

A dramatic fantasy illustration. On the left, a large dragon with blue scales and a red-orange wing is breathing a powerful stream of fire. On the right, a knight in full plate armor is falling backwards from a rocky cliff, his body surrounded by a large plume of fire. The scene is set against a backdrop of jagged, grey rock formations.

Heroes of the **SUNDERED** Chronicles

DEAN SPENCER

OPEN PLAYTEST RELEASE 1

Fantasy Roleplaying Game Core Rulebook

STEVE GILMAN



Heroes of the **SUNDERED** Chronicles

Fantasy Roleplaying Game Core Rulebook

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Open Playtest Release 1

Welcome to the Heroes of the Sundered Chronicles Open Playtest! This PDF is Release 1 of the open playtest, and includes Chapters 1 through 6. This covers all player information, but excludes Referee chapters.

Please send any feedback you have to report to
feedback@sunderedblade.com.

We're looking for feedback on the following topics, but welcome anything you'd like to report, even if it's not on this list!

- Play reports. What rules don't work for your group and why. What rules worked well.
- The Skill system.
- Races and Classes.
- Any typos, grammar mistakes, and layout issues. This playtest release hasn't gone through our full editing cycle and the layout isn't final, but we'd love to hear any issues you notice!
- We're fully aware of all the white space throughout this book's current layout. Some of it is intentional, but most of it is just placeholders for art.

You can also visit our playtest web page for more details and to check for newer playtest releases: **http://www.sunderedblade.com/?page_id=161**

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CHAPTER ONE:

THE BASICS

Heroes of the Sundered Chronicles is a roleplaying game. One of you is the “Referee,” who runs the game world: the Referee designs the adventures, makes decisions and dice rolls for the monsters, describes what the characters see, and judges the effects of their actions. The rest of you are the “players,” each of you taking on the role of a “player character” who might be a powerful wizard, a seasoned warrior, or any other variety of fantasy avatar representing you in the game world. You do not need to use miniature figures for playing the game, although they can sometimes help clarify who was standing underneath the stone block when it fell and other important questions.

Rule Number One

The most important rule is that the Referee always has the right to modify the rules and is encouraged to do so. There are gaps in the rules - holes which have not been filled on purpose because much of the fun of the game is being able to make rules up as you need them. This could be as simple as “um, grab some dice, roll them, and tell me the number” or more complex home-brew charts for the smallest of details.

The general idea is that the Referee makes rulings during play in order to keep things moving along and to empower the players to make decisions and actions that aren’t covered by a strict set of rules. This is your game, after all.



What you need to play

Starting up a game of *Heroes* is very easy. You need:

- Three or more people. One of you will be the Referee, and the rest will be players. There are also rules in the back of this book for playing with small groups, such as one-on-one type games.
- Sheets of paper for note taking, and, ideally, a character sheet (though a sheet of lined paper or an index card will work just fine as a character sheet too).
- Dice. *Heroes* uses the standard array of polyhedral dice that most roleplaying games use. These dice are abbreviated based on how many sides they have. A four-sided die is called a d4, and if you need to roll 3 of them (adding the results together), that is written as 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There is no die with 100 sides—when you are asked to roll a d100, roll two ten-sided dice, treating the first roll as the “tens” and the second roll as the “ones.” So, if you were to roll a 7 and then a 3, that would mean a 73. A roll of 0 and 0 means a result of “100.”

The following game aids are not required but may enhance your game:

- Additional supplemental material such as source-books and adventures may be helpful. There are some free adventures available at **sunderedblade.com** to help get you started.
- A wet-erase battle-mat for drawing out locations for dungeon and combat encounters, and miniature figures for representing characters and monsters on the map. These are available at many hobby gaming stores.

The World of Acteos

The default setting for *Heroes of the Sundered Chronicles* is the world of Acteos. You’ll see many references to this setting throughout the book, but there’s absolutely no reason you can’t play a game of *Heroes* in your own world or in another published setting.

Acteos is a world that has been through a terrible dark age after an event called the Divine Sundering. The *Sundered Chronicles* campaign setting takes place during the twilight of this dark age. Much of the world is in shambles in the wake of the sundering, and heroes such as yourself are in dire need.



The Chronicle of a Sundered Era

Before the dawn of Acteos' dark age, a council of powerful mages from across the land gathered, led begrudgingly by the archmage Morlaithion. Their goal was to perform a massive ritual that would infuse the human people of Acteos with a massive amount of life energy and grant them all extended lifespans and powerful disease immunities. They didn't foresee that this life energy had to come from somewhere. As they channeled the ritual spell, the life force of the goddess Iana, their creator, was drained from her and began to flow through the mages and into the human population. Unfortunately, there were simply too many humans, and the spell backfired. The life energy went flooding back to its source, but it was too late. Iana had already died. As the focal point of the ritual, Morlaithion was the recipient of all of Iana's life energy, which ascended him to god-like power.

