Difficult terrain is any terrain that the GM decides may have a significant impact to the character's movement. This typically includes, but is not limited to: swampy ground where the

PCs sink into the mud, deep sand, wading in waist deep water, trying to move over heavily rock strewn ground, icy ground, darkness, an area with caltrops or ball bearings, etc. If a character is in difficult terrain, their movement rate would be cut in half.

If there are adequate hand and footholds (such as a ladder), a character may climb at a rate equal to 25% of their base movement rate. If the scenario is more difficult, such as a steep slope with few handholds, the GM may enforce an appropriate ability check. If the surface to be climbed is deemed not possible for a normal person to climb it, such as a sheer wall with few cracks or handholds, then only characters with the respective rogue class ability can attempt to climb it using their chance of success for that ability.

Overland Movement Table

Base movement rate	10	15	20	25	30	35	40	50	60	70	80	90	100
Miles per day, road, water (on a boat)	5	7	10	13	15	17	20	25	30	35	40	45	50
Miles per day, flat grassland	3	5	7	10	12	15	17	22	27	31	35	40	45
Miles per day, gentle hills	2	3	5	7	9	12	15	18	20	23	26	30	33
Miles per day, forest	1	2	3	4	5	6	7	9	11	13	15	17	19
Miles per day, heavy forest/moderate snow	.5	1	1.5	2	2.5	3	4	5	6	7	8	9	10
Miles per day, badlands/hills	1	2	3	4	5	6	7	9	11	13	15	17	19
Miles per day, deep snow/swamp	.25	.5	1	1.5	2	2.5	3	3.5	4	4.5	5		6
Miles per day, mountains	.5	1	1.5	2	2.5	3	4	5	6	7	8	9	10
Miles per day, treacherous mountains*	.5	1	1.5	2	2.5	3	4	5	6	7	8	9	10

* Treacherous mountains include one or more of the following in addition to typical mountain travel: very narrow and steep trail, strong winds in passes, deep snow, or potential falling rocks.

Sea Vessel

Various waterborne vessels will have the following base movement rates, assuming a full crew:

Vessel	Movement	Hull Points	Crew Needed	Length
Barge	15ft	50	2	30ft
Canoe	20ft	15	1	15ft
Caravel	100ft	300	30-50	75ft
Cog	60ft	200	20	60ft
Dromon	40ft	400	200	100ft
Galleon	80ft	1000	200-400	150ft
Kayak	25ft	10	1	10ft
Longship	80ft	200	10-20	70ft
Raft	20ft	25	1	20ft
Rowboat	20ft	35	1	15ft

Aerial Movement

Many creatures, and a few spell effects and magic items, grant the ability of flight. As a general rule, movement in flight follows the same movement speeds as in land, just in all dimensions. Thus, a creature with a flying speed of 40ft can move 40ft in any direction while flying during its turn. If a creature has both land and aerial speed, they can split them up in appropriate ratios. For example, if a creature has a land movement rate of 40ft, and a flying rate of 60ft, if they move 20ft on land (50% of their land rate), they can move 50% of their aerial rate in the air, or in this case, 30ft.

Note that aerial movement may be impacted by atmospheric factors. In strong winds, the movement rate is reduced by half. In a blizzard or severe storm, the rate is reduced to 10%. And in hurricane strength winds, flight is impossible.

Becoming Lost

It may be likely that the party will become lost while travelling the wilderness if they deviate from an established road or path. If not following a clearly defined road, for every day of travel, have one player make a wisdom ability check. A failed check means they have become lost and have instead travelled in a random direction (if using a hex map, have them move to a random hex and do not tell them which direction they went, only describe the terrain they have entered). This roll is modified by the following situations (which may be cumulative):

Scenario	Ability check modifier
Adverse weather, moderate	-1
Adverse weather, severe	-3
For every week of sustained travel	-1
Landscape is the same, such as a desert or ocean	-3
Party has a map	+6
Sky mostly obscured (from sun or stars)	-4
There are clear landmarks	+2



Measuring Time in Combat

Keeping track of time is important in a tabletop role-playing game. It tells us how to keep track of durational spells and effects, who goes on what turn, etc. There are two metrics of time in the game: turn and round. Keep in mind that game time does not necessarily flow in alignment with real time; they can be progressed differently.

Turn: Not to be confused with a player's "turn", which is simply when that player gets to act. This measurement encompasses a total of 10 minutes (or 10 rounds). When not in combat, most actions that aren't quickly resolved are measured in turns. Picking a locked chest, searching for secret passages, etc are some examples.

Round: A round is 1 minute, and is the time it takes for all participants in combat to have acted. Please note that while most combatants only get one attack in a round, that doesn't mean they literally only get one attempt. An attack roll represents the dodging, feigning, blocks, and swings that take place over that entire round. For creatures and characters whom have more than one attack per round, this reflects their enhanced fighting skill with natural attacks or weapons.

Measuring Time Out of Combat

Outside of combat, keeping track of time is just as important. Measuring hours and days may be important to determine travel distances, or lingering effects, spell preparation, or how fast PCs can heal and recuperate from the trials of battle.

Vision

It's hard to hit what you can't see. And it's hard to defend yourself from something hidden from you. Vision is critically important, yet often overlooked in many games that don't take place in a dungeon. People have different levels of vision in different scenarios, such as light conditions, haze or smoke, camouflage, etc. In game terms, there are three types of environments: well lit, dimly lit, and darkness. In well lit situations, such as daylight or within the radius of a bright light, vision is normal and not impacted within that light radius. For areas of dim light, vision is negatively impacted to those without infravision. Any attack roll suffers a -4 penalty, and any perception ability check would suffer a -4 penalty. In darkness, unless the character has infravision (and is within the infravision range), these penalties are increased to -8 respectively. This also applies to any unseen target, such as attacking an invisible or unseen target would impose a -8 penalty to attack rolls.

Infravision

This is a special form of vision that some humanoids have that others, such as humans, do not. It functions in a similar manner as an infrared camera in that vision is viewed through spectrums of heat variations. Hotter areas radiate a red or yellow color, while cold objects are blue. Anything beyond the range of infravision is obscured as if the PC did not have enhanced vision.

It should be noted that just because a humanoid might have infravision, they will still utilize light sources, as it's very difficult to see details using infravision only. Infravision can be switched "on" or "off" at will. If infravision is active

and a sudden hot source is created (like a torch being lit) would have the same blinding effect as if a bright light suddenly flashed.

Common Light Sources

Most adventurers will carry torches or lanterns before delving into darkened caves or forests. A torch will illuminate an area brightly out to 15ft radius, and dimly out to 30ft radius. They will burn for an hour (6 turns) before burning out. Hooded lanterns will illuminate an area in bright light up to 30ft radius, and dim light out to 60ft radius, and will burn through a flask of oil every five hours. Bulls-eye lanterns also burn a flask of oil for every five hours, but direct their light in a 10ft wide beam out to 80ft in bright light. Candles will brightly illuminate out to a 2ft radius, dimly illuminate an area of 20ft radius, and will burn for an hour.

Other items may produce illumination as well, such as certain fungi, bioluminescent creatures, and magical items. These will be up to the discretion of the GM. Also note that light sources can be seen much further away than the actual light radius they give off. Someone holding a torch in darkness can be seen by others from great distances away, so caution must be used.

Stealth

Attempting to hide or stay hidden from an opponent is often crucial to the survival of the PC or the success of the goal. We often associate stealth with thieves or assassins, but it can be important to every character. After all, discretion is the better part of valor, and not every monster should be engaged in combat. Not if you want to survive at any rate.

Typically, whenever a character wants to try to hide and move stealthily, they will need to make a dexterity ability check. A successful roll means the character will remain undetected from any creature that would normally detect the PC.

Being stealthy assumes that the PC has something to obscure their location, such as a large object, darkness, shadows, fog, or other.

Someone trying to hide in the middle of an empty illuminated hallway will not find success. To find out the modifier the GM applies to the PC's stealth ability check, the GM simply determines an overall penalty or bonus based on the following as rough guidelines, and has the player roll for their PC.

Easy difficulty:	+5 bonus
Moderate difficulty:	n/a
Hard difficulty:	-5 penalty
Very hard difficulty:	-10 penalty
Near Impossible:	-15 penalty

Easy: Lots of hiding areas/darkness or noise to obscure the PC, creatures that could spot the PC are distracted or otherwise hindered, etc.

Moderate: Hiding spots exist (deep shadows, or objects), or creatures in the area are not especially alert.

Hard: Few hiding spots, creatures may have enhanced senses (like a dog), or creatures may be on alert, or the PC is wearing noisy gear.

Very hard: Hardly any hiding spots **and** creatures are on alert, or creatures have magical or supernatural senses (dragon, purple worms or giant ants that detect vibrations).

Near impossible: No places to hide and in clear sight, or creatures with magical or supernatural senses are present.

Player: I am going to try to sneak past the dragon.

GM: Ok, it's pretty dim light, you are a rogue, and the dragon is awake even though it's not aware of you yet. However, dragons have enhanced senses which nullify the dim light and help it detect creatures, so I'm gonna say that's a hard

difficulty, and you need subtract 5 from your bonuses.

Player: OK, I normally have a +5 bonus, so that's gone now, so I just need to roll under my normal dexterity score.

Player 2: I wanna sneak past the dragon too!

Player 1: What?! You're a fighter. In plate mail. You're gonna get us caught!

GM: You can certainly try. However, since you're in plate mail along with the same factors I mentioned, I'm gonna say your penalty is -15. If you really want to do this...

Player 2: Well, my DEX is 9, so HERE'S HOPING FOR A 1!

Hazards

No dungeon or lost crypt is without its hazards. These include sinister traps, clever puzzles, and animated monstrosities. The most common type of hazard a party might face are traps, ranging from the basic pit trap, to more complex traps that have working gears and sadistic way in which they kill or maim the poor creature who set it off. They also include natural hazards, such as rock slides, lava, gas leaks, etc. All of these will be described in greater detail below. Keep in mind this list is not exhaustive--that would take up entirely more page count than I am comfortable devoting to, but are to be used as guidelines for the most common instances. Feel free to modify or create your own hazards using these as guidelines.



Natural Hazards

Falling

Whether it's a pit trap, a cliff, or a wall, there may be a time where a PC falls and lands upon a hard surface. For every 10ft of distance fallen, 1d6 is rolled for damage.

Swimming & Drowning

While it can be assumed that anyone partaking in a life of adventuring would know how to swim, it is generally a bad idea to jump or fall into deep water while wearing heavy gear or armor. You might not be very pleased with the results.

And yet, falling into deep water, swimming, or finding themselves in other suffocating atmospheres isn't all that uncommon for the adventurer.

Suffocating, much like stealth, can be overly complex to handle in a game mechanic, so for ease of play, the suffocating rules herein will model simplicity over realism.

As a general rule, if unencumbered (25% or less of your carrying capacity), you can swim for a number of rounds equal to your constitution score +4 before needing to make a constitution check. Failure means you would become exhausted and would begin to drown. A new check would be needed every 10 minutes.

If you are between 26-50% encumbered, you would need to make a standard constitution check after a number of rounds equal to your modifier, and every round thereafter.

If you are between 51-75% encumbered, you would need to make a check every round of swimming. And if your encumbrance is

greater than 75%, you will immediately begin to drown.

You are able to hold your breath for two rounds plus two rounds for every constitution modifier you have. Thus, if you have a 16 constitution (+2 modifier), you can hold your breath for 6 rounds before running out of breath.

After this time is up, you will lose 5 constitution points per round. Once you have reached 0, you will die from lack of oxygen.

At any time you are able to get a fresh breath of air, the counter of time resets.

If you are able to get access to air and rest, you can recover 1 lost constitution point per minute (round) thereafter.

Traps

Traps come in many different variations and forms, from pitfalls, log traps, animal traps, trapped locks, or more complex larger traps that may take up an entire room or larger. All traps are meant to either harm intruders, or prevent them from continuing on. Some would argue that the impact of traps is just as great, if not greater, than actual monsters in the adventure. No dungeon delver worth their salt would go into a dungeon or monster lair and not expect some sort of trap.

When crafting traps, keep in mind that the complexity of the trap would be limited to the thinking capability of the creature making it, and the resources available to craft the trap. Therefore, a lower intelligent creature such as a goblin might have crafted crude pit traps and other booby-traps, while an intelligent creature



with access to items such as acid, metals, or magic would have created more complex traps. A trap created by dwarves in their stronghold may include levers, gears, and huge stone blocks, while the aforementioned goblins in their dug out cavern might only have a pit trap filled with snakes.

In the table below, some of the more common traps will be described with typical effects. Unless otherwise stated, most of the damaging effects of traps can be reduced or avoided with a successful dexterity ability check (as determined by the GM).



Trap Type	Effect
Basic pit trap	1d6 pts of damage for every 10ft fallen, dexterity check for half
Crushing block/wall trap	5d10 points of damage, dexterity check for half
Gas trap	Constitution check or suffer the effects of the gas cloud
Oil trap	Target may be subject to drowning effects as well as 1d8 points of fire damage per round once oil is lit
Poison needle trap	Constitution check or suffer poison effects
Punji stick trap	1d4 points of damage, constitution ability check or become infected with minor disease
Spike lined pit trap	1d10 pts of damage for every 10ft fallen, dexterity check for half
Swinging spiked trap	2d8 pts of damage, dexterity check to avoid
Teleportation trap	Subject is teleported to predetermined location

Basic Pit Trap: This is your garden variety simple pit dug into the ground, often covered up by camouflaging material to hide it. Unsuspecting individuals who step on the trap area will fall through to the depth of the pit. The walls of the pit are generally hewn smooth to prevent someone from easily climbing out. Often these pits are filled with other hazardous material, such as snakes, spikes (see below), or other hazards.

Crushing Block/Wall Trap: This trap is most often represented by the walls moving inward, or the ceiling moving downward, to crush whomever is caught in the area. It also includes those traps where the ceiling just releases and falls onto the ground, damaging anything underneath it.

Gas Trap: These devious traps are usually built within a chest or other object that the owner doesn't want opened. A hidden mechanism will shatter a vial that contains a dangerous gas. Once triggered, the cloud will instantly fill a 10ft diameter area. Any creature within the area will have to make a constitution check vs. poison or suffer the effects of the gas. This can vary from poison gas, to hallucinatory gas, to sleeping gas, or anything else the GM desires.

Oil Trap: Often combined with a pit trap, once triggered, open portals at the top of the pit will begin to have oil (or other liquid) to pour forth, filling the area. Shortly after, a lit torch or other incendiary device will typically follow, setting the pit on fire.

Poison Needle Trap: These types of traps are hidden within locks or other mechanical devices as a single poisoned needle. When sprung, the needle will pierce the person attempting to manipulate the object, and if a constitution check is not made, they will suffer the type of the poison's effects.

Punji Stick Trap: This is a shallow pit lined with sharpened stakes, made with the intent that the victim will step on the trap. The greater danger isn't the spikes themselves, but that they are often coated in feces or other filth. Any creature stepping on this trap will need to make a constitution check or suffer the effects of a minor disease (see below).

Spike Lined Pit Trap: This is basically a standard pit trap that is lined with sharpened stakes or spikes along the floor.

Swinging Spiked Trap: This trap comes in several variations, but they all have in common the basic mechanics. That is, a heavy spiked ball, or tree limb, or log that swings down for from the side in a spring trap, hitting the creature that triggered it.

Teleportation Trap: A very unusual trap, and one rarely encountered due to the challenges in creating it, the teleportation trap will instantly teleport any creature that triggers it to a predetermined area. A particularly devious version of this trap is to have the teleportation trap at the bottom of a long pit, teleporting them back to the top, repeating forever.