Kalvanus, the King of the Gods and father of Iana, was furious. He led the armies of heaven and hell against the people of Acteos in a mad fit of vengeance. His armies swept across the land, destroying all in their wake, until Kalvanus found Morlaithion and confronted him. Legends and songs tell the tale of the epic battle between the old gods and the new, and of how Morlaithion shattered the blade of Kalvanus and dealt him a powerful blow. Kalvanus retreated and cast Acteos into oblivion. The ties between the mortal world and outer planes, such as all of the heavens and hells, were broken. Kalvanus would never look upon Acteos again. This period of divine retribution and abandonment is known as the Divine Sundering.

As the world recovered from war, Morlaithion gathered the mages that were loyal to him and formed the Emberstorm. This organization, at the time merely a few bands of wizards, scoured the lands looking for tomes of magical knowledge with the intent to destroy them. The mortals of Acteos had proven they were not responsible enough to have such powerful magic at their disposal. Much of the history of the world was lost along the way. Between the Divine Sundering and the Emberstorm's quest, Acteos fell deep into a dark age.

After Morlaithion was satisfied that the knowledge needed to repeat his past mistakes was destroyed, he left the Emberstorm to take his place among the newly crowned Sess. The Sess, which means “ascended” in Ancient Actean, ascended to power throughout Acteos’ dark age. As the temples to the old gods were defiled and torn down, temples to the Sess sprouted up everywhere. The people of Acteos flocked to their new gods, who adopted a much more hands-on role with their followers, using them as pawns in feuds with rival Sess.

It is in this age of heroes that our story takes place.

Common Terms

Acral: Acral is the core continent that the Sundered Chronicles campaign setting takes place in.

Acteos: The land of the Sundered Chronicles campaign setting. Acteos refers to the world as a whole.

Advantage / Disadvantage: When rolling any die roll, if you have Advantage on the roll, roll twice and take the better result. If you have Disadvantage, roll twice and take the worst result. Multiple sources of Advantage and Disadvantage do not stack, and they cancel each other out. Having Advantage from one source and Disadvantage from another means you roll normally.

Armor Class: Armor Class, or AC, is a measure of how difficult it is to hit a character or monster with an attack roll. AC is expressed with 2 numbers in a format such as 9 [10]. The first number is the character’s Armor Class, and the second number is the number that must be rolled on a d20 to hit the character. A character’s base Armor Class is 9 [10] and is further modified by armor, a character’s Dexterity attribute, and magic items.

Attributes: The basic attributes of a character are numbers representing Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership).

Base Hit Bonus: Determined by a character’s class and level, a character’s Base Hit Bonus (BHB) is the base number to add to rolls made to hit an enemy, such as an attack roll. This number is further modified by Attributes (such as Strength for a melee attack or Dexterity for a ranged attack), class features, and magical enhancements. This total bonus is added to a d20 roll when attempting to hit an enemy and compared to the target’s Armor Class to determine success.

Characters: There are several types of characters. Player Characters (PCs), or sometimes Heroes, are characters that are controlled by a player that is not the Referee. Non-Player Characters (NPCs), which includes monsters, are characters that are controlled by the Referee. Hirelings and henchmen are special NPCs that are in the employ of PCs, and may be controlled by either players or the Referee, depending on the group's taste.

Experience Points: Experience Points (XP) are a measure of a character's growing expertise and ability. Accumulating XP will eventually allow a character to advance to a higher class level, which increases the character's power.

Hit Dice: These are the number of dice a character or monster rolls to determine its maximum Hit Points (HP), which is the amount of damage the character or monster can handle before becoming incapacitated or killed.

Maximum Weapon Damage: A class's Maximum Weapon Damage is the maximum die size that a character of that class can roll when dealing damage with a weapon. For example, if a character with a Maximum Weapon Damage die of d6 is wielding a long sword, he or she deals 1d6 points of damage instead of the weapon's d8 damage die.

Myth Points: Weapons, armor, and magic focuses gain power not by being forged, but by the actions of its wielder. They accumulate Myth Points based on the wielder's actions, which lead to permanent magic enhancement. Weapons and magic focuses gain a Myth Point each time their wielders roll an unmodified, or natural, 20 on an attack roll. Armor and shields gain a Myth Point each time an enemy rolls a natural 1 to hit their wearer. For every 5 Myth Points an item accumulates, it gains a magical enhancement.

Referee: Synonymous with the term Game Master (or GM) from other RPGs, the Referee is the player that runs the game world: the Referee designs the adventures, makes decisions and dice rolls for the monsters, describes what the characters see, and judges the effects of their actions.

Saving Throw: A character makes a Saving Throw to resist or lessen the effect of a spell or some kind of other hazard. To make a Saving Throw, roll a d20, add any relevant modifiers to the result, and compare it to the character's Saving Throw value (which is based on class and level for PCs). A result equal to the character's Saving Throw value or higher and the Saving Throw is a success.

Sess: In Acteos, the Sess are the newly ascended Gods. The word means "ascended" in Ancient Actean.

CHAPTER TWO:

CREATING YOUR HERO

The first step as a player is to create a character. Creating your character takes a number of steps, which is outlined below. This whole process shouldn't take more than 15-20 minutes.

- 1. Roll attributes.** This will determine things like how strong and intelligent your character is.
- 2. Pick a race.** Your character can either be a human or a non-human race like the giant Kavarli or a feline Rashka.
- 3. Pick a class.** This is the kind of training your character has. You'll also pick an option for your class, such as a fighting style specialization or a paladin oath.
- 4. Choose an alignment.** Will your character align with the forces of Law or Chaos, or remain neutral?
- 5. Pick trained skills.** Further detailed in Chapter 3, you'll pick a number of skills your character is good at.
- 6. Purchase equipment.** Chapter 4 has lists of weapons, armor, and other equipment for you to outfit your character with.
- 7. Final details.** Name your character, describe their physical characteristics like how tall he or she is, and perhaps pick a religion your character follows.

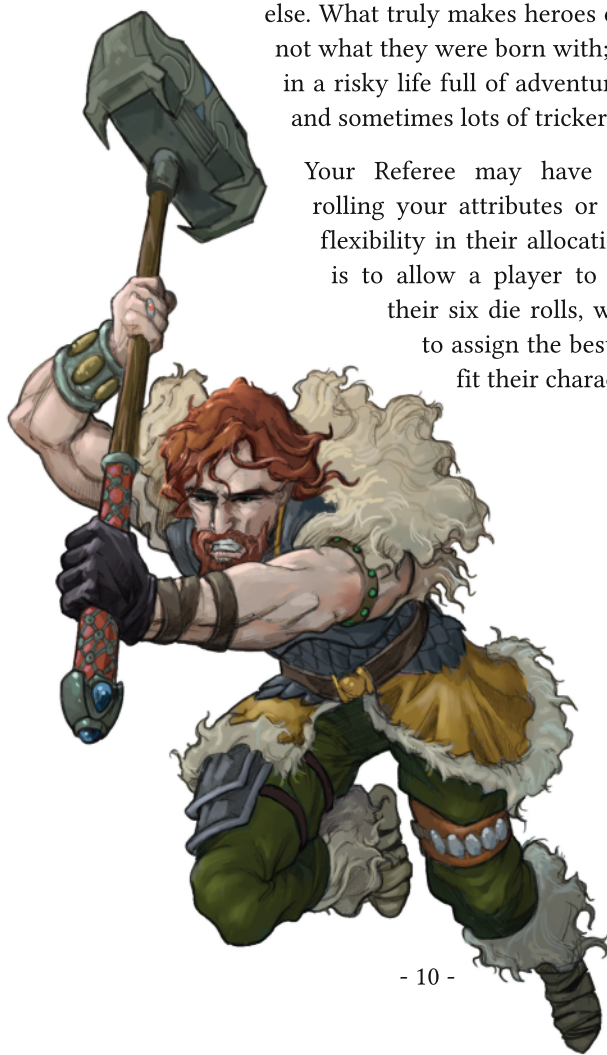
Attributes

The basic attributes of a character are numbers representing Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership).

The standard way to create ability scores is to roll 3d6 in the order listed above. Once those rolls have been made, it is often obvious which type of character best fits the stats, but a player always has the option to play any character class desired. Keep in mind that your character will almost certainly have at least one score that is lower than average. This is not a game of armored super-heroes! The great wizards and knights of the world do not begin as superior specimens of human perfection; they are flawed like anyone

else. What truly makes heroes of legend, in the end, is not what they were born with; it is what they achieve in a risky life full of adventure, peril, and courage – and sometimes lots of trickery and guile, too.

Your Referee may have alternate methods of rolling your attributes or ways to provide more flexibility in their allocation. A common option is to allow a player to arrange the results of their six die rolls, which allows the player to assign the best rolls to attributes that fit their character concept.



Strength

Strength measures your character's muscle and physical power. Strength also affects the amount of equipment your character can carry.

You apply your character's Strength bonus to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon.
- Skill checks where Strength is the relevant modifier, such as Athletics, Blacksmithing, and Mining.