Puzzles

While puzzles are similar to traps in that they are meant to halt progression of the party, they generally are not harmful like traps. That doesn't mean they aren't devious or difficult. Puzzles include such things as riddles, visual memorization clues, mechanical puzzles, and optical illusions.

Monstrosities

Not all hazards are those naturally occurring, or considered a trap. The horrors of a dungeon include many monstrosities that are better considered hazards rather than monsters you would combat in a typical fight. These are considered *monstrosity hazards*, and are some of the most feared hazards an adventure could encounter.

Green slime: This hazard typically covers a 10ft square area, often clinging to a ceiling hoping living creatures walk underneath it unnoticed. While sentient, it does not have any actual intelligence; it's slightly more responsive than a predatory plant like a Venus Fly Trap. If any creature walks underneath the slime, it will drop to envelope that creature, using its natural corrosive ability to eat away at the organic tissue of the prey.

The slime will dissolve 2 inches of wood or 1 inch of metal per round (essentially making armor worthless after 1 round). It cannot be brushed away, but can be burned or frozen away (victim also takes the same damage) once it suffers a total of 10 points of damage. A



cure disease spell will immediately kill the slime. It is immune to all other forms of attack. The unfortunate victim will turn into a green slime themselves after 1d6+1 rounds have transpired if they do not take action to remove it. The slime can move 10ft per round.

Poisonous Fungi: This fungi comes in all shapes and sizes, but one thing that is consistent is that any creature that comes within 10ft of this “creature” will cause it to expel a cloud of spores. Unless a constitution check is made, the creature will contract a severe disease, as described below.

Rot Grubs: This dungeon horror appears as a normal maggot one would find in any decaying material. However, they have a horrible trait not shared by their lesser cousins—they have an intense desire for fresh blood. As soon as any skin is exposed to a rot grub, the grub will begin to bore into the body of the poor creature. The grub travels at one foot per round, tunneling towards the target’s heart. Once the heart is reached, the victim will die. A *cure disease* spell will instantly kill any infested grubs, but short of that, unless quick action is taken in that first round, the victim may be forced to view amputation as an option.

Screeching Fungi: These are large fungi appearing as mushrooms covered in hollow chambers on their cap. Whenever they sense a creature moving within 15ft of them, the fungi will begin to contract quickly, and a loud screeching noise will emit from the cavities of their caps.

Sleeping Flower: These flowers appear as any other small grove of ornamental flowers. However, when trod upon, they will emit a cloud of pollen in a 5ft radius of where they were disturbed. Any creature failing their constitution check will instantly fall into a deep sleep that lasts for 1d4 hours. Only a *remove curse* spell will wake a creature asleep in this manner. They often share the same grove as vampiric grass (see below).

Vampiric Grass: At first glance, this appears as normal crabgrass with a slight reddish tinge. Close inspection reveals that each blade of grass is covered with sharp barbs. Any creature that sits or lays in the grass will be attacked by it, suffering 1d4 points of damage each round they remain, as the grass leaches the blood out of the victim.

Poison and Disease

Adventuring into lost and exotic locales would be rife with danger of poison and disease in a normal world, but in a fantasy world it’s even more problematic. Not only do you have normal poisonous and venomous creatures, and normal ways of contracting a disease, but you’re adding in man-made traps and fantastical creatures and monsters that have venomous or disease inducing abilities. There are literally hundreds of different types of poison, venom, and disease, but for simplicity of game play, they will be categorized as the following table illustrates.



Note: As a general rule, if you bite something and die, it's poisonous. If it bites you and you die, it's venomous. The two are often mixed up.

Danger Type	Onset	Effect
Poison, weak	1d10 turns	Constitution check or suffer 1d8 points of damage
Poison, strong	1d4 rounds	Constitution check or die. Successful check = 2d8 damage
Venom, weak	1 turn	Constitution check or suffer 1d10 damage
Venom, strong	1 round	Constitution check or die. Successful check = 2d10 damage
Disease, mild	1 day	Constitution check or suffer -2 penalty to CHA and CON for 2d4 days or until cured
Disease, severe	1 day	Constitution check at -2 penalty or suffer cumulative -1 penalty to STR, DEX, CHA, and CON each day until death (any ability is reduced to 0) or cured
Disease, deadly	1 turn	Constitution check at -4 penalty or suffer -1 penalty to STR, DEX, CHA, and CON each hour until death (any ability is reduced to 0) or cured

Onset time applies at the start of the next time segment. That is, if a venomous spider bites your character with a strong venom (1 round onset), then at the start of its next turn, you would apply the effects of the poison if you had failed your constitution check.

Creature Sizes

Throughout this book, you will see references to creature sizes, often in a spell description or an ability description. For example, you might have an ability that affects large sized or smaller creatures. So what is a large sized creature, exactly? The following will be a guideline for you to use to help determine creature sizes, and if you use a grid, how many 5ft squares that creature will occupy.

Creature Size	Description
Tiny	1ft high or long, up to five can fit in a grid square
Small	3ft high or long, two can fit into 1 square
Medium	5-7ft high or long, 1 square
Large	7-12ft high or long, 4 squares
Huge	13-30ft high or long, 9 squares
Gargantuan	31+ft high or long, 16-25 squares



Henchpeople and Hirelings

Henchpeople

Adventuring PCs aren't the only ones looking to make a copper off of adventuring. Taverns and inns are filled with those looking for adventure, offering their services for a price. A wise player might want to consider taking this approach, especially with lower level PCs where a single unlucky sword strike from an orc may result in your death. Pay a henchperson and let them take that risk.

The core difference between a henchperson and a hireling is that the hireling will generally not be involved in the adventure, and is controlled by the GM. These include several professions that you as a PC might want to employ, from farmers, to millwrights, to guards, to sages. Henchpeople, on the other hand, are hired specifically to accompany the PC on the adventure, and is controlled by the player with a caveat: the GM dictates the henchperson's personality and thus may need to enforce a charisma ability check if the player puts the henchperson in scenarios where their personality might disagree, like unnecessary danger or being cheated of their pay, etc. In general, henchpeople are assumed to be allies, if not friends, with the PC, and would expect to be treated as such.

The maximum number of henchpeople a PC may employ is determined by their charisma score modifier (minimum 1). Mistreatment of henchpeople should have in-game consequences, and if they are mistreated, the PC may be required to make charisma checks, possibly at a penalty depending on the severity of the mistreatment, in order to maintain the henchperson's loyalty.

Henchpeople, much like other GM controlled creatures, will have a morale rating. This is a base value of 10, modified by the character's adjustment to morale as described under their charisma attribute value. Reference the *morale* rules for a greater explanation as to how this works in game play. Additionally, this base value may increase or decrease depending on the relationship the PC makes with the henchperson along the way. A henchperson considered and treated as a friend, and has been through adventures together, most likely will have a higher base morale rating.

Typical pay for a henchperson is an equal share of the treasure, and all awarded group XP awards will be split evenly as well. Note that just because a PC can have up to X number of henchpeople, there may not be enough people available to hire. This depends heavily on the location and size of the community the PC is in. If in a large city, finding henchpeople won't be much of an issue, but if out on a rural village, you may not find anyone who is willing to join the party.

Hirelings

Hirelings on the other hand do not accompany the party on adventures, and are paid a monthly wage for their services. For simplicity, there are three categories of hirelings: simple, skilled, and soldier. **Simple hirelings** are those jobs that do not require a lot of specialized training/knowledge, and are more frequently encountered and able to be hired. These include farmers, cobblers, tailors, housekeepers, beggars, scribes, barbers, bakers, carpenters, couriers, herbalists, heralds, etc. Wages for these types of jobs vary between 1gp and 5gp a month, depending on complexity of work requested.

Specialized workers are harder to come by, and may only be available in larger cities. These include sages, alchemists, assassins, animal trainers, spies, and very skilled craftspeople (jewelers, etc). Wages will vary greatly, depending on the expert and the task. A sage may require a monthly fee of 50gp, while an assassin may require a 5000gp contract.

The role of the sage is to basically provide answers to questions the PCs may have. These questions often take research on the sage's part, and the level of accurate information is determined by the type of question asked. When hiring a sage, the GM needs to determine the intelligence score of the sage. Whenever asked a question, the GM will attempt an intelligence ability check for the sage, and depending on the result, will translate that to the players. A check that succeeded by a significant amount might reveal additional information above what the player asked, while a really bad failure would result not just in an "I don't know" answer, but an actual false answer that the sage is sure of.

The final type of hireling, **soldiers**, are those specialized experts in warfare. The table below lists the typical occupations available for hire. Again, the number of soldiers available is highly dependent on region and population. You probably won't find an engineer and cavalry regiment in a small town village waiting to be hired. In fact, most soldiers, especially those with specialized skills, will already be hired by someone else, especially if there is threat of war looming. So be warned, PCs going into a town or city and hiring all available soldiers from a region will most likely draw the attention of lords and ladies from the entire region. Poaching of hired help would most assuredly be viewed upon negatively.

Military Occupation	Monthly Wage
Archer	4 gp
Artillerist	4 gp
Bowman, mounted	4 gp
Calvary, light	5 gp
Calvary, heavy	10 gp
Crossbowman, light	2 gp
Crossbowman, heavy	3 gp
Engineer	150 gp
Footman, light	1 gp
Footman, militia	5 sp
Footman, heavy	2 gp
Longbowman	8 gp
Sapper	1 gp
Shieldbearer	5 sp

Archer: armed with a shortbow, and leather armor

Artillerist: Crew siege weapons

Bowman, mounted: armed with a shortbow, arrows, leather armor, and riding horse

Calvary, light: armed with a spear, shield, horseman's mace, chain mail, and light war horse

Calvary, heavy: armed with a lance, shield, long sword, plate mail, and heavy war horse with barding

Crossbowman, light: armed with a light crossbow, leather armor, and melee weapon

Crossbowman, heavy: armed with a heavy crossbow, leather or mail armor, and a melee weapon

Engineer: Back line troop, drafts plans and supervises workers. Does not engage in combat directly

Footman, light: armed with spear, melee weapon, shield, and chain mail armor

Footman, militia: armed with a spear, dagger, shield, and leather armor

Footman, heavy: armed with longsword, shield, and plate armor

Longbowman: armed with a longbow, dagger, and leather armor

Sapper: worker who performs the tasks set by the engineers. Normally not in combat, but armed with daggers or other light weapons if needed

Shieldbearer: Two shieldbearers carry a huge tower shield that is often used to offer protection for archers and crossbowmen. Armed with a light melee weapon and leather armor.

Combat

Combat is the act of fighting. Rules for combat will advise you how to handle all participants, how to determine order of actions, how to resolve attacks, and when to consider other factors that might impact combat. There are a few steps when combat begins that you must follow:

- * decide surprise, if any
- * determine initiative (who goes when)
- * determine morale results, if applicable
- * resolve actions of participants
- * apply or resolve any effect upon any participant
- * end the combat round and start the next, if applicable.

Creating the Scene

If you only narrate the die results, then the combat encounter will be very boring. "I hit. I miss. I do 5 points of damage." That will get old fast, and not facilitate the fun. It is highly encouraged that every player and the GM narrate the combat encounter as a scene, using the die results to help drive the scene based on those results.

Instead of

Try This

Player 1: I attack

Player 1: I lunge forward with my sword, looking for an opening

GM (when attack hits goblin): You hit

GM (when attack hits goblins): Your blade finds an opening in the creature's tattered armor, drawing blood.

Player 1: I do 5 ponints of damage, GM: OK, It's enough to kill it

GM: As you withdraw your blade, the goblin gasps at you in shock, clutches its gaping wound, and falls to the ground lifeless.

Regardless of everything else, the scene should not get ruined or bogged down by any particular rule. If you feel a rule is preventing your from doing something that everyone thinks is fun, then change or ignore it.

What can you do on your turn in combat?

When it comes to your turn, you may want to take certain actions. Most commonly this will be attacking an opponent, moving, or casting a spell. But it's not always the case. Everyone can move up to their base movement rate without taking up their action, and they can move any amount (up to their rate) spread out during their turn. I.e., if your movement rate

is 30ft, you can move 15ft, attack, and then move another 15ft if you would like.

Characters may also take one free action per turn. Free actions include drawing or dropping a weapon or shield, yelling out a phrase, making a hand gesture, or grabbing an item that is next to them or on their belt.

Characters may also take one action during their turn. These include making all of their attacks, casting a spell, retrieving an item from a container (or backpack), putting away a weapon, grappling an object or person, administering a bandage, drinking a potion, using a magic item or scroll, withdrawing, or engaging in a monologue if they so choose. There may be some grey areas between a free action and actual action that come up, and it is up to DM discretion how to handle those.



Note re: spells: Unless otherwise specified, no creature or character can cast more than one spell per round.

Surprise

"In conflict, direct confrontation will lead to engagement and surprise will lead to victory. Those who are skilled in producing surprises will win."-Sun Tzu

Any side that is able to take advantage of surprise in a combat encounter will enjoy a significant benefit for that encounter. There are two common scenarios where surprise may have an impact: during the initial start of combat, and any time a target is attacked from a hidden opponent.

When determining surprise for the initial combat encounter, certain rules will apply, depending on the actions taken by each side that has the potential of being in that combat encounter, as follows:

- * One side is successfully stealthy (see *stealth* rules above) and aware of the opponent, who is not aware of them: That side automatically surprises the enemy.

- * One side attempts but fails to be stealthy and they are aware of the opponent, who is not aware of them: They are detected, but gain a +2 modifier to initiative roll.

- * One side is successful being stealthy and is not aware of the opponent, who is not aware of them: The stealthy side automatically gains surprise.

- * One side is not successful being stealthy and is not aware of the opponent, who is not aware of them: No one is surprised, roll standard initiative.

- * Neither side is attempting to be stealthy, and the sides are either aware of each other, or not aware of each other: Standard initiative sequence is rolled.

- * Neither side is attempting to be stealthy, but only one side is aware of the other: The aware side will gain a +2 modifier to their initiative roll but no one is surprised.

Effects of Surprise

The effects of surprise will only impact the first round of combat. If it has been determined that one side had successfully surprised the other side, then that side will get a free round of actions. Initiative would still be rolled as normal, however the surprised side will forgo their actions until the second round. Be advised that certain abilities, spells, or creatures may be immune to surprise. If that is the case, only those creatures would be able to act on their respective turn, while all other surprised opponents on that side would skip their turns as normal.

There are additional benefits to surprise as well. First is that any attack roll made to a target who is surprised will be at a +4 bonus. Secondly, any surprised creature will suffer a -2 penalty to all ability check rolls. These two benefits apply not just for a surprised creature during the initial round of surprise, but any time they are unaware of the attacking creature. For example, Shar the rogue takes their action to hide in the middle of a combat encounter and is successful. The next round they attack the ogre with their bow. Since Shar was hidden and the ogre could not find them, this attack would be at a +4 bonus to hit. An invisible opponent would also gain these benefits unless the target had a way of detecting the invisible creature.

Initiative

Initiative is what determines the order the participants in combat act. There are several different ways it is handled in various games, but in *Chromatic Dungeons*, the default method is as follows.

The player who has the character with the highest dexterity score will roll 1d10 for the entire party. The GM will roll 1d10 for the creatures/NPCs the GM controls. Whichever side has the highest number goes first in that combat round. Initiative is not rerolled every round; once the order is determined, it will follow that order every round until the combat encounter ends.



If there are multiple PCs with the same dexterity, or if the players choose differently, they have another player roll the initiative die for that combat encounter. To this roll, any modifiers would be applied to get a final result.