STRENGTH ATTRIBUTE

SCORE	BONUS	CARRY MODIFIER
3-8	-1	-5 pounds
9-12	+0	+0 pounds
13-15	+1	+5 pounds
16-17	+2	+15 pounds
18	+3	+30 pounds

Dexterity

Dexterity measures hand-eye coordination, agility, reflexes, and balance.

You apply your character's Dexterity bonus to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- Armor Class (AC), provided that the character can react to the attack.
- Skill checks where Dexterity is the relevant modifier, such as Athletics, Burglary, and Disable Traps.

DEXTERITY ATTRIBUTE

SCORE	BONUS
3-8	-1
9-12	+0
13-15	+1
16-17	+2
18	+3

Constitution

Constitution represents your character's health and stamina. Constitution is also used to determine a character's likelihood of successfully being raised from the dead, or surviving other truly major shocks to the system like reversing a transformation into stone ("Raise Dead Survival").

You apply your character's Constitution bonus to:

- Each roll of a Hit Die (though a character always gains at least 1 hit point each time he or she advances in level). If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.
- Skill checks where Constitution is the relevant modifier, such as Survival.

CONSTITUTION ATTRIBUTE

SCORE	BONUS	RAISE DEAD SURVIVAL
3-8	-1	50%
9-12	+0	75%
13-15	+1	100%
16-17	+2	100%
18	+3	100%



Intelligence

Intelligence determines how well your character learns and reasons. High Intelligence allows a character to learn additional skills, as shown on the table below. Mages with a high Intelligence score gain an additional first-level spell slot. Intelligence also determines how likely a character is to learn a new spell when scribing it into a spellbook.

You apply your character's Intelligence bonus to:

- Attack rolls of certain spells that use Intelligence bonus in place of the character's Strength or Dexterity bonus.
- Skill checks where Intelligence is the relevant modifier, such as Search and Spellcraft.

INTELLIGENCE ATTRIBUTE

SCORE	BONUS	EXTRA SKILLS	BONUS SPELL	% LEARN SPELL
3-8	-1	0	0	40%
9-12	+0	0	0	55%
13-15	+1	1	0	75%
16-17	+2	2	1	85%
18	+3	3	1	95%

Wisdom

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. If you want your character to have acute senses, put a high score in Wisdom. Any character with a Wisdom score of 13 or higher receives a +5% bonus to all experience point awards.

You apply your character's Wisdom bonus to skill checks where Wisdom is the relevant modifier, such as Notice and Survival.

WISDOM ATTRIBUTE

SCORE	BONUS	XP BONUS
3-8	-1	+0%
9-12	+0	+0%
13-15	+1	+5%
16-17	+2	+5%
18	+3	+5%

Charisma

Charisma measures a character’s force of personality, persuasiveness, personal magnetism, and ability to lead. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma also limits the number of “special hirelings” your character can attract into service as vassals. This does not mean normal men-at-arms; it means henchmen who are character-types: Mages, Fighters and others. Once your character reaches higher levels, you need those minions! Charisma does not affect the number of regular troops, lantern-bearers, and pack-carriers you can employ, although it might affect how loyal they are. Any character with a Charisma score of 13 or higher receives a +5% bonus to all experience point awards.

You apply your character’s Charisma bonus to skill checks where Charisma is the relevant modifier, such as Deceive, Disguise and Intimidate.

CHARISMA ATTRIBUTE

SCORE	BONUS	MAX HIRELINGS	XP BONUS
3-8	-1	3	+0%
9-12	+0	4	+0%
13-15	+1	5	+5%
16-17	+2	6	+5%
18	+3	7	+5%

Human

Humans are the most prevalent race in Acteos. Humans are a hardy race, fighting vigorously to expand and guard their civilization in a dangerous world. Many perils lurk beyond the borders of the human lands, but humanity must be ever alert to the possibility of treachery within its own territories and kingdoms: The very individuality that makes humankind so diverse and energetic as a race can also produce those who are dark of mind and willing to cooperate with the forces of evil and chaos.

Extraordinary Learner: Humans receive a 10% bonus on all experience points they earn.

Uncanny Adaptability: Once per day, a human character may roll with Advantage on a single saving throw roll.





Dwarf

The dwarves dwell in the mountains that their ancestors are said to have crafted with their bare hands. They have created massive fortresses and cities of stone among the peaks and beneath the surface. Dwarves tend to stay among the rock, mining and crafting great armor and weapons, and they rarely venture as a nation from their lands to partake in any conflict that doesn't affect them directly.

Born into a life of mining, crafting, and other such demanding activities, in addition to a natural hardiness, dwarves are capable of withstanding even the most powerful of physical ailments, particularly when it comes to large amounts of ale.

Built like a block, the tallest dwarves stands about five feet tall. What they lack in height, they make up for in width and sturdiness. Most dwarves wear their beards as badges of honor, braided in ways that signify their lineage or trade. A dwarf's beard, and hair, if he has any, ranges from brown to red in color.

Poison Resistant: Dwarves gain a +4 bonus on all saving throws to resist poison.

Stability: Dwarves do not take a penalty to their base movement rate due to the weight of equipment carried until it would reduce them to a movement rate of 6 or lower. They gain a +2 bonus to all saving throws to resist effects that push or knock down.

Stonecunning: A dwarf can easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone – in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts. They can also identify whether stonework is recent or not. If the Referee calls for a skill check associated with such features of stonework, the dwarf increases his or her skill die by one step.

Darkvision: Dwarves can see in the dark out to 60 feet. This ability does not penetrate magical darkness.

Weapon Familiarity: Dwarves are not restricted by their class when wielding axes and hammers. They always deal the weapon's damage die instead of being restricted by the Maximum Weapon Damage of their class.



Kavarli

While dwarves are dwellers of the mountain and stone, Kavarli were literally born of it. The Kavarli are a massive, human-like race that are descendants of the elemental spirits of earth. Their name translates to “children of stone” in their language. They stand on average between 7 and 8 feet tall and have rough, gray skin that feels like warm stone. They value strength, honor, and combat prowess, but birthright prevails above all else. While Kavarli society is centered in the distant land of Ber’rūn, many Kavarli immigrated to Acral several generations ago. Ber’rūn, which means “nature’s birth”, is an island that is said to be a major source of elemental power.

It is Kavarli tradition that their leaders be male, often the first-born son of the previous leader. However, female Kavarli that prove themselves as warriors have no issues with taking roles of leadership and commanding the respect of their people. It is more common for a female Kavarli to take on the role of their people’s shaman, and it is believed that the spirits of the earth share a special bond with female Kavarli.

Tough as the Earth: While unarmored, a Kavarli has a base Armor Class of 7 [12]. When factoring AC while wearing armor, start from the usual base AC of 9 [10].

Fearless Warrior: Kavarli gain a +2 bonus to all saving throws to resist fear effects.

Powerful Build: Kavarli treat all two-handed weapons as one-handed weapons. This means that a Kavarli can wield, for example, a two-handed sword in one hand and gains a +1 bonus to damage when wielding it with two hands.

Child of Stone: Kavarli are not susceptible to spells or effects that only affect human-like targets, such as Charm Person.



Liontaur

Liontaur live in tribes amongst the savannas. They are a race of proud, vicious warriors and mystical witch doctors. Tribal size ranges from small, having but a few villages, to large, having not only villages but crude (by human standards) cities. Each tribe is led by a king, who is advised by the chief witch doctors.

They have the body and legs of a lion, the torso and arms of a human (although also coated in fur) coming from where the lion's neck and head would be, and the head of a lion. They typically have golden yellow fur. Male liontaur have long brown manes.

Lion's Claws: Instead of attacking with held weapons, a liontaur may attack with its forepaws, dealing 1d4 points of damage on a successful hit.

Powerful Leap: With a running start, a liontaur can use its powerful leg muscles to jump 10 feet up or 30 feet across.

Darkvision: Liontaur can see in the dark out to 60 feet. This ability does not penetrate magical darkness.

Frightful Roar: With a loud roar, a liontaur may attempt to incite fear in nearby enemies. Each enemy within 20 feet of the liontaur takes a -1 penalty on attack rolls against the liontaur for 1d4 rounds. A successful saving throw negates this effect. An enemy that has been exposed to a liontaur's frightful roar, regardless of whether or not it was successfully affected by it, is not susceptible to that particular liontaur's roar again until 1 day has passed.



Rashka

The rashkan are a race of feline humanoids that live throughout Acteos. Their size, fur color, and build depends on their lineage and varies between clan or tribe. They range from short and built like a house-cat to tall, muscular, and built like a tiger. All pure-blood rashkan have fur coats over their entire body and have large, feline heads. A rashka with a mix of human parentage or ancestry might have less fur and a more human-like head.

Rashkan possess a natural curiosity that causes them to leave their homes and wander before picking a place to settle down. For this reason, large settlements of rashkan are very rare, though they do exist.

Cat-like Senses: A rashka is only surprised on a roll of 1 on a d6 in combat. If the Referee calls for a skill check associated with hearing or vision, such as the Notice and Search skills, the rashka increases his or her skill die by one step.

Darkvision: Rashkan can see in the dark out to 60 feet. This ability does not penetrate magical darkness.

Nine Lives: Once per day, a rashka may re-roll a failed saving throw.