Typical modifiers include but are not limited to: dexterity modifiers, magic items, surprise, or spells. Only the modifiers to the PC of the player rolling will impact this roll. That is, if Gorgath has a dexterity modifier of +2, and Illandria has a magic item that grants a +1 bonus, and Gorgath's player is rolling, then only the +2 modifier would be applied. The same rule applies to the GM and their participants.

Once it is your side's turn, you determine the order that you want to go in as a team. Every PC will have to resolve their actions during this turn, but they may go in any order the players decide. The same applies to the GM's side when it's the GM's turn. This allows great flexibility and strategic thinking for the players while also keeping it simple and streamlined.

Example

The players decide Alex will roll initiative for their side, as Alex's character, Faridah, has a bonus +2 to their initiative rolls. Alex rolls a 7 on the d10, resulting in a final value of 9. The GM rolls a 6 for all of the creatures under their control, so the players go first. The players decide that Mark's character will cast a *fireball* before anyone else closes in and gets caught in the area of effect. Then Alex will charge in with Faridah to try to take out the strongest remaining enemy. Alex succeeds on Faridah's attack, and the monster is gravely injured, but not dead. Seeing this, Jenny's character decides to fire an arrow at the monster in hopes they will kill it. Once all PCs have gone, then the GM gets to act for all of the monsters on their side.

Making the Attack Roll

Once initiative order has been determined and the participants know what they want to do, often that may result in an attack roll. Most commonly used for melee and ranged weapons, natural or unarmed attacks, or for certain spells, the attack roll is accomplished by rolling a d20

and adding any relevant modifiers to that roll. The final result is the armor class (AC) that you would have successfully landed an attack, and then you would roll to see how much damage is inflicted.

All character classes will have a base attack bonus they will apply to all attack rolls as described in the appropriate class description. In addition to this, there may be modifiers for dexterity, magical weapons, or modifications due to scenarios (described hereafter).

Example:

Gilgafuke is a 4th level fighter with a dexterity score of 16, attacking with a +1 longsword. Their total bonus to attack rolls with the sword would be: +4 (class level), +2 (dexterity), +1 (sword) = +7 to hit. When attacking the ogre, they roll a 9 on the d20, adding the 7 for a final result of 16. Gilgafuke announces they would hit an armor class of 16 or worse.

Helpless Target

Occasionally a target might be considered helpless. This is typically whenever the target is not able to make any sort of effort to defend itself, including but not limited to: being paralyzed, completely bound, unconscious, or asleep. When attacking a helpless creature, that creature must make a constitution check or will die. Even if they make their check, they will be reduced to 1 hit point. Bear in mind that the creature must normally be able to be affected by the attack, so a creature immune to non magical weapons would still be immune even if it is considered helpless.

Target Behind Cover

People learned very quickly that hiding behind cover was a smart thing to do in combat when possible. It provides a barrier between you and the object trying to kill you. If the target has at least half of its body behind cover, then it would gain a +4 bonus to its AC against all ranged attacks.

Target Prone

If the target is prone in a position that it's not normally in (thus, a giant centipede or snake wouldn't be considered prone since its

natural position is prone), then it would enjoy a +4 bonus to its AC from ranged attacks. However, melee attacks would gain a +4 bonus to hit against prone creatures.

Attack from the Rear

If you are able to position yourself to attack a target from the rear, you would gain a +2 bonus on your attack roll, and the target would not be able to enjoy the benefits of a shield.

Invisible Opponent

If you are able to detect that an opponent is there, but cannot see them, then you may try to attack them. This attack would be made at a -8 penalty to all attack rolls. Creatures with special senses (smell, hearing, ect) would only suffer a -4 penalty to attack rolls. Creatures that do not rely on sight (sense vibrations, blind fighting, etc) would suffer no penalty to attack rolls.

Dodging

You can choose to spend your action dodging. If you do, you will not make any attacks, but you will gain a +3 bonus to your AC until the start of your next turn.

Fleeing

If you are within melee range of an opponent, and you decide to move out of their reach without taking a disengage action for your turn, the opponent will get one free attack on you. If you use your action to disengage, you may break contact and move away without prompting that attack.

Using an Item

You may also spend your action using an item. This includes but is not limited to using a potion, pulling out a weapon, opening a door, etc. If you have to dig through something (like a backpack) to find an item, that takes its own action. Only readily available items can be used during your action.

Automatic Hits and Misses

There will be a situation at some point where you will have so many bonuses that it's impossible for you to miss, or that the AC of

the target is so high that you won't be able to hit even with your total modifiers. In the spirit of the game, there will always be a chance to hit or miss. A natural roll of 1 will always be a miss, no matter how many modifiers you have. Likewise, if it's impossible to hit a target, if you roll a natural 20, that attack would be a success.

Morale

Most thinking creatures will not always fight to the death, especially when certain defeat seems imminent. One thing that is universally true among almost all thinking creatures is a survival instinct. Therefore, in many circumstances creatures may choose to surrender or try to flee. The GM will determine when to enforce a morale check for a creature or NPC (PCs will never have to make a morale check).

The base morale for a creature is 10, +1 for every HD the creature has. If defeat seems certain or if the battle is going badly, the GM might enforce a morale check by rolling a d20 and applying any respective modifiers (see below). If the result is at or below the morale rating of the creature, the creature will either continue to fight or if intelligent enough, seek a resolution that results in their success. If the result is higher than their morale rating, then the creature will seek an immediate end to fighting, whether that be surrender or flight. If a creature is under the impression that surrender will result in their assured death, they will never surrender, but will attempt to flee in desperation.



Situation	Morale Modifier
Leader falls in combat	-2
Numerical inferiority	-2
Numerical superiority	+2
Own side inflicts 25% casualties	+1
Own side inflicts 50% casualties	+3
Own side inflicts 75% or more casualties	+5
Own side suffers 25% casualties	-1
Own side suffers 50% casualties	-3
Own side suffers 75% or greater casualties	-5
Per ally killed, surrendered, or fled (hirelings only)	-1

Special Attacks

Not every attack with a weapon or natural attack against an opponent will do damage and nothing else. Combat participants can choose to attempt a special attack. These result in additional benefits to the attacker if successful, but are often harder to succeed at. Each attempt at a special attack will replace one of your normal attacks for that round, unless otherwise noted.

Called Shot

A called shot is when you specifically target a particular body part or area of the main target. This may be advantageous against armored opponents who might have a soft spot, or at a hand that is holding an object, or trying to hit a button on a larger object, etc. Because of the difficulty, a called shot would impart a -4 penalty to the attack roll.

Disarm

This attack can only target held items only; natural weapons are immune to this effect. In order to disarm an opponent, you would make a standard attack roll. If successful, instead of doing damage, you would make a contested dexterity or strength ability check (you choose which to use for your PC, and the GM chooses which to use for the target) against the target.

Whoever has the best result would win, and would either disarm the target, or if the target wins, retain control of their item.

Grapple

Instead of attacking, you may choose to grapple your target. Both you and the target will make strength or dexterity (each side chooses which to use) ability checks. Whoever succeeded the most (or failed by the least) will win, and the other target will be grappled. A grappled target can take no actions other than attempt to break free on their turn.

Mounted Combat

There is a reason why historically, attackers who were mounted were more effective. Attacking while mounted brings certain advantages. First, is that attacks made against any large or smaller creature that isn't mounted will receive a +1 bonus to attack rolls. Secondly, when charging a target (having the mount move at least 20ft in a straight line before attacking), and armed with a lance or spear, a successful attack roll will result in double damage, after all modifiers are applied.

The drawback is that the mount may be targeted instead of the player, or subject to area of effect spells or other scenarios.

Shove

Instead of using your weapons to attack, you will attempt to shove the creature up to 10ft away. You and your target would need to make a strength or dexterity ability check (each side choose which to use). Whoever has the best result would win. If you win, the target is shoved up to 10ft away. If they win and resist your shove, they will gain a +2 bonus to their next attack against you if made by the end of their next turn, taking advantage of the opening you gave them.

Trip

Rather than make an attack roll with a weapon, you would make an unarmed attack roll. If successful, the target creature might trip and fall prone. For creatures that are your size, they will need to make a successful dexterity ability check or will fall prone. For creatures

smaller than your size, they have to make this check at a -4 penalty to their die roll. For creatures one size larger than you, they would also have to make a dexterity ability check, but would make it with a +4 modifier to their die roll. Creatures two sizes or more larger than you cannot be tripped.

Two-weapon Fighting

Often you may choose to fight with a weapon in each hand. Several fictional archetypes, such as the dashing swashbuckler, are built around this idea. Having a weapon in each hand does not grant an additional attack. Rather, when you make an attack roll, you choose which weapon you are using. For fighters that can have more than one attack per round, they get to choose which weapon for each attack. The offhand weapon does allow you to help defend yourself, granting you a +1 bonus to your AC while wielding a weapon in each hand.

Monster Special Attacks

PCs aren't the only ones who can perform special attacks or maneuvers. Any intelligent monster armed with weapons can utilize the same rules. Additionally, many monsters have additional special attacks that PCs must be wary. These are explained as follows:

Disease

Some creatures, such as a mummy, will impart a diseased curse upon the target when a successful attack roll is made. This disease will be determined by the monster type, and will be with the appropriate effect as detailed in the hazards section.

Level Drain

Several undead and some traps may have an ability to drain the levels from a character when they make a successful attack roll. Whenever a character loses a level, they lose everything associated with that level and will have their experience points equal the minimum amount for the lower level they were just knocked down to. This includes spellcasting ability, hit points, and any class features gained. Short of a *wish*, lost levels cannot be regained and the PC must acquire new experience points to level up.

Paralysis

Some creatures have the ability to inflict paralysis upon target creatures. Typically this is done through a successful attack roll, forcing the PC to make a successful constitution check or they will be paralyzed for a certain duration (as described under the specific monster's section in the *Monsters&Treasure* book).

Petrification

Creatures such as the medusa, basilisk, and cockatrice all have features that allow them to petrify a target creature. This may or may not be an attack, but may also be from a gaze (like the medusa's). Creatures failing their constitution check will permanently be turned to stone. Only *stone to flesh* magic (from a scroll) may change them back to flesh.

Supernatural Aging

Certain situations may cause a character to instantly age, such as a ghost's attack. If a constitution check is failed, the target creature will instantly age the specified amount. While there are no hard rules as to what impacts this may have mechanically, it's up the GM discretion to enforce reasonable changes depending on how far the creature has aged. For example, aging 40 years for an elf might have minimal effects, but having a human go from 25 years old to 65 years old may impose changes to strength, constitution, or dexterity. If a creature ages beyond the typical life expectancy for their ancestry, they will die.

Damage and Death

Whenever one opponent inflicts damage to another target, whether that be via a weapon, natural attack, spell, or other cause, that target will take damage to their hit points. A creature's hit point total is the amount of damage they can take before dying. If the attack hits, the target will reduce their hit point total by the amount of damage taken.

Natural Healing

Over time, wounds may heal on their own, albeit very slowly. The rate of healing depends on the following factors:

Comfortable bed rest: 3 HP+CON modifier per day of complete rest.

Complete rest, but in substandard conditions (a cot or tent instead of a bed): 1 HP+CON modifier per day.

Engaged in regular or strenuous activity (such as adventuring): 0 HP+CON modifier per day.

Gaining Experience Points

As noted on the *Experience Table*, your character needs a certain amount of experience points in order to advance to the next level. Experience points are gained in many ways, from accomplishing goals, to defeating monsters, acquiring treasure, successful ability checks, or GM awards.

Each monster will have an experience point value assigned to it based on that monster's hit dice (see table below). Keep in mind that you can gain the experience for defeating the monster encounter, which does not necessarily mean beating it in combat. While that is the most common way, you can also gain the award for finding a creative way to get around that encounter. This can be done through parlay, or subterfuge. Either way, you may only gain the experience award one time for each monster.

An experience award for treasure is the fastest way to gain experience. That's the end goal of the adventurer's after all! To find treasure hordes and become rich! This is reflected in the experience award for various types of treasure. For every gold piece value of coins, gems, and jewelry a PC permanently acquires, they will gain 1 experience point (magic items have their own XP value). By "permanently acquire", that means the treasure belongs to the PC. You can't pass around a gem worth 1000xp between PCs and expect them all to gain the benefit. Only one PC can gain that benefit. Any coins, gems, or jewelry that the PC spends towards their own benefit will also gain that award.

E.g., if a PC gets 1500gp, but gives 500 of that away that benefits someone else, then they only gain 1000 experience points.

GM experience awards are a much greater gray area. Some GMs will grant XP bonuses for good role-playing, or when your PC successfully completes a particularly important skill or ability check. Other GMs may grant awards for accomplishing important goals in the game. All of this is up to the GM, and it is encouraged that you get together with your gaming group to discuss this beforehand.

Monster Experience Point Value Table

HD	Base	Special	Exceptional
Less than 1	5	5	25
1	10	10	50
2	30	30	100
3	50	45	150
4	75	80	200
5	110	125	250
6	150	200	350
7	225	300	500
8	350	400	800
9	600	500	1,200
10	700	700	1,500
11	900	900	2,000
12	1,200	1,100	3,000
13	1,500	1,500	4,000
14	1,800	2,000	5,000
15+	2,100	2,500	6,000

HD is the hit die rating of the monster.

Base is the base experience point award for that creature.

Special is a bonus experience award of the monster has a special ability, such as flying, has a magic item, causes a disease, an immunity to a weapon type, or can cast lower level spells.

Exceptional is a bonus experience award for creatures that have significant and/or multiple special powers and abilities, such as level drain, breath weapon, can cast higher level spells, paralyzes or petrifies, etc.

Converting Other Systems

You may have noticed that the rules and mechanics in this book are different than the original rules that appeared in the TSR era rulebooks. Most notably, there is a shift from descending AC in those rules to ascending AC here. Don't worry, conversion is very easy! In the original rules, the base AC was 10 and armor was reduced from there. So if chain mail gave you an AC of 5, that means it is a shift of 5 down from 10. To convert, simply add the 5 instead of subtracting it. Thus, that AC 5 in TSR era would be AC 15 in this book. The opposite is also true. To find the TSR era AC value, simply take anything higher than 10, and subtract it from 10. Thus, if the AC value in here is 16, the descending AC value would be 4.

Creating the Adventure

The majority of your adventures will take place in one of three settings: wilderness, urban, and dungeon (including keeps and forts). Each has unique features that will need to be fleshed out as you create the adventure, and in many cases, will be tied into each other along the way as the story and plot progresses.

The first thing you need to determine is the overall plot of the adventure you are planning. There are many guides available out there, so I will keep this section fairly succinct, and leave that up to better writers than myself.

Proper guidance on this topic would also easily double this manual in size with the wealth of good information out there, so that is another reason I'll leave the details up to you and your additional research that you feel is warranted.

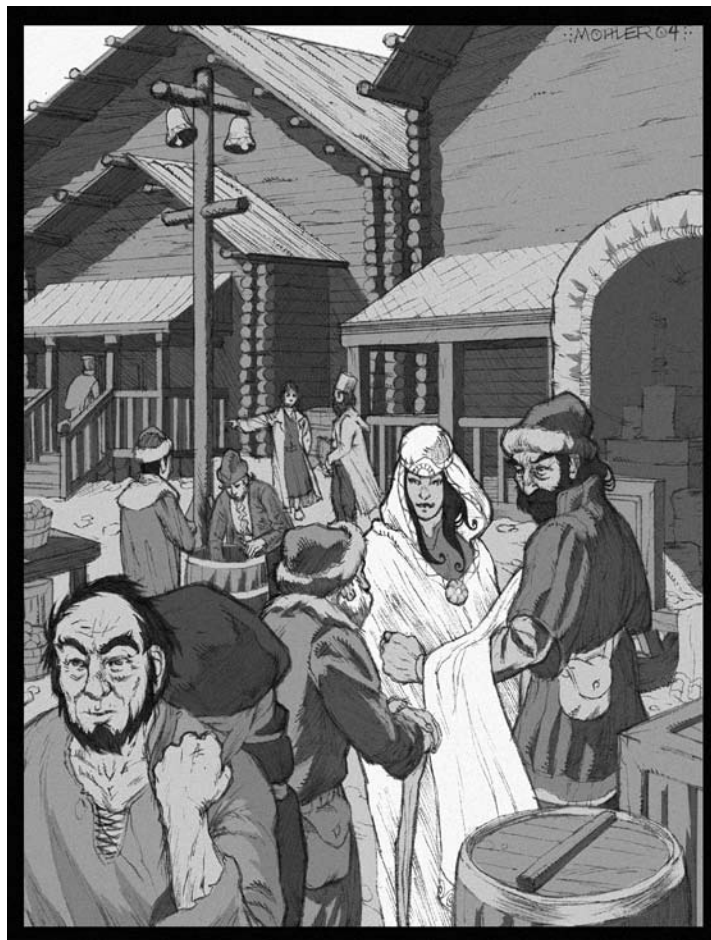
In a nutshell, you need to determine the overall plot, filling in details as you think will be relevant and determined by your preferred play style. Do you like to keep things linear and detailed, or do you like a shared narrative with your players, only having an outline and let the players also flesh out the story as you go along? Do you want the adventure hooks to be clearly identified and followed, or do you want a sandbox campaign where there are

many hooks and the players decide which ones they will follow? These are things that need to be determined straight away.

Once you have that, you can start crafting the adventure itself. Which locals will it occur in? Starting in a town, then going into a forest before culminating in the exploration of a set of ruins? Below are some important factors when determining how you will craft your adventure based upon these categories.

Basic Steps to Create the Adventure

1. Choose the setting
2. Draw the maps
3. Place the towns and areas of interest
4. Identify political/species controlled areas
5. Flesh out additional details
6. Create the encounters
7. Give the players a reason to be where they are



Urban

Most adventures get their start in an urban environment, and many entirely take place in urban environments. These are towns, villages, cities, and immediate surrounding urban areas. Important things to factor are how large of a settlement you are focusing on, as that determines population density, population demographics, availability of various shops and resources to the players, guild presence, and law enforcement.

Small villages are almost totally homogeneous in ancestry demographics, with that being the dominant ancestry where the village is located. Thus, a village in a human dominated kingdom would be made up of almost entirely humans. That isn't to say that other ancestries aren't there or can't be encountered, but they would be the exception, and locals would react accordingly. Law enforcement may only be a small town militia without any actual official town guard or police force. Shops and taverns would be almost exclusively limited to basic items only.

Contrast that to a large city, where the population density would be much greater, and the ancestry make up would be much more diverse as travelers and merchants are more frequent. There will almost assuredly be an established town guard that patrols the city, and entire districts will be devoted to shops and inns. Additionally, the city may be under the influence of powerful guilds, and entire adventures can be had in the sewers or alleys of the city.

Regardless of size, most urban locals will not have random encounters. Those that do happen will almost always be a thug, cultist, or vermin, rather than a classic monster.

Settlement Population

Village	20-200
Small Town	200-2,500
Large Town	2,500-10,000
City	10,000-25,000
Large City	25,000+

Wilderness

Once the party leaves the city, they almost always will enter the wilderness. The most diverse of the three categories, wildernesses include settled and non-settled lands of every terrain type, from rolling grasslands to arctic mountains, from ocean sailing to parched deserts. The first and foremost challenge the party will face in the wilderness is travel: how far they can travel, will they get lost, and what happens along the way. Much of this is described above under the movement section.

In addition to the natural hazards of wilderness travel, there is also the danger of encountering random monsters who make that area their home. There are two things of importance to note: while the world is a living world and it's entirely possible for a low level party to randomly encounter a very powerful monster, if you feel the party has no chance of survival, you may feel free to replace that monster with one more appropriate.

Secondly, the chances of a random encounter may increase the more remote the party becomes away from settled areas. Without roving patrols of guards or soldiers, and far away from travelled roads, the likelihood of encountering a monster will most likely go up. This will be detailed under the *Random Encounter Probability Chart*.

If getting lost and being attacked by random monsters wasn't dangerous enough, the party will also have to face dangers such as exposure or starvation. Adventuring is dangerous indeed! And it also explains why guides were/are so important.

Dungeon

Ah, the classic dungeon crawl. In many adventures, this is the final stop in the three categories. PCs start in a town, travel through the wilderness, and finally find the lost dungeon of what's-their-name to find the treasure and steal...er..."treasure find" it. For purposes of design, "dungeon" is used to describe actual dungeons, as well as lairs, ruins, or individual buildings.

When designing a dungeon, the first thing you need to do is draw it out. Is it a cave complex? A ruined keep? Once that is done, how did it come to be there? Who or what lives in it now? These details need to be fleshed out, and if this is the focal point of your adventure, will take up the most time and paper space. If the PCs are expected to explore it, then you'll want to flesh out every area in detail, and make good notes. Place the creatures and individual encounters, and detail how each of them relate to each other.

Stocking a dungeon isn't the only hazard to the party, however. As mentioned above in the *Hazards* section, there may be traps and other hazards the party may encounter during the exploration. It is recommended that you detail these out as well beforehand.

Note that inhabitants of dungeons rarely just sit in their encounter area and never move. These are living creatures, some intelligent, others driven by instinct. It's your job to figure out how they all work and live together in relative peace. Do rival tribes have truces? Are unintelligent monsters walled off by other inhabitants? Just randomly plopping monsters down (as was common in the early TSR days) may work for you if you prefer the dungeonhack experience, but you might have players question how a hill giant got into this tiny room, and why the owl bear didn't kill all of the goblins by now.

This also means that wandering and random monsters may be encountered. A party exploring a dungeon has a strong likelihood of stumbling upon a random encounter of a dungeon denizen out for its daily stroll. Additionally, if the denizens of a dungeon are aware there is a pesky group of adventurers invading, they might take appropriate action to respond.

Choose the Scenario

Making the maps, populating the landscape, and fleshing out the dungeon does not an adventure make. Most importantly, you must give the PCs a reason to be there, and reasons to take the adventure hooks. Some common examples include:

Exploring the Unknown: An unexplored and unknown region exists, and the party are hired to explore and map this area. Perhaps there are rumors of treasure or valuable resources, or maybe the king wants to expand his domain.

Attacking an Outpost: Enemy creatures have established an outpost too close for comfort. The PCs are hired to wipe out this outpost.

Clearing Out Ruins: The party had heard of an ancient set of ruins that is now inhabited by evil creatures. These creatures need to be cleared out so the ruins can be re-established. Perhaps the ruins are part of a city that was recently discovered.

Visiting a Lost Shrine: Perhaps one of the PCs or something they have been hired to care for is cursed, and they must find an ancient shrine to remove the curse.

Fulfilling a Quest: The party have been tasked by a local ruler, councilmember, or noble to accomplish a task. This can be any task, from delivering a package, to clearing out monsters, to finding a lost object.

Escape: The party is pursued, and in the process of escape, they have found themselves in a new unexplored area.

Rescue: The party has been tasked to rescue prisoners being held by a great evil.

Magic Portal: The party has been transported through a magic portal to a new land.



Random Encounters

As mentioned above, there is a very real likelihood that PCs will encounter creatures and monsters outside of a set defined encounter. Several factors determine which and where these encounters are determined. As always, if you as the GM feel like an encounter is not a good fit, feel free to adjust it to your needs.

Random Encounter Probability Chart

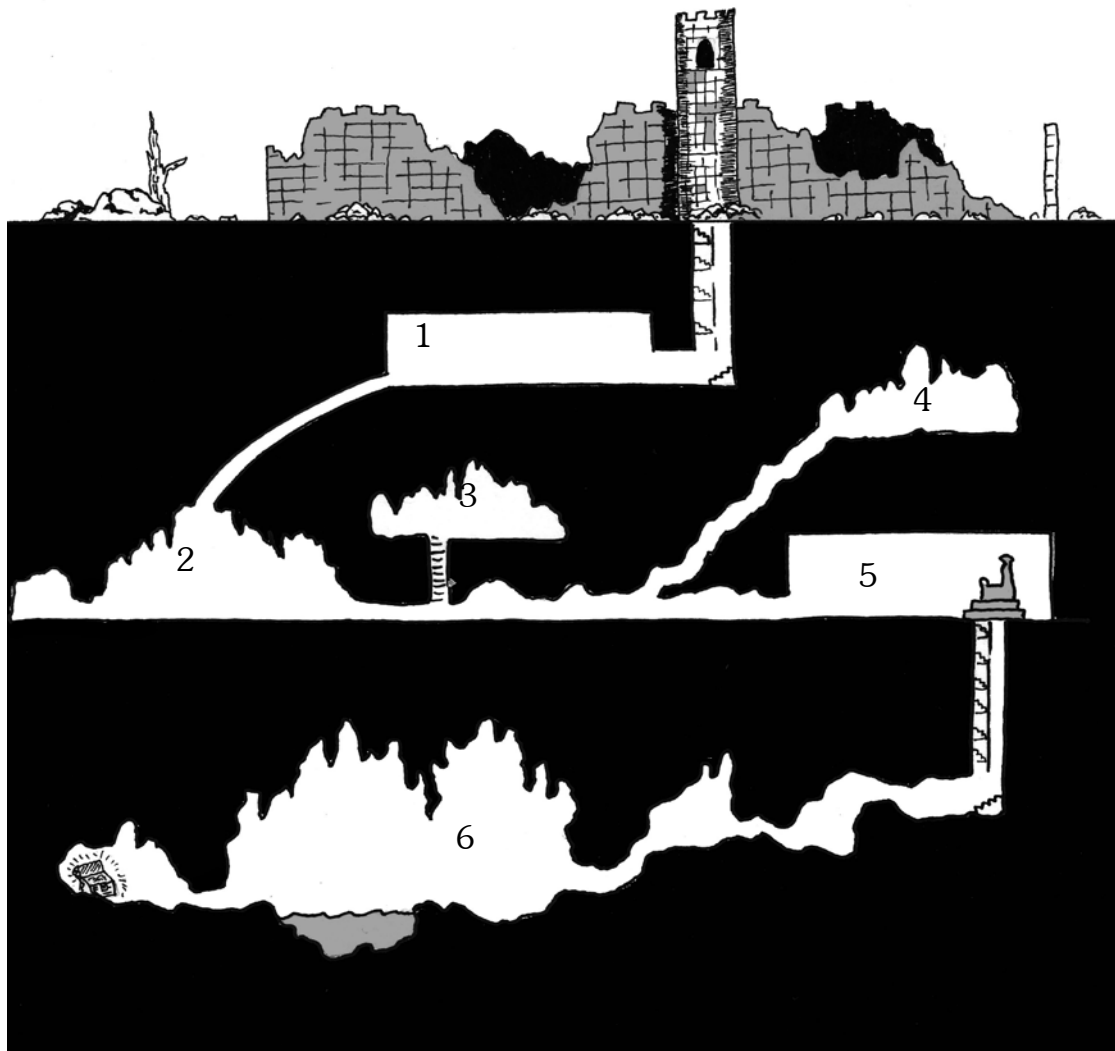
Remoteness	Encounter Chance
Well traveled road	1% per day
Rural road with only light travel	5% per day
Wilderness, within 5-10 miles of settlement	10% per day
Wilderness, within 11-25 miles of settlement	20% per day
Wilderness, greater than 25 miles away from any settlement	25% per day

Sample Quick Adventure

When you pull all of the above together, you will have your adventure! Contragulations, writing a halfway decent adventure is not an easy task to do. It takes a lot of preparation and organization, and a lot depends on the playstyle your group prefers.

Some groups like the hack and slash approach of exploring a dungeon, room to room, overcoming traps along the way in the goal for the final treasure. Others may prefer an urban adventure where role playing and intrigue and politics play the most important role. Find out what your group likes, and go with that.

Below is a very quickly thrown together typical dungeon crawl adventure. Unique to it is the side view of the dungeon, rather than a top down view that many dungeon maps have.



Title: Lost Tower of Alak-mav

Party: 4-6 1st level characters

Plot: The party has been approached by disheveled merchant offering them a map to the location of an ancient wizard Alak-mav. Certainly there will be great treasures there! All he wants in return is a contract that gives him 25% of any treasure found. He'd do it himself, but does not have the resources or skills to explore such an area.

Background: Alak-mav lived 1000 years ago, and was a collector of unusual and unique magical items. She achieved glory as an adventurer herself, although now many doubt she even existed. However, any PC who is a wizard will recognize the name.

Details: The tower lies approximately 50 miles away from the town the party is residing in. It is deep within the wilderness (forest, swamp, desert--whichever makes the most sense for the region). The last 20 miles are through uncharted regions where there are no roads, and travel would be appropriately impacted. The party may be subject to random encounters, most likely goblin tribes that make their homes nearby.

Encounter Descriptions:

Ruins: The party finally discovers the ruins themselves, with a central tower in the middle of the compound. The walls are overgrown with vines and are in a severe state of disrepair; barely more than rubble. The tower is in better shape, clearly preserved by magical means.

If the party explores the ruins, they will alert and waken the 3 giant spiders that make these ruins their home (AC13, HD:1*, HP: 6,4,3, AT:1, Dmg:1d4+weak venom, XP:75). Searching the ruins will reveal the treasure of previous victims of the spiders: 3gp, 15sp, and 44cp.

When the tower is explored, it will be completely stripped bare. If characters search, they will find a secret trap door in the tower floor by making a successful intelligence check.

Below this trap door is a set of spiral stairs

that lead down into the darkness. They are made of stone, and covered in thick dust. Clearly nothing has been here in centuries.

1: Living Quarters

The stairs end in a large room carved from the stone more than 40ft by 60ft in size. At the far end is a tunnel that leads downwards.

In the room are what remains of a large bed, desk, closet, table, and chairs. All of these items are almost completely disintegrated by now, and anything within them (documents, books, clothing, etc) has also degraded to near dust. If these are searched thoroughly, they party will find two gems worth 10gp each. They were locked in the desk with a poison needle trap, but that's long since been rendered inert.

2: Cavern

The tunnel, 5ft wide by 6ft tall, leads down into this open cavern chamber. The floor is relatively flat, with an exit to the east that leads into darkness.

3: Ore Vein

An iron rung ladder leads upwards into this chamber. The floor reveals the bodies of three long dead miners; only their skeletal remains remain. Glinting from the party's light is a streak of silver ore along the north wall. This ore, if mined, will provide 1000sp worth of silver.

If the party disturbs this room, the skeletons will come to life and attack (AC13, HD:1, HP:7,5,4, AT:1, Dmg:1d4, XP:25).

4: Study

The tunnel leading upwards is irregular, being naturally formed and not carved out of the rock. It eventually leads up to a cavern where Alak-mav used as a study and place for experimentations. A large ironbound table is in the center, having collapsed on its own weight long ago. Shattered glass lies everywhere from ancient vials when their shelves disintegrated from age, but many are still in usable shape. If the party searches this area, they will find one usable **potion of healing** mixed in with the vials.

5: Throne Room

When the party enters this room, their attention will immediately be drawn to the large stone throne in the very center. Sitting on the throne is the emaciated remains of what appears to be a human in lavish robes, mysteriously preserved.