Claws: When dealing unarmed damage in combat, a rashka may use its claws to ensure all damage dealt is lethal damage. The rashka's claws count as a tool when making skill checks associated with climbing.

Raskhan Grace: A rashka can fall up to 20 feet without taking any damage. Rashkan always land on their feet when they fall at least 6 feet.



Sylvan

Sylvans are tall, lithe humanoids that live in tribes in the forests of Acteos. They are fair-skinned with hair ranging from fair to greens, reds, and browns. Upon reaching adolescence, all sylvans begin growing antlers, which grow to full size as they reach adulthood. Female sylvans have thinner, deer-like antlers, while male sylvans grow larger, moose-like antlers. Sylvans were created by elves to serve as wardens for their forest realms, though they have long since broken free and escaped from their Chaotic and oppressive elven ancestors.

Created by Magic: As beings of magic ancestry, Sylvans gain a +2 bonus on all saving throws to resist magic spells.

Trackless Step: Sylvans leave no trail when traveling through forests and other natural surface environments. A trail may be left if the sylvan so desires.

Animal Friend: Creatures of the wild, sylvans are natural friends of animals. Animals rarely respond to the presence of a sylvan with hostility. If the Referee calls for a skill check associated with the handling of animals, the sylvan increases his or her skill die by one step.

Moon Vision: Sylvans see as easily in starlight or moonlight as they can in daylight. They are still blinded by total or magical darkness.

Weapon Familiarity: As natural hunters, sylvans are not restricted by their class when wielding bows and spears. They always deal the weapon's damage die instead of being restricted by the Maximum Weapon Damage of their class.

The Fighter

Master of Weapons and Armor

As a Fighter, you are trained in the ways of battle. You know how to use weapons and armor to their full extent. Whether you're a medieval knight, a bar-room brawler, or a daring swashbuckler, you'll likely end up on the front lines fighting toe-to-toe with your enemies while protecting your allies from harm.

Prime Attribute: Strength 13+ (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted: Any.

Maximum Weapon Damage: As weapon.

Class Features

Cull the Weak: Against creatures with 1 HD or less, a Fighter makes one attack per level each round.

Weapon Expertise: At first level, the Fighter picks a weapon that he knows better than any other weapon. When using this weapon, he gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.

Fighting Style Specialization

While a fighter is trained in all manner of fighting styles, he has one favored fighting style above all others. At first level, pick one of the following style specializations.

THE FIGHTER ADVANCEMENT

LEVEL	TOTAL XP	HIT DICE (d8)	SAVING THROW	BASE TO HIT
1	0	1	14	+1
2	2,000	2	13	+1
3	4,000	3	12	+2
4	8,000	4	11	+3
5	16,000	5	10	+3
6	32,000	6	9	+4
7	64,000	7	8	+5
8	128,000	8	7	+5
9	256,000	9	6	+6
10	512,000	10	5	+7

Archery: Archers are capable of shooting their bows and crossbows with peerless accuracy. When firing a bow or crossbow, he may accurately select his target when firing at targets engaged in melee combat.

Brawling: Trained in the bar-room battlefield, Brawlers have learned to use their bodies as effective weapons and deal 1d8 points of damage with unarmed attacks. They have also been subject to an inordinate amount of physical abuse, and gain a bonus to their Armor Class equal to their Constitution bonus when wearing no armor (can still use shield).

Dueling: Masters of dueling styles that are popular among nobles, Duelists are daring fighters who protect themselves with agility and cunning. When wearing no armor and not wielding a shield, a Duelist gains a bonus to his Armor Class equal to his Dexterity score - 13. (So +1 at 14, +2 at 15, etc. to a maximum of +5 at 18). This bonus is in addition to the standard AC bonus for high Dexterity.

Great Weapon Fighting: These fighters have focused on large weapons during their training and have learned to better use the momentum of the weapons to devastating effect. The Great Weapon Specialist doubles his Strength bonus to damage when wielding a melee weapon with two hands.

Phalanx: Phalanx fighters are skilled shield wielders who are capable of better defending themselves and their allies. The Phalanx fighters adds an additional +1 bonus to his Armor Class when wielding a shield. On his action, a Phalanx fighter may declare that he is protecting an adjacent ally. Until his next action, the ally is protected by the Phalanx fighter's shield, granting an Armor Class bonus equal to the shield's bonus (including the +1 from this specialization).

Two-Weapon Fighting: Masters of fighting techniques involving wielding two weapons, Two-Weapon Specialists gain an additional +1 bonus to their attack rolls when fighting with two weapons.



The Mage

Practitioner of Arcane Arts

As a mage, you have spent a lot of time studying ancient texts and magical incantations. You know how to cast magical spells and can utilize them not only to deal damage to your enemies but also to overcome many other challenges your group may face. You may have learned the magical arts from a mentor, as a member of a priesthood, or at a magical college.