This body is the body of Alak-mav, preserved through a desperate attempt to attain invulnerability. She had hoped to become a lich, but failed miserably. She only managed to become a zombie. An intelligent zombie, but a zombie nonetheless.

If she or the throne is disturbed, she will awaken and attack the intruders. (AC:14, HD:2*, HP:13, AT:1, Dmg:1d4 or spell, XP:125). Alak-mav can cast the following spells:

sleep (1 time), *magic missile* (1 time)

If defeated and searched, the Alak-mav is wearing a jeweled bracelet worth 25gp, a silver necklace worth 50gp, and a ring worth 10gp.

If the party searches the room, anyone making a successful intelligence check will notice how there are scratches in the stone near the throne, revealing how the throne can be rotated to one side, revealing a passage below.

6: Hidden Chamber

If the party explores the hidden passage below the throne from room #5, they will find a very large chamber with the entire center of the chamber under water. The water is clear and cool, with the only sign of life being tiny white shrimp and blind fish.

If the party's light source can reach 100ft across the chamber, they will see a chest with the glint of coins filling it.

If any of the party attempts to cross the water, or if they enter in at least halfway, they will awaken the treasure guardian.

This guardian is a giant snake that while it has become skeletal, remains alert and active through unholy means. It is considered an undead creature. The snake: (AC14, HD:3+3, HP: 16, AT1, Dmg:1d6+weak venom, XP: 375)

Once defeated, the treasure in the treasure chest includes:

74gp

412sp

1,240cp

23ep

19pp

4 gems worth 25gp each

a tiara worth 100gp

a **longsword +1**

Conclusion: Once the treasure is obtained, the party will be met by the merchant the next time they are in a town or city, asking for his share. Each surviving PC will also be awarded 100 experience points for completing the adventure.



Wizard Spells

The following are a list of spells that wizards may acquire and learn throughout their adventures. Note that a wizard cannot cast a spell they have not prepared, or are too low of a level to cast.

Each spell will be presented in the following format:

Name (spell name, such as *magic missile*)

Level (the level of the spell and the class the spell belongs to, such as “wizard 3”)

Range (the range of the spell that it can have an effect. E.g. 30' = 30ft radius)

Duration (how long the spell lasts)

Area of Effect (the radius and/or area that is affected by the spell)

Components (required components as noted above)

Casting Time (the amount of time required to cast the spell)

Description (the description of the spell)

Spell Scrolls

Spells may also be cast from spell scrolls by the wizard. Unlike preparing and learning spells, any level spell can be cast from a spell scroll, with a risk. For every level the spell scroll is above the maximum level spell the caster can learn (with the exception of the aforementioned thief skill), there is a cumulative 10% chance of failure.

For example, Kaley is a 5th level wizard. The maximum spell level they can prepare is 3rd level. During the adventure, Kaley comes across a spell scroll with a 5th level wizard spell on it. Because the spell is 2 levels higher than the highest level they can cast, there is a 20% chance of failure when Kaley attempts it.

Spell Shapes

The effects of spells often take many different forms or shapes. These are all area of effect spells, and may be a cloud, cube, cone, sphere, or cylinder. The exact size and shape of these area of effect spells are explained under

each spell description. If using a grid for combat tracking, any spell that reaches to the center of that grid square will affect the entire square. Otherwise it would not take effect in that square.

Spell Books/Prayer Books

Spell/prayer books are a critical item to all wizards, and are treated as such. After all, without a spell book, the wizard has no way of re-memorizing their spells. These books can come in all sizes and shapes, and are often inspired by culture. Thus, a European spell book may be bound in heavy leather, while an Egyptian spell book might be a series of papyrus scrolls. The exact form and style of your spell book is up to you. All first level characters will begin play with a spell book with 10 pages. Four of these will already be taken by the four spells the wizard begins play with.

Because spell books are so crucial to the wizard, they will spare no expense in getting books that are weather resistant, have the most durable paper, and use inks that won't blot or seep. Any of these may ruin the spell in the book. Because of this, a spell book will cost 50 gp of special materials for every page it contains (the starting spellbook is free). Each spell will require 1 page per spell level.

Acquisition of Spells Beyond 1st Level

Gaining a level: When the wizard gains a level, they may choose one spell from their spell list that they meet the requirements to cast, and add it to their spell book. This reflects the hours of study the character has completed in the previous level, and they finally have learned to cast the new spell without error.

Scrolls/Spell books: The caster can attempt to copy a spell from a scroll or another spell book into their own. They need to make an appropriate intelligence check. Success means the spell is permanently transcribed to the spell book, and can be learned. With scrolls, success or failure both result in the scroll being destroyed as the caster must read the words out loud to analyze it. Additionally, due to the complexity

of spells, it takes one day per spell level to copy a spell into a spell book. Note that a character cannot copy a spell that they are unable to prepare and cast.

Mentor: The character can attempt to learn a spell from a mentor. For those who get their spells from divine sources, these new spells may be given by the deity the PC worships. Naturally the mentor would have to agree to it, and may ask a steep price. This is determined by the GM. If learning from a mentor, the character must spend one entire day per spell level studying. At the end of this time, they will attempt a check to learn the spell (as described under *Intelligence*).



Wizard Spell List

Level 1	Level 2	Level 3	Level 4	Level 5
Burning Hands	Darkness 15'r	Blink	Charm Monster	Animate Dead
Change Self	Detect Evil	Cure Disease	Charm Monster	Cloudkill
Charm Person	Detect Invisibility	Dispel Magic	Cure Serious Wounds	Cone of Cold
Comprehend Languages	ESP	Fireball	Dimension Door	Feeblemind
Cure Light Wounds	Fog Cloud	Flame Arrow	Fear	Monster Summoning III
Dancing Lights	Invisibility	Fly	Fumble	Passwall
Detect Magic	Knock	Haste	Ice Storm	Raise Dead
Feather Fall	Levitate	Hold Person	Monster Summoning II	Stone Shape
Floating Disk	Magic Mouth	Lightning Bolt	Phantasmal Killer	Teleport
Identify	Mirror Image	Monster Summoning I	Polymorph	Wall of Force
Light	Neutralize Poison	Phantasmal Force	Remove Curse	Wall of Iron
Magic Missile	Ray of Enfeeblement	Wall of Fog	Wall of Fire	
Protection From Evil	Rope Trick	Water Breathing	Wall of Ice	
Read Magic	Stinking Cloud			
Shield	Web			
Sleep				
Spider Climb				

Animate Dead

Level: Wizard 5
Range: 10ft
Duration: Permanent
Area of Effect: See Below
Components: V, S, M
Casting Time: See below

Necessary to cast this spell is a prepared corpse. Most often it is a humanoid, but can be any medium sized or smaller creature. If it is a skeleton only, then a skeleton will be created. If most of the body is present, a zombie will be created (using the skeleton and zombie stats respectively). At the end of the casting time, the corpse raises to the appropriate undead type and will mindlessly follow the simple commands of the caster.

These are undead in every way, and may be destroyed via a *dispel magic* spell. This spell has a casting time of one full round for every 1 HD the undead has that is being animated. A caster can have a number of animated undead at any given time equal to 1 HD of undead for every level of the caster.

Blink

Level: Wizard 3
Range: Caster
Duration: 1 round per level
Area of Effect: Caster
Components: V,S
Casting Time: 1 action

Immediately following the casting of this spell, and once per round thereafter at the start of the caster's turn as a free action (not taking up the caster's regular action on subsequent rounds), the caster will teleport 10ft in a random direction. If the destination is a solid object, reroll a new result. If the area is an existing spell effect or hazard, the caster will suffer the effects of that spell or hazard. Because of this random and frequent teleporting, the caster will receive a bonus +4 to their AC against attacks for the duration.

Die Roll d8	Direction
1	N
2	NE
3	E
4	SE
5	S
6	SW
7	W
8	NW

Burning Hands

Level: Wizard 1
Range: Caster
Duration: Instant
Area of Effect: 5ft cone
Components: V,S
Casting Time: 1 action

When the caster extends their hands and finishes this spell, a fan of flames will erupt forth out to 5ft, in a 120 degree arc. Any creature within this area will suffer 1d6 points of damage (+1 per caster level), no dexterity ability check to avoid is allowed. This magical fire also sets combustible objects alight.



Change Self

Level: Wizard 1
Range: 0
Duration: 2d6 rounds +2 rounds per level
Area of Effect: Caster
Components: V,S
Casting Time: 1 action

This spell creates an illusion of the caster to appear to be another gender or ancestry, also transforming the appearance of clothing and equipment. The caster may appear up to 1ft shorter or taller, and 50% heavier or thinner. This spell is not immune to scrutiny, and if the caster is physically examined, the illusion may be discovered.

Charm Monster

Level: Wizard 4
Range: 60ft
Duration: 3 rounds per level
Area of Effect: See below
Components: V,S
Casting Time: 1 action

This spell allows the caster to charm a targeted monster, convincing them to view the caster in a positive light and friendly. If the monster fails its wisdom ability check, it will be charmed, and will remain charmed for the duration until the caster ends the spell, or the caster or a caster's ally harms the monster, or the caster tells the monster to engage in an activity that the monster might view as suicidal.

Charm Person

Level: Wizard 1
Range: 120ft
Duration: See below
Area of Effect: One person or mammal
Components: V,S
Casting Time: 1 action

This spell will affect any animal or humanoid creature. If the target fails its wisdom check, it will view the caster as a trusted friend, interpreting everything the caster does in the most positive light similar to how a member of a cult might view their cult leader; the bond

is that strong. They will place themselves in moderate danger, but will not act in suicidal manners. A command by the caster that the creature views as suicidal will end the spell effect, as will any direct harm by the caster to the creature. The target will suffer a -1 penalty to the check for every level of the wizard.

Depending on the victim's wisdom, periodic wisdom checks to end the spell will be applied based on a time frame. These are as follows:

Wis 3 or less	once every 3 months
Wis 4-8	once per month
Wis 9-11	once every other week
Wis 12-16	once per week
Wis 17+	once per day



Cloudkill

Level: Wizard 5
Range: 10ft
Duration: 1 round per level
Area of Effect: cloud 40ft wide x 20ft high x 20ft deep
Components: V,S
Casting Time: 1 action

This spell creates a massive, roiling cloud of poisonous vapor to fill the area of effect. It is heavier than air, and will seek lower elevations, but can be moved at 10ft per round in a direction up to the caster's will. Any creature

with 4HD or less coming contact with the cloud will instantly perish. Creatures from 4+1 to 6 HD are allowed a constitution check at a -2 penalty or will die. And creatures of 6+1 HD or greater will make a normal constitution check. A heavy wind will disperse the cloud in 4 rounds, and thick vegetation will disperse it after 20ft. The cloud will avoid rolling back into the caster regardless.

Comprehend Languages (Reversible)

Level: Wizard 1
 Range: Caster
 Duration: 5 rounds per level
 Area of Effect: One object
 Components: V,S,M
 Casting Time: 1 round

This spell allows the caster to translate and be able to read any written form of communication, whether that be an actual language, or ciphers or hieroglyphs. Magical writing is not affected by this spell, and remains unknown. The spell also allows the caster to understand any spoken language for the duration. The reverse of this spell targets a creature, and if they fail their intelligence check, will speak gibberish and will not understand others for the duration of the spell.

Cone of Cold

Level: Wizard 5
 Range: 0
 Duration: Instant
 Area of Effect: 5ft long cone per level
 Components: V,S,M
 Casting Time: 1 action

This spell will cause a blast of freezing magical energy in a cone shape up to 5ft out per level of the caster, with a final radius of 1ft per caster level. Thus, a 9th level wizard could create a cone that extends out 45ft with a final radius at that end of 9ft. Any creature caught in this cone will suffer 1d4+1 points of damage per caster level.

Confusion

Level: Wizard 4
 Range: 120ft
 Duration: 2 rounds +1 round per level
 Area of Effect: up to 50ftx50ft
 Components: V,S,M
 Casting Time: 1 action

This spell allows the caster to cause magical confusion to a number of creatures whose HD does not exceed the level of the caster within the area of effect. Thus, a 10th level wizard could affect up to 10 HD of creatures. Every creature must make a wisdom ability check or fall under a confusing stupor. Roll on the below table to determine the action of the creature for its turn that round.

Die Roll (d6)	Action
1	Performs normal action
2	Attacks closest creature it is able to
3	Rambles in place
4	Takes its movement in a random direction
5	Attacks one of its allies (or if none, does nothing)
6	Sits down in place

Cure Disease (Reversible)

Level: Wizard 3
 Range: Touch
 Duration: Instant
 Area of Effect: Creature touched
 Components: V,S
 Casting Time: 1 turn

This spell will instantly cure any naturally occurring, or magically afflicted disease upon one target. The reverse of this spell, *cause disease*, allows a constitution check at a -1 penalty per caster level to avoid. If the check fails, the effects of the disease will manifest in 1d6 turns, at which point 1 point of damage will be suffered every turn, and 1 point of strength lost per hour thereafter, until the victim has 1 HP left and/or a strength score of 3. Until the disease is cured, or runs its natural course in 2d6 days, the lost hit points and strength cannot be recovered.

Cure Light Wounds (Reversible)

Level: Wizard 1
Range: Touch
Duration: Instant
Area of Effect: Creature touched
Components: V, S
Casting Time: 1 action

Cure light wounds channels healing magic from the wizard to the target willing creature. This spell will heal 1d8 points of damage, up to the maximum hit point value of the target. This spell does not cure disease, poison, blindness or other affliction, regenerate limbs, or bring a target back from the dead.

The reverse of this spell, *cause light wounds*, will inflict 1d8 hit points of damage to a target with a successful attack roll. This spell does not affect incorporeal creatures, and if *cure light wounds* is cast upon undead, it will instead harm them, while *cause light wounds* would heal them.

Cure Serious Wounds

Level: Wizard 4
Range: Touch
Duration: Instant
Area of Effect: Creature touched
Components: V, S
Casting Time: 1 action



This spell acts in the same way as *cure light wounds*, but heals 3d8+3 hit points of damage. The reverse will inflict 3d8+3 points of damage with a successful attack roll.

Dancing Lights

Level: Wizard 1
Range: 40ft +10ft per level
Duration: 2 rounds per level
Area of Effect: See below
Components: V, S, M
Casting Time: 1 action

This spell creates a series of magical lights to appear within range. The caster may create 1-4 lights the size of a torch, or one large light the size of a campfire. These lights can be controlled by the caster to move in any direction as long as they remain the affected spell range. No concentration is required.

Darkness 15r

Level: Wizard 2
Range: 10ft per level
Duration: 1 turn +1 round per level
Area of Effect: 15'r
Components: V, M
Casting Time: 1 action

This spell creates a globe of impenetrable darkness within the spell's area of effect. It blocks all sight, including infravision. A *light* or *continual light* spell will dispel this darkness, as will a *dispel magic* spell.

Detect Chaos (Reversible)

Level: Wizard 2
Range: Caster
Duration: 5 rounds per level
Area of Effect: Path 10ft wide, 60ft long
Components: V, S
Casting Time: 1 action

This spell allows the caster to detect any chaotic aligned creatures within the designated area of effect path. It detects evil, not danger, so traps, cursed items, poison, and other pitfalls would remain undetected unless they were inherently chaotic. The reverse of this spell will detect lawful aligned creatures.

Detect Invisibility

Level: Wizard 1
Range: Touch
Duration: 5 rounds per level
Area of Effect: 10ft path by (10ft per level)
Components: V,S,M
Casting Time: 1 action

This spell allows the caster, or any willing creature touched, to be able to see invisible creatures. This spell also detects any hidden creature as well, such as a rogue who successfully used a stealth skill.