Prime Attribute: Intelligence. 13+ grants +5% experience bonus.

Hit Dice: 1d6/level.

Armor/Shield Permitted: None.

Maximum Weapon Damage Die: As weapon, up to 1d6.

Class Features

Spells: The mage has a book of spells, which does not necessarily include all spells on the standard lists. Reading from this book, the mage can prepare the incantations required to cast the spell and commit them to memory. Once a prepared spell is cast, the spell disappears from the mage's mind until it is prepared again. More information on the mage's spell book and the casting of spells can be found in the Magic chapter.

There are three categories of spells: Law, Neutral, and Chaos. All mages may learn how to cast Neutral spells. The mage must choose either Law or Chaos as a second category of spells he can learn.

THE MAGE ADVANCEMENT

LEVEL	TOTAL XP	HIT DICE (d6)	SAVING THROW	BASE TO HIT
1	0	1	15	+0
2	2,500	2	14	+1
3	5,000	3	13	+1
4	10,000	4	12	+2
5	20,000	5	11	+2
6	40,000	6	10	+3
7	80,000	7	9	+3
8	160,000	8	8	+4
9	320,000	9	7	+4
10	640,000	10	6	+5

Destroy/Heal: At first level, the mage must choose between being able to turn prepared spells into destructive energy or healing energy. More information on how to use prepared spells to deal damage or heal wounds can be found in the Magic chapter.

Lesser Magic: Mages are capable of casting lesser magic at will. These small spell effects can take many shapes, but the mage can only have one lesser magic spell effect active at any given time. These effects are always weaker than the mage's spells, but they don't need to be prepared ahead of time and have no daily limit. A mage begins play knowing two lesser magic effects, and learns more as he progresses in levels.

Read Magic: Mages have the ability to read magical writings on scrolls, spellbooks, and occasionally other locations such as dungeon walls.

Resistant to Magic: Mages gain a bonus of +2 on all saving throw rolls against spells, including those cast by magic items.

Mage Specializations

Pick one of the following specializations.

Arcane Archer: The arcane archer may cast spells through his bow. To do so, the arcane archer fires off a shot from his bow as part of casting the spell, making a ranged attack roll as normal. If the attack hits, the spell also affects the target. If the spell required an attack roll to hit, the spell automatically hits

THE MAGE SPELLS PER DAY

- SPELLS BY SPELL LEVEL -

LEVEL	LESSER MAGICS	1ST	2ND	3RD	4TH	5TH
1	2	1	-	-	-	-
2	2	2	-	-	-	-
3	2	3	1	-	-	-
4	3	4	2	-	-	-
5	3	4	2	1	-	-
6	3	4	2	2	-	-
7	4	4	3	2	1	-
8	4	4	3	3	2	-
9	4	4	3	3	2	1
10	5	4	4	3	2	2

by virtue of the arrow hitting. The target is allowed a saving throw per the spell. Spells with an area of effect have the focal point of their effect centered on the target. If the ranged attack shoots farther than the range of the spell, the arrow hits as normal and the spell is consumed with no effect.

Healer: When using a prepared spell to heal a touched creature, the healer adds a +1 bonus per spell level of the original spell to the total amount healed. The healer may also expend a prepared spell to instead channel healing energy in a 30-foot radius centered on the caster, healing a number of allies equal to 1 + half the healer's level rounded down (1 at first level, 2 at second level, 3 at fourth level, to a total of 6 at tenth level) for 1d4 points of healing per level of the prepared spell.

Spell Specialist: A spell specialist has spent time specializing in one alignment of magic above the other. Choose an alignment of magic (Law, Neutral, or Chaos) that the mage has access to. When casting a spell of that alignment, the spell's target suffers a penalty to any saving throws equal to the mage's Intelligence bonus.

Spellsword: While wielding a flame blade (per the spell), the spellsword adds his Intelligence bonus to the damage of successful attacks. He may also make a melee attack with the flame blade with the same action used to conjure it.

Furthermore, the spellsword's flame blade is treated as an ordinary weapon for the purposes of gaining myth points and advancing as a magical weapon.



War Mage: When using a prepared spell to destroy, the war mage adds a +1 bonus per spell level of the original spell to the damage done. When dealing damage to multiple targets, this bonus damage can only be applied to one of the targets. Lesser magic spells cast by the war mage gain a +1 bonus to damage dealt.

The Paladin

Uncompromising Bastion of Good

As a Paladin, you are a resolute warrior against Chaos and evil and a stalwart defender of Law. You might resemble the “knight in shining armor,” or you might be a grim, deadly veteran of the dark and desperate war against the foul powers of Chaos. In either case, you are wholly dedicated to the eradication of Chaos and the protection of civilization. You defend the weak from tyranny, fight injustice where you find it, and hunt down those who are tainted with the demonic mark of Chaos.

Most Paladins are members of an order of knights or are attached to the service of a temple of Law, although some of them operate as “knights errant,” following the guidance of higher powers toward the places where Law battles Chaos.

Prime Attribute: Strength 13+ (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted: Any.

Maximum Weapon Damage: As weapon.

Requirements and Limitations

Alignment: Paladins must be of Lawful alignment. Furthermore, a paladin’s code requires that she respect legitimate authority, act with honor, help those in need, and punish those who harm or threaten innocents. A paladin who

THE PALADIN ADVANCEMENT

LEVEL	TOTAL XP	HIT DICE (d8)	SAVING THROW	BASE TO HIT	SPELLS KNOWN	PER DAY		
						1	2	3
1	0	1	14	+1	0	-	-	-
2	2,500	2	13	+1	0	-	-	-
3	5,000	3	12	+2	0	-	-	-
4	10,000	4	11	+3	1	1	-	-
5	20,000	5	10	+3	2	2	-	-
6	40,000	6	9	+4	3	2	1	-
7	80,000	7	8	+5	4	2	2	-
8	160,000	8	7	+5	5	2	2	1
9	320,000	9	6	+6	6	3	2	2
10	640,000	10	5	+7	7	3	3	2

ceases to be Lawful alignment or who violates her code will lose all class features until she can atone.

Magic Items: Paladins may own a suit of magical armor, a magical shield, up to 3 magical weapons, and no more than four additional permanent magical items. They can use any magic items that can normally be used by fighters.

Charity: Other than whatever is needed for food and shelter, a paladin must donate all treasure to charities or temples associated with the Lawful alignment.

Alliances: While a paladin may adventure with characters of any non-Chaotic alignment, she will never knowingly associate with Chaotic characters, nor will she continue an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers, or retainers who are of Lawful alignment.

Class Features

Divine Favor: Paladins receive a +2 bonus on saving throws against the abilities of Chaotic creatures.

Lay on Hands: A paladin can lay on hands once per day to cure others of 2 hit points of damage per level of the paladin.

Immune to Disease: Paladins are immune to all diseases.

Paladin Sword: In the hands of a paladin, a magical sword, or otherwise suitably blessed blade, becomes wreathed in fire and imbued with additional properties. These properties are dependent on the paladin's choice of oath and are described in the next section.

Spells: Starting at 4th level, the paladin can cast spells of the Law alignment. Unlike other spell casters, the paladin does not prepare her spells from a spell book. Her spells manifest naturally due to her unwavering dedication to good and Law.

Instead of researching spells and recording them in a spell book as other spell casters do, the paladin has a growing list of spells she knows. At 4th level, she knows one spell, and she learns an additional spell per level that she gains to a maximum of 7 at 10th level.

The paladin must still prepare these spells, spending an hour each morning to select spells from her list of known spells and assign them to each of her spell slots.

Paladin Oaths

When a paladin first picks up her sword in the name of Law, she must make an oath.

Oath of the Champion: The paladin has sworn an oath to lead her allies in glorious battle in the name of Law. While her paladin sword is drawn, it burns a pure white fire and provides the paladin and all allies within 20 feet of her a +1 bonus on all melee attack rolls.

Oath of the Healer: The paladin has sworn an oath to heal the ailments of the land and its people. While her paladin sword is drawn, it burns a soft green fire and provides all allies within 20 feet (though not the paladin herself) a +1 bonus to all saving throws.

Oath of Mercy: The paladin has sworn an oath to be merciful to her enemies and seek to redeem them rather than destroy them. While her paladin sword is drawn, it burns a brilliant yellow fire and provides the paladin and all allies within 20 feet of her a +2 bonus on all subdual damage rolls.

Oath of the Protector: The paladin has sworn an oath to protect those in need even at the cost of her own life. While her paladin sword is drawn, it burns a bright blue fire and provides the paladin and all allies within 20 feet of her a +1 bonus to their Armor Class.

Oath of Reckoning: The paladin has sworn an oath to actively seek out and destroy the enemies of Law. While her paladin sword is drawn, it burns a deep purple fire and provides the paladin and all allies within 20 feet of her a +2 damage bonus on successful melee attacks against creatures of Chaotic alignment.



The Thief

Cunning Master of Stealth and Deception

The thief is a figure in the shadows, an expert in stealth and delicate tasks. As a thief, you are the eyes and ears of the adventuring party, the one who handles the perils of the dungeon itself. In combat, you are not the equal of armored Fighters or Paladins