Detect Magic

Level: Wizard 1
Range: Caster
Duration: 2 rounds per level
Area of Effect: Path 10ft wide by 60ft long
Components: V,S
Casting Time: 1 action

After casting this spell, the caster creates a tunnel of vision where anything within the area radiates a magical aura seen by the caster. The caster is not able to discern the specific properties or magical effect. The spell is blocked by wood 3ft thick, stone 1ft thick, or metal 1 inch thick. It takes an entire round to scan a 60 degree arc; any faster and the magic doesn't have time to register.

Dimension Door

Level: Wizard 4
Range: Caster
Duration: See below
Area of Effect: Caster
Components: V
Casting Time: 1 action

This spell creates a shimmering portal that the caster can step through as a free action (the spell itself takes an action). This portal will instantly transport the caster and up to 500lbs to a different location up to 30ft away per caster level. The caster need not see the destination, but if teleports into a solid object will instead be trapped in the astral plane until

rescued (or if they have the ability to escape themselves).

Dispel Magic

Level: Wizard 3
Range: 120ft
Duration: Instant
Area of Effect: 30'r
Components: V,S
Casting Time: 1 action

Any ongoing magical effect from a spell or potion within the area of effect will instantly end and lose its magic. Permanent magical items are only temporarily affected, being rendered mundane for one round per level of the caster.

ESP

Level: Wizard 2
Range: Caster
Duration: 1 round per level
Area of Effect: 5'r per level
Components: V,S,M
Casting Time: 1 action

This spell allows the caster to read the thoughts of any creature within the area of effect. The caster does not need to see the target, but unless they speak the same language, these thoughts may be indecipherable. 2ft thick stone, 1 inch thick metal, or any thickness of lead will foil this spell.

Fear

Level: Wizard 4
Range: 0
Duration: 1 round per level
Area of Effect: Cone 60ft long, 30ft wide at terminus
Components: V,S,M
Casting Time: 1 action

This spell creates images of complete horror to any creature within the cone area of effect, forcing them to make a wisdom ability check. Failure results in the creature spending its action to flee in terror away from the caster as far as their movement allows, for the duration.

Feather Fall

Level: Wizard 1
Range: 10ft per level
Duration: 1 round per level
Area of Effect: 10ft cube
Components: V
Casting Time: 1 free action

This spell is cast as part of a reaction to the caster, or any creature within range, falling. The spell takes effect immediately, not needing to be delayed until the caster's turn. Immediately any creature selected by the caster within the area of effect will begin to fall slowly, at 60ft per round (minute), suffering no falling damage. As soon as the spell expires, the objects will resume falling at a normal rate if applicable.

Feeblemind

Level: Wizard 5
Range: 10ft per level
Duration: 1 round per level
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 action

This spell will only affect targets that have the ability to cast spells; all others are immune. If the target of this spell, the creature must make a successful intelligence ability check at a -1 penalty per the level of the casting wizard, or have their mind become so muddled that they are unable to further cast spells. This spell will last 1 round per level of the caster.

Fireball

Level: Wizard 3
Range: 100ft +10ft per level
Duration: Instant
Area of Effect: 20'r sphere
Components: V,S,M
Casting Time: 1 action

This spell creates a marble sized ball of flame, to which the caster can throw out to a point within range. When the ball reaches the point of impact, it will erupt into a fireball, inflicting 1d6 points of damage per caster level to all within the area of effect. Remember

this is an explosion of fire that will mold itself around corners or barriers until the volume of fire is reached. For calculating purposes in an enclosed area (such as a dungeon hallway), a 20ft radius sphere is approximately 32 10ftx10ft cubes. Any creature in the affected area can attempt a dexterity ability check to only take half damage if successful.



Flame Arrow

Level: Wizard 3
Range: Touch
Duration: 1 round per level
Area of Effect: Arrows or bolts
Components: V,S,M
Casting Time: 1 action

This spell allows the caster to enchant up to 1 arrow or bolt per level to be imbued with flame. It does not add a bonus to attack rolls, and has no effect to overcome monsters with magic resistance, but does add 1d6 points of fire damage to any attack roll that hits.

Floating Disk

Level: Wizard 1
Range: 20ft
Duration: 3 turns +1 turn per level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 action

The caster summons an invisible floating disk three feet across and two feet off the ground. The disk follows the caster between 5-20ft away in any direction, as long it does not exceed 20ft away (which will cause the spell to fail). This disk can carry up to 100lbs per caster level. Because the disk follows the caster, the caster cannot sit on the disk and then essentially use it to fly around in any direction for the duration.

Fly

Level: Wizard 3
Range: Touch
Duration: 6 turns +1 turn per level
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 action

This spell grants the creature touched (which may be the caster) the ability to fly. The creature can move at 60ft per round, and can cause the creature plus up to 50lbs of weight per caster level to fly. When the spell expires, the creature immediately loses their flight ability and may crash to the ground.

Fog Cloud

Level: Wizard 2
Range: 100ft
Duration: 4 rounds + 1 rnd per level
Area of effect: 40'wide x 20' deep x 20' high
Components: V,S
Casting Time: 1 action

Upon casting this spell, a thick cloud of fog will fill the affected area, obscuring vision to 10ft or less. It acts in all regards as a thick bank of fog, so weather factors may impact it.

Fumble

Level: Wizard 4
Range: 10ft per level
Duration: 1 round per level
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 action

This spell will cause the target creature to stumble and be ungainly. Any attack roll or dexterity check attempted by the creature will suffer a -4 penalty for the duration, and they will suffer a -2 penalty to their AC.

Haste

Level: Wizard 3
Range: 60ft
Duration: 3 rounds +1 round per level
Area of Effect: 1 creature per level in a 40ft x 40ft area
Components: V,S,M
Casting Time: 1 action

This spell imbues selected willing creatures with supernatural speed, allowing them to move faster and attack quicker. Any creature hasted will double their movement and gain one extra attack if they use their action to make an attack roll. This spell does not grant additional spells to be cast, however.

Hold Person

Level: Wizard 3
Range: 120ft
Duration: 4 rounds +1 round per level
Area of Effect: 1-4 creatures
Components: V,S,M
Casting Time: 1 action

When this spell is cast, the magic user chooses one through four humanoid targets within range. Each target must make a successful wisdom ability check or be magical restrained for the duration. The target is completely immobile and cannot take any actions. Attacks against held targets would be considered to be made against helpless targets. Any creature aloft when the spell takes affect will fall to the ground, potentially suffering damage.

Ice Storm

Level: Wizard 4
Range: 10ft per level
Duration: 1 round
Area of Effect: See below
Components: V,S,M
Casting Time: 1 action

When cast, the magic user chooses one of two effect to invoke: a hailstorm, or an ice storm. The hailstorm creates a barrage of huge hailstones to pummel the area of effect, causing 3d10 points of bludgeoning damage to all within the area. It will also smash many breakable objects that may in the affected area as well.

The ice storm creates a sheet of freezing rain in an 80ft x 80ft area, causing any creature that attempts to move to make a dexterity check or fall prone. A successful check still reduces speed by half.

Identify

Level: Wizard 1
Range: Touch
Duration: Instant
Area of Effect: One item
Components: V,S,M
Casting Time: 1 turn

This spell will allow the caster to identify the properties of a studied item. This reveals the type of magic (if applicable), the magical effects of the item, any charges the item has, and if the item is cursed or not.



Invisibility

Level: Wizard 2
Range: Touch
Duration: See below
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 action

The caster selects one willing target, or themselves, to have them and any gear carried to turn invisible. The creature remains unseen, even by those with infravision. This spell will last until the caster ends the spell, or until the invisible creature performs an attack, casts a spell, or the spell is dispelled. Note that this spell does not hide scent or sound.

Knock

Level: Wizard 2
Range: 60ft
Duration: See below
Area of Effect: 10ft square per level
Components: V
Casting Time: 1 action

This spell will immediately open any locked door within the area of effect, even those that have been magically barred. Chests and other lidded objects will also open. Gravity impacted doors, such as a portcullis, won't open, but they will be unlocked.

Levitate

Level: Wizard 2
Range: 20ft per level
Duration: 1 turn per level
Area of Effect: Caster or one creature
Components: V,S,M
Casting Time: 1 action

This spell allows the caster or one creature they choose to begin to levitate upward at a rate of 20ft per round. Up to 100lbs of weight per caster level can be levitated in this way, and if cast upon an unwilling creature, they are entitled to resist it by making a successful wisdom check. This spell does not allow horizontal movement, but if near an object (such as a cliff), the creature may pull itself along.

Light (Reversible)

Level: Wizard 1
Range: 60ft
Duration: 1 turn per level
Area of Effect: 20'r globe
Components: V,S
Casting Time: 1 action

This spell creates a globe of light centered on an object that illuminates an area 20ft in radius of bright light. The caster may end this spell at any time. The reverse of this spell, *darkness*, creates a globe of darkness 20ft radius that is impossible to see through.

Lightning Bolt

Level: Wizard 3
Range: See below
Duration: Instant
Area of Effect: See below
Components: V,S,M
Casting Time: 1 action



The caster unleashes a streaking bolt of lightning out to the maximum range, striking any and all creatures within the path. The creatures may make a dexterity check to take half damage, but if they fail, they will take the full 1d6 points of damage per caster level.

This spell has two options when cast: a forking bolt 10ft wide by 40ft long, or a single bolt 5ft wide by 80ft long. In either case, the lightning will “bounce” and ricochet if it hits a solid object that does not conduct electricity, such as a stone wall.

Magic Missile

Level: Wizard 1
Range: 60ft +10ft per level
Duration: Instant
Area of Effect: 1 or more creatures
Components: V,S
Casting Time: 1 action

When this spell is cast, the magic user sends streaking arcane bolts of energy towards one or more targets that strike unerringly, no attack roll necessary. The missiles inflict 1d4+1 points of damage, and the caster can create an additional missile for every other level after 1st. Thus, a 3rd level caster can create two missiles, a 5th level caster creates three, etc. These missiles can be split up to a number of targets within the range of the spell.



Magic Mouth

Level: Wizard 2
Range: See below
Duration: Permanent until triggered
Area of Effect: One object
Components: V,S,M
Casting Time: 1 action

This spell is cast upon any object, including a wall, ceiling, or statue. It is programmed to be triggered when a particular set of circumstances are met, such as when someone comes within 10ft of it. When it is triggered, a preprogrammed message of up to 25 words will be spoken at a fairly loud volume. The mouth can perceive creatures up to 5ft away from it for every caster level, but cannot detect invisible creatures or those with the rogue stealth skill on a successful stealth check.

Mirror Image

Level: Wizard 2
Range: Caster
Duration: 2 rounds per level
Area of Effect: 10'r
Components: V,S
Casting Time: 1 action

This spell creates 1d4 illusory duplicates of the caster to appear around the character. Each duplicate will mirror the actions of the caster for the duration or until destroyed. Whenever the caster is a target of an attack, there is a chance a duplicate would be attacked instead, based on random chance. I.e., if there are 3 duplicates (a total of 4 images including the caster), choose which the caster is and roll a d4 to determine which is attacked. If an attack is successful on a duplicate image, that image is destroyed but the caster suffers no effects.

Monster Summoning I

Level: Wizard 3
 Range: 30ft
 Duration: 2 rounds +1 round per level
 Area of Effect: Summoned creatures
 Components: V,S,M
 Casting Time: 1 action

The caster is able to magically summon 3 HD of creatures to serve them as allies in combat or to perform other services. The creatures appear instantly within range. This spell does not require concentration, and the creatures will attack anyone the caster directs. More detailed or complex asks will require the creatures a way to understand the caster. The creatures summoned are determined by the player, up to GM approval, as long as the character has knowledge of the creatures they want to summon. Thus, a character could not summon a bugbear if they had no idea what a bugbear is.



Monster Summoning II

Level: Wizard 4
 Range: 40ft
 Duration: 3 rounds + 1 round per level
 Area of Effect: Summoned creatures
 Components: V,S,M
 Casting Time: 1 action

This spell functions in the same way as *monster summoning I*, with the exception that 4 HD of creatures can be summoned.

Monster Summoning III

Level: Wizard 5
 Range: 50ft
 Duration: 4 rounds + 1 round per level
 Area of Effect: Summoned creatures
 Components: V,S,M
 Casting Time: 1 action

This spell functions in the same way as *monster summoning I*, with the exception that 7 HD of creatures can be summoned.

Neutralize Poison

Level: Wizard 2
 Range: Touch
 Duration: Instant
 Area of Effect: 1 cu ft per 2 caster levels
 Component: V,S
 Casting Time: 1 action

When this spell is cast on a poisoned substance equal to or less than the affected volume, it instantly becomes non toxic. It may also immediately end the effects of poison upon any chosen target creature. If the target creature is a venomous or poisonous creature, it will lose that trait until the following day.

Passwall

Level: Wizard 5
 Range: 30ft
 Duration: 6 turns + 1 turn per level
 Area of Effect: passage 5ft wide, 10ft high, 10ft long
 Components: V,S,M
 Casting Time: 1 action

This spell allows the magic user to create an inter-dimensional passage through solid material.

Subsequent casting can create a passageway longer than 10ft.

Phantasmal Force

Level: Wizard 3
Range: 80ft + 10ft per level
Duration: See below
Area of Effect: 80sq ft +10sq ft per level
Components: V,S,M
Casting Time: 1 action

This spell allows the caster to create any visual illusion as long as it fits within the area of effect. It does not replicate sound, smell, or any other tactile perception, and the caster must maintain concentration to keep it. While the caster cannot take any other action except moving, they can cause the illusion to change shape or to make any illusionary creatures to move within the area of effect. If a subject of the illusion has reason to doubt it (no sound for a charging giant for example), they may disbelieve the illusion by making an intelligence check.

If there is no ability check, or if the check fails, the creature(s) will view the illusion as real, and may even receive fatal damage from the illusion (attacks by a creature will be treated as real for instance). Anyone who knows the illusion to be an illusion can help the others, granting them a +4 bonus to their ability check roll.

Phantasmal Killer

Level: Wizard 4
Range: 20ft per level
Duration: 1 round per level
Area of Effect: One creature
Components: V,S
Casting Time: 1 action

The caster chooses one creature within range when completing this spell. At that moment, an illusion of the most fearful thing that creature can imagine will streak out to impact them. Only the caster and the subject can see the illusion, but if a successful attack roll is made (treat the illusion as a phantasm that goes on the same time the caster resolves their action), the target will die from fright. This phantasm

gains a +4 bonus to its attack rolls, and is invulnerable to any and all attacks itself, and may pass through any physical barrier.

The only chance for the target is to try to disbelieve the illusion, which may only be attempted one time, the first time the illusion makes an attack roll on the target. This is an intelligence ability check modified for the following scenarios:

Situation	Modifier to die roll
Subject is surprised	-4
Subject previously attacked by this spell	+2
Subject has magic resistance	+2
Subject is wearing a helm of telepathy	+3

Polymorph

Level: Wizard 4
Range: Touch
Duration: 2 turns per level
Area of Effect: Target creature
Components: V
Casting Time: 1 action



By means of this spell, the magic user can change the shape of their body, or the body of a target creature, into that of a beast (see *Monsters&Treasure* book) as small as a mouse or as large as a cow. If the target is unwilling, they may attempt a constitution check to avoid. When polymorphed, all of the creature's gear and equipment are changed into the new shape and are not useable.

While the shape and form of the creature is changed, the caster or target will not gain any special abilities of the creature, including but not limited to spellcasting ability, breath weapon, spell resistance, etc. They polymorphed creature also retains its hit points, intelligence, and wisdom, but all other attributes are changed to that of the new form.

Protection From Chaos

Level: Wizard 1
Range: Touch
Duration: 3 rounds per level
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 action

The caster chooses one willing target to be enshrouded in magical protection. This aura radiates out one foot in distance, and offers several benefits to the protected. Against any chaos or summoned (not necessarily evil) or undead creatures (also not necessarily evil), the protected will receive a +2 bonus to all ability checks when said creatures forces them to make one, and these creatures will suffer a -2 penalty to all of their attack rolls. The reverse of this spell, *protection from law*, will accomplish similar effects, but only towards lawful or summoned creatures.

Raise Dead

Level: Wizard 5
Range: 30ft
Duration: Instant
Area of Effect: One creature
Components: V,S
Casting Time: 1 round

This spell will cause the life force of the target creature to return to the creature, bringing it

back from death. A wizard cannot raise a creature that has been dead for more than 1 day per caster level.

Ray of Enfeeblement

Level: Wizard 2
Range: 10ft +3 ft per level
Duration: 1 round per level
Area of Effect: One creature
Components: V,S
Casting Time: 1 action

When this spell is cast, the caster causes a sickening ray to emit forth and strike the target within range, no attack roll necessary. The target will have its strength reduced by 2 points +1 point per caster level. Thus, a 6th level caster would reduce the strength by 8 points. Strength cannot be reduced below 3, however. For purposes of impact to damage for those creatures without a strength score, reduce the damage they inflict by half.

Read Magic

Level: Wizard 1
Range: Caster
Duration: 2 rounds per level
Area of Effect: Caster
Components: V,S,M
Casting Time: 1 round

This is a spell that normally is always in a wizard's spellbook, and is considered fundamental as it is needed to decipher magical writings into a language the caster can understand (note, the caster can always read their own magical writing).

Unless otherwise specified or if the item is cursed, this spell allows the caster to read the writings without triggering them or any other effect. Thus, a spell scroll would be able to be identified without triggering or setting off the spell.

Remove Curse

Level: Wizard 4
Range: Touch
Duration: Instant
Area of Effect: See Below
Components: V,S
Casting Time: 1 action

This spell will instantly remove any curse that has been placed on the target creature. It does not destroy cursed items, but only allows the person to remove themselves from the effects of the curse long enough for them to get rid of the item. The target can fall under the curse again if they do the same things that got them the curse in the first place.

Rope Trick

Level: Wizard 2
Range: Touch
Duration: 2 turns per level
Area of Effect: One piece of rope
Components: V,S,M
Casting Time: 1 action



Casting this spell enchants an individual rope to become a portal into an extra-dimensional space. The rope rises and then hangs suspended by the magic. Any large or smaller creature can climb the rope and enter this extra-dimensional space, which will hold up to 8 medium sized

or 4 large sized creatures. The caster can then pull up the rope, completely hiding all the creatures within the space from any sort of detection. At the spell's expiration, all creatures will appear in the same space the spell was cast and fall to the ground unharmed.

Shield

Level: Wizard 1
Range: Caster
Duration: 5 rounds per level
Area of Effect: See below
Components: V,S
Casting Time: See below

This spell can be cast as a reaction to the caster being attacked by a ranged weapon or spell attack (thus not using their action for that round), or may be cast as a standalone action if those contingency scenarios aren't met. When complete, this spell creates a magical force around the caster, effectively increasing their AC by 4 points, as well as making them immune to the *magic missile* spell. If used as a reaction to an attack, the duration is until the start of the caster's next turn. If used as an action, the duration is 5 rounds per level.

Sleep

Level: Wizard 1
Range: 30ft +10ft per level
Duration: 5 rounds per level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 action

When this spell is cast, the magic user creates an area of 15ft radius at a point within range. A number of creatures within this area of effect will fall asleep. The number of creatures affected is based on the HD/Level of the creatures in the area, as defined in the table below. Sleeping creatures may be tied up at the rate of one creature per round, but any attack or violent movement will wake the creature. Any creature woken in this way takes the next round to recover, and can take no actions in the round they are woken up.

HD/Level of Victim	Number Affected
1 or less	4d6
1+ to 2	2d6
2+ to 3	1d6
3+ to 4	1d4
4+1 to 5	1

Spider Climb

Level: Wizard 1
Range: Touch
Duration: 1 round +1 round per level
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 action

This spell alters the creature touched to have extremely sticky hands and feet, allowing them to climb sheer surfaces, including ceilings, without fail at a rate of 30ft per round. Note that it will be exceptionally difficult to use tools or handle objects while this spell is active.

Stinking Cloud

Level: Wizard 2
Range: 30ft
Duration: 1 round per level
Area of Effect: 20' spherical cloud
Components: V,S,M
Casting Time: 1 action

Upon casting this spell, the magic user creates a noxious and nauseating cloud to appear filling the area of effect. All creatures starting their turn in the cloud, or moving into the cloud for the first time, must make a constitution check or they will be rendered helpless for 1d4+1 rounds, falling to the ground heaving and retching. Any creature making the check must spend their action leaving the cloud if possible. Creatures will suffer a -1 penalty to this check per level of the caster.

Stone Shape

Level: Wizard 5
Range: Touch
Duration: Instant
Area of Effect: 1 cubic ft per level
Components: V,S,M
Casting Time: 1 round

This spell allows the caster to mold the shape of stone to their will, shaping it into whatever object or form they desire, from a weapon to a sculpture.

Teleport

Level: Wizard 5
Range: Touch
Duration: Instant
Area of Effect: 1 creature + 1 creature per level after 10
Components: V
Casting Time: 1 action

This spell allows the caster, and 1 additional person per level after 9th level or the 150lb weight equivalent per level after 9th level, to instantly transport themselves and gear they are wearing and carrying to a determined location. There is no range limit for this spell, but the accuracy of the teleport depends on how familiar the caster is with the destination. Reference the below table, rolling the percentile dice to determine the success of the spell:

Familiarity	On target	Off target	General area	Mishap
Very familiar	1-97	98-99	100	0
Studied carefully	1-94	95-97	98-99	100
Somewhat familiar	1-88	89-94	95-96	97-100
Seen only once	1-75	76-88	89-95	96-100
Never seen	1-50	51-75	76-90	91-100

Familiarity: *Very familiar* is a place the caster has visited often, such as their home, or a frequent tavern. *Studied carefully* is a place where the caster has either been to several times, or has seen via scrying often. *Somewhat familiar* is where the caster is only marginally familiar with, having visited or seen only a few times. *Seen only once* is where the caster has only been there once, or has only seen one time. And *never seen* is for a place described to the caster, but they have never actually been there.

On target: the caster lands where they wanted.

Off target: The caster appears randomly 1d10x10 feet away from the target.

General Area: The caster appears safely in the general area or region to the chosen target, such as the same town, or the same valley.

Mishap: The spell fails horribly, teleporting the caster and anyone else into a disastrous location, such as underground, or in the air hundreds of feet up. GM discretion is advised, but most often unless other measures were taken, this results in the death of those involved.

Wall of Fire

Level: Wizard 4
Range: 60ft
Duration: See below
Components: V,S,M
Casting Time: 1 action

This spell has two forms: a wall or a ring. A wall can be created up to 20ft square per level, centered out to 60ft range, while a ring will have a radius of 5ft per level, centered on the caster. In both cases, the caster facing side will emit warmth, while the opposing facing side emits great heat, and the wall will be 20ft in height. Any creature within 10ft of the heated side will take 2d8 points of damage once per round. Any creature passing through the wall will instantly take another 4d8 points of damage. Undead will take double this damage.

The wall will last for 1 round per level, or as long as the caster maintains concentration (not being able to perform any other actions).

Wall of Fog

Level: Wizard 1
Range: 30ft
Duration: 2d4 rounds +1 round per level
Area of Effect: 20ft cube per level
Components: V,S,M
Casting Time: 1 action

The magic user summons a thick curtain of fog in the area of effect, obscuring all normal vision and infravision to no greater than 5ft. This fog can be affected by normal wind or breezes.

Wall of Force

Level: Wizard 5
Range: 30ft
Duration: 1 turn +1 turn per level
Area of Effect: 20ft square per level
Components: V,S,M
Casting Time: 1 action

This spell creates a magical barrier of invisible force within the area of effect. This wall is immune to all forms of attack, both physical and magical. Even a *dispel magic* spell will have no effect against it. Nothing is able to pass through the wall for the duration, or unless the wizard wills it.

Wall of Ice

Level: Wizard 4
Range: 10ft per level
Duration: 1 turn per level
Area of Effect: 10cu ft per level
Components: V,S,M
Casting Time: 1 action



The caster can create a huge wall of ice in whatever shape they want as long as it is in 10ft cubes, up to the maximum impacted area of effect. Thus, a 10th level wizard could create a wall 10ft high, 10ft wide, and 100ft long. Or they could choose to create a 10ft wide, 20ft high, by 50ft long wall.

The wall need not be cast attaching to an object, and if cast in the air, will inflict 1d10 points of damage to any creature it falls on for every 10ft thick of the wall section that falls upon them. Normal fire has no effect, but magical fire will melt a 10ft cube of ice each round. Additionally, melee attacks hacking through the ice can do so at a rate of 5ft per round.

Wall of Iron

Level: Wizard 5
 Range: 5ft per level
 Duration: Permanent
 Area of Effect: 15x15 ft square per level
 Components: V,S,M
 Casting Time: 1 action

This spell creates a solid sheet of iron, 1/4 inch thick per caster level and 15sq ft per level. Thus, a 10th level caster can create a wall 75ft high by 75ft long and two and a half inches thick, or a wall 150ft long by 15' high and two and half inches thick.

Water Breathing (Reversible)

Level: Wizard 3
 Range: Touch
 Duration: 4 rounds per level
 Area of Effect: One creature
 Components: V,S,M
 Casting Time: 1 action

This spell grants the recipient the ability to breathe water as if it were air for the duration. The reverse of the spell allows a creature that breathes water to be able to breathe air.

Web

Level: Wizard 2
 Range: 5ft per level
 Duration: 2 turns per level

Area of Effect: 80 cubic ft
 Components: V,S,M
 Casting Time: 1 action

When this spell is cast, it must be cast between two anchor points or it will collapse upon itself. When it is cast, a mass of sticky webs will fill the area of effect. Any creature within the area of effect when the spell is cast must make a dexterity ability check at a -2 penalty or be stuck fast. Creatures entering the web for the first time must make a normal dexterity check or be stuck fast. Even those who have succeeded their checks, their movement rate will be reduced. Creatures with a strength score between 10 and 17 can move at 5ft per round, and creatures with a strength of 18 or greater can move at 10ft per round. Creatures caught in the web are not able to attack or cast spells, regardless if they made their check or not. The web is highly flammable, and if set to flame, will burn in one round, inflicting 2d4 fire damage to any creature within the area of effect.





Player Name: _____ Character Name: _____

Class: _____ Ancestry: _____

Level: _____ Alignment: _____ XP: _____

Heritage: _____

Character Sketch

 STR ADJ: _____

 INT ADJ: _____

 WIS ADJ: _____

 DEX ADJ: _____

 CON ADJ: _____

 CHA ADJ: _____



Treasure



Special Abilities



Weapon Type: _____ TH: _____ Dmg: _____

Weapon Type: _____ TH: _____ Dmg: _____

Weapon Type: _____ TH: _____ Dmg: _____

Weapon Type: _____ TH: _____ Dmg: _____

Weapon Type: _____ TH: _____ Dmg: _____

Equipment and Gear



Appendices

Ability Score Modifier Table

Ability Score	Modifier
3-5	-3
6-7	-2
8-9	-1
10-11	0
12-14	+1
15-16	+2
17-18	+3
19	+4
20	+5
21	+6
22	+7
23	+8
24	+9
25	+10

Experience Point Table

Character Level	Experience Points Needed
1	0
2	1000
3	2000
4	4000
5	10,000
6	20,000
7	40,000
8	100,000
9	200,000
10	400,000

Creature Size	Description
Tiny	1ft high or long, up to five can fit in a grid square
Small	3ft high or long, two can fit into 1 square
Medium	5-7ft high or long, 1 square
Large	7-12ft high or long, 4 squares
Huge	13-25ft high or long, 9 squares
Gargantuan	26+ft high or long, 16-25 squares

Armor Table

Armor Type	Cost (gp)	Weight lbs.	Armor Class Adj
Barding, leather	50	30	+2
Barding, mail	250	80	+5
Barding, plate	1500	110	+8
Breastplate	150	20	+6
Helmet	10	4	*
Leather	5	10	+2
Mail	75	35	+5
Plate	400	60	+8
Shield, normal	10	5	+1**
Shield, tower	25	12	+2**

* Helmets do not grant a bonus to AC, but will grant a +5 bonus to AC if the attacker is specifically attacking the head of the character (see Called Shots under the Combat section).
 ** Normal shields grant a +1 bonus to AC, while tower shields grant a +2 bonus to AC.

Monster Experience Point Value Table

HD	Base	Special	Exceptional
Less than 1	5	5	25
1	10	10	50
2	30	30	100
3	50	45	150
4	75	80	200
5	110	125	250
6	150	200	350
7	225	300	500
8	350	400	800
9	600	500	1,200
10	700	700	1,500
11	900	900	2,000
12	1,200	1,100	3,000
13	1,500	1,500	4,000
14	1,800	2,000	5,000
15+	2,100	2,500	6,000

Wizard Spell List

Level 1	Level 2	Level 3	Level 4	Level 5
Burning Hands	Darkness 15'r	Blink	Charm Monster	Animate Dead
Change self	Detect Evil	Cure disease	Charm Monster	Cloudkill
Charm Person	Detect Invisibility	Dispel Magic	Cure serious wounds	Cone of Cold
Comprehend Languages	ESP	Fireball	Dimension Door	Feeblemind
Cure light wounds	Fog Cloud	Flame Arrow	Fear	Monster Summoning III
Dancing Lights	Invisibility	Fly	Fumble	Passwall
Detect Magic	Knock	Haste	Ice Storm	Raise dead
Feather Fall	Levitate	Hold Person	Monster Summoning II	Stone Shape
Floating Disk	Magic Mouth	Lightning Bolt	Phantasmal Killer	Teleport
Identify	Mirror Image	Monster Summoning I	Polymorph	Wall of Force
Light	Neutralize poison	Phantasmal Force	Remove Curse	Wall of Iron
Magic Missile	Ray of Enfeeblement	Wall of Fog	Wall of Fire	
Protection From Evil	Rope Trick	Water Breathing	Wall of Ice	
Read Magic	Stinking Cloud			
Shield	Web			
Sleep				
Spider Climb				

Weapon Table

Weapon Type	Cost (gp)	Weight lbs.	Reach	Note
Arrow, armor piercing, 10 ea	1	1	-	+1 to hit against armored targets
Arrow, broadhead, 10 ea	1	1	-	
Arrow, silver, 10 ea	10	1	-	Considered silvered weapon
Axe, battle***	5	7	5ft	
Axe, great	17	10	5ft	2 handed, +2 damage
Axe, hand	2	3	5ft/30ft	Light weapon
Bow, composite	150	5	400ft	Ranged only, apply STR bonus to dmg, 2 handed
Bow, longbow	75	5	300ft	Ranged only, 2 handed
Bow, shortbow	25	3	100ft	Ranged only, 2 handed
Club, light*	4	4	5ft	Light weapon
Club, two-handed	8	10	5ft	Also maul, 2 handed, +1 damage
Crossbow, light	25	8	100ft	Ranged only, 2 handed
Crossbow, hand**	100	3	30ft	Ranged only
Crossbow, heavy	50	15	200ft	+2 damage, fires only once every other round
Dagger	2	1	5ft/20ft	Light weapon
Dart	2	1	30ft	Ranged only
Flail, footman's***	5	7	5ft	
Flail, horseman's	4	4	5ft	Light weapon
Hammer, War	5	7	5ft	
Hammer, throwing	3	4	5ft/20ft	Light weapon
Javelin	4	4	40ft	Ranged only
Lance, light	15	10	10ft	
Lance, heavy	25	15	10ft	+2 damage
Mace, footman's***	5	6	5ft	
Mace, horseman's	4	4	5ft	Light weapon
Morning star	10	7	5ft	
Pick, footman's***	5	7	5ft	
Pick, horseman's	4	4	5ft	Light weapon
Quarrel (bolt), 10 ea	1	1	-	Crossbows only
Polearm***	12	8	10ft	2 handed, also halberd, glaive, bill-guisarme, pike
Scimitar	6	4	5ft	Also saber, cutlass
Sling	1	1	50ft	Ranged only
sling, bullet, 10ea	1	1	-	
Sling, stone, 10ea	0	1	-	
Spear, long***	8	7	10ft/30ft	2 handed
Spear, short	5	5	5ft/40ft	
Staff	2	4	5ft	Also quarterstaff, bo staff, jo stick
Sword, bastard***	10	5	5ft	Can be used 1 or 2 handed
Sword, long	8	4	5ft	
Sword, short	5	3	5ft	Light weapon, also rapier and gladius
Sword, Two-handed	20	7	5ft	2 handed, +2 damage
Trident***	8	4	5ft/20ft	
Whip	10	1	10ft	

* the club as it appears on this table is not a simple large stick. It is a length of wood reinforced by iron bands. Using a large stick as a club would have a damage of 1d4 points.

** hand crossbows are exceedingly rare and may not be available for purchase. Confirm with your GM.

*** these weapons, when wielded in 2 hands, will inflict an additional +1 damage

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NAME

FARIDAH

CLASS

FIGHTER

ANCESTRY

HUMAN

LEVEL

1

ALIGNMENT

NEUTRAL

HERITAGE

NOMAD, COASTAL

MOVEMENT

35

EXPERIENCE POINTS

0

ARMOR CLASS

14

TRAITS AND FEATURES

+5 NAVIGATION CHECKS

HOLD BREATH TWICE AS LONG

+5 MOVEMENT

CURRENT HP

9

HP MAX

9

STR

+2

16

INT

-1

9

WIS

-1

9

DEX

+1

13

CON

+1

14

CHA

-2

7

CUTLASS

ATTACK TYPE:

TO HIT: +2

DMG: 1D6+3

RNG:

LIGHT X-BOW

ATTACK TYPE:

TO HIT: +2

DMG: 1D6+3

RNG: 100FT

ATTACK TYPE:

TO HIT:

DMG:

RNG:

ATTACK TYPE:

TO HIT:

DMG:

RNG:

CLASS ABILITIES

+1 TO HIT PER LEVEL

+1 DMG WITH WEAPONS

EQUIPMENT

STUDDED LEATHER SHIELD

PACK

7 DAYS RATIONS

2 WATERSKINS

WHETSTONE

50' ROPE

BEDROLL

2 MEDICAL KITS

20 X-BOW BOLTS

HOODED CLOAK

6 TORCHES

TINDER BOX

2 FLASKS/OIL

GP

12

SP

5

CP

0

EP

0

PP

0

NAME

RAVEN

CLASS

WIZARD

ANCESTRY

ELF

LEVEL

1

ALIGNMENT

LAW

HERITAGE

FAIRY, ARCANES

MOVEMENT

35

EXPERIENCE POINTS

0

ARMOR CLASS

11

TRAITS AND FEATURES

IMMUNE TO SLEEP AND CHARM
+3 WIS CHECKS TO RESIST SPELLS
INFRASION 60FT
DOES NOT REQUIRE SLEEP
SPECIALTY SPELL: MAGIC MISSILE (+1 DMG)

CURRENT HP

4

HP MAX

4

STR

-1

8

INT

+2

15

WIS

+1

12

DEX

+1

13

CON

0

11

CHA

+1

14

ATTACK TYPE: STAFF

To HIT: +1 DMG: 1D6-1 RNG: N/A

ATTACK TYPE: SLING

To HIT: +1 DMG: 1D6-1 RNG: N/A

ATTACK TYPE: MAGIC MISSILE

To HIT: AUTO DMG: 1D4+2 RNG: 70FT

ATTACK TYPE:

To HIT: DMG: RNG:

SPELL SLOTS:

1ST: 1 2ND: 3RD: 4TH: 5TH:

PREPARED SPELLS:

MAGIC MISSILE (1D4+2, 70FT)
SLEEP (40FT RNG, 15'R, 5
RND/LEVEL))
SHIELD (+4 AC, 5 RND/LEVEL)

EQUIPMENT

PACK
SPELLBOOK
INK AND QUILL
BEDROLL
7 DAYS RATIONS
2 WATERSKINS
HEAVY CLOAK

LANTERN
2 FLASKS/OIL
TINDER BOX
CANDLE

GP

2

SP

7

CP

0

EP

0

PP

0

NAME: **KIM SO PAK** CLASS: **WIZARD** ANCESTRY: **HUMAN**

LEVEL: **1** ALIGNMENT: **LAW**

HERITAGE: **SCHOLAR, SELF SUFFICIENT**

MOVEMENT: **30** EXPERIENCE POINTS: **0**

ARMOR CLASS: **10**

TRAITS AND FEATURES:
 +1 TO ALL ABILITY CHECKS
 ACT AS SAGE
 SPELL SPEC: CURE WOUNDS (MAX)

STR: **0**
 INT: **+3**
 WIS: **0**
 DEX: **0**
 CON: **+1**
 (HA): **0**

ATTACK TYPE: **STAFF**
 To HIT: **+0** DMG: **1D6** RNG: **N/A**

ATTACK TYPE: **SLING**
 To HIT: **+0** DMG: **1D6** RNG: **N/A**

ATTACK TYPE: _____
 To HIT: _____ DMG: _____ RNG: _____

ATTACK TYPE: _____
 To HIT: _____ DMG: _____ RNG: _____

SPELL SLOTS:
 1ST: **1** 2ND: _____ 3RD: _____ 4TH: _____ 5TH: _____

PREPARED SPELLS:
 CURE WOUNDS
 SLEEP (40FT RNG, 15'R, 5
 RND/LEVEL))
 SHIELD (+4 AC, 5 RND/LEVEL)
 LIGHT

EQUIPMENT:
 PACK
 SPELLBOOK
 INK AND QUILL
 BEDROLL
 7 DAYS RATIONS
 2 WATERSKINS
 HEAVY CLOAK

LANTERN
 2 FLASKS/OIL
 TINDER BOX
 CANDLE

GP: **1**
 SP: **7**
 CP: **0**
 EP: **0**
 PP: **0**

NAME

NASIR

CLASS

ROGUE

ANCESTRY

HUMAN

LEVEL

1

ALIGNMENT

NEUTRAL

HERITAGE

DESERT, NOBLE

MOVEMENT

30

EXPERIENCE POINTS

0

ARMOR CLASS

15

HP MAX

6

CURRENT HP

6

TRAITS AND FEATURES

+3 CHA CHECKS

RESISTANT TO FIRE DAMAGE

BACKSTAB X2

THEVES' CANT

CLASS ABILITIES

CW: +2

RL: +0

FT: +1

RT: +1

HN: +1

S: +1

OL: +2

PER: +1

PP: +2

ATTACK TYPE: SCIMITAR

To HIT: +3

DMG: 1D6+1

RNG: _____

ATTACK TYPE: LIGHT X-BOW

To HIT: +3

DMG: 1D6+1

RNG: 100FT

ATTACK TYPE: DAGGER, 2EA

To HIT: +3

DMG: 1D6+1

RNG: 20FT

ATTACK TYPE: _____

To HIT: _____

DMG: _____

RNG: _____

EQUIPMENT

LEATHER

THEVES' TOOLS

PACK

7 DAYS RATIONS

2 WATERSKINS

WHETSTONE

50' ROPE

BEDROLL

BAG OF BALLBEARINGS

20 X-BOW BOLTS

HOODED CLOAK

6 TORCHES

TINDER BOX

2 FLASKS/OIL

VIAL OF ACID

STR

+1

13

INT

0

11

WIS

-1

9

DEX

+3

17

CON

0

10

CHA

+1

13

GP

8

SP

6

CP

0

EP

0

PP

0

NAME **ALAENI** CLASS **ROGUE** ANCESTRY **HALFING**

LEVEL **1** ALIGNMENT **NEUTRAL**

HERITAGE **URCHIN, DIMINUTIVE**

MOVEMENT **25** EXPERIENCE POINTS **0**

ARMOR CLASS **15**

HP MAX **6**

CURRENT HP **6**

TRAITS AND FEATURES

INFRASION 30FT

+2 AC VS LARGE CREATURES

+2 STEALTH, SLEIGHT OF HAND CHECKS

STR **-1**

INT **0**

WIS **0**

DEX **+3**

CON **0**

CHA **0**

GP **12**

SP **6**

CP **0**

EP **0**

PP **0**

ATTACK TYPE: **SHORT SWORD**

TO HIT: **+3** DMG: **1D6-1** RNG: **---**

ATTACK TYPE: **LIGHT X-BOW**

TO HIT: **+3** DMG: **1D6-1** RNG: **100FT**

ATTACK TYPE: **DAGGER, 2EA**

TO HIT: **+3** DMG: **1D6-1** RNG: **20FT**

ATTACK TYPE: **---**

TO HIT: **---** DMG: **---** RNG: **---**

CLASS ABILITIES

CW: **+2** RL: **+0**

FT: **+1** RT: **+1**

HN: **+1** S: **+3**

OL: **+2**

PER: **+1**

PP: **+4**

EQUIPMENT

LEATHER

THIEVES' TOOLS

PACK

7 DAYS RATIONS

2 WATERSKINS

WHETSTONE

50' ROPE

BEDROLL

BAG OF BALLBEARINGS

20 X-BOW BOLTS

HOODED CLOAK

6 TORCHES

TINDER BOX

2 FLASKS/OIL

VIAL OF ACID

NAME **LARN** CLASS **FIGHTER** ANCESTRY **DWARF**

LEVEL **1** ALIGNMENT **LAW**

HERITAGE **MOUNTAIN, HERMIT**

MOVEMENT **30** EXPERIENCE POINTS **0**

TRAITS AND FEATURES

- INFRAVISION 60FT
- RESISTANT TO COLD DAMAGE
- +1 HP PER LEVEL

STR **+1** **13**

INT **-1** **9**

WIS **-1** **9**

DEX **0** **10**

CON **+2** **16**

CHA **-1** **9**

ARMOR CLASS **16**

CURRENT HP **11** HP MAX **11**

ATTACK TYPE: **BATTLE AXE**

To HIT: **+1** DMG: **1D6+2** RNG: _____

ATTACK TYPE: **LIGHT X-BOW**

To HIT: **+1** DMG: **1D6+2** RNG: **100FT**

ATTACK TYPE: _____

To HIT: _____ DMG: _____ RNG: _____

ATTACK TYPE: _____

To HIT: _____ DMG: _____ RNG: _____

CLASS ABILITIES

- +1 TO HIT PER LEVEL
- +1 DMG WITH WEAPONS

EQUIPMENT

- CHAIN MAIL
- SHIELD
- PACK
- 7 DAYS RATIONS
- 2 WATERSKINS
- WHETSTONE
- 50' ROPE
- BEDROLL
- 2 MEDICAL KITS
- 20 X-BOW BOLTS
- HOODED CLOAK
- 6 TORCHES
- TINDER BOX
- 2 FLASKS/OIL

GP **3**

SP **5**

CP **0**

EP **0**

PP **0**

Combat Quick Guide

Step 1: The GM determines if anyone is surprised.

Step 2: Roll for initiative by rolling a d10 and adding any modifiers for the player who is rolling. The GM rolls for their side. If your side gets the highest result, go to step 3, otherwise go to step 6.

Step 3: On your side's turn, everyone decides what their character will do and in what order.

Step 4: Take your turn when it comes up. If attacking with a weapon, roll the d20 and add your attack roll bonus.

Step 5: Resolve your action. If an attack that hits, roll your damage dice. If a spell, read the description of the spell for what happens, etc. If the GM's side hasn't gone yet, go to step 6, otherwise go to step 8.

Step 6: The GM takes the actions for all the other combatants. If your character is affected (such as being attacked), note on your character sheet the result (such as losing hit points from an attack).

Step 7: After the GM resolves their actions, go to step 3.

Step 8: The combat round ends after everyone has gone. Start a new round at step 3 or 6, depending on which side won initiative at the beginning of the encounter.

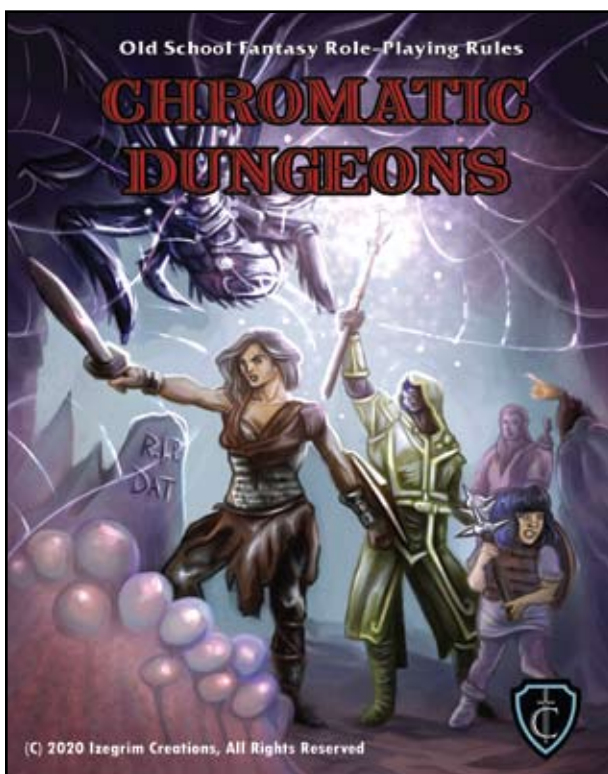


What to Expect in the Full Chromatic Dungeons Game

This book is just the basic rules for Chromatic Dungeons. In the full rulebook, you can expect the following expanded features:

- * Additional ancestries such as the gnome, dark elf, dark dwarf, and rules for monstrous ancestries as PCs (orc, bugbear, etc).
- * Additional classes include the cleric, druid, sorcerer, ranger, barbarian, paladin, assassin, bard, and monk.
- * Expanded rules for individual initiative, saving throws, encumbrance, and more.
 - * Dozens of additional monsters, spells, and magical items
 - * Individual damage types for weapons and an expanded armor list
 - * Ability scores are more robustly defined with additional unique modifiers

Expect the full version Summer 2021!



NAME

CLASS

ANCESTRY

LEVEL

ALIGNMENT

HERITAGE

MOVEMENT

EXPERIENCE POINTS

TRAITS AND FEATURES

STR

INT

WIS

DEX

CON

CHA

ARMOR CLASS

CURRENT HP

HP MAX

ATTACK TYPE: _____

TO HIT: _____ DMG: _____ RNG: _____

ATTACK TYPE: _____

TO HIT: _____ DMG: _____ RNG: _____

ATTACK TYPE: _____

TO HIT: _____ DMG: _____ RNG: _____

ATTACK TYPE: _____

TO HIT: _____ DMG: _____ RNG: _____

CLASS ABILITIES

EQUIPMENT

GP

SP

CP

EP

PP

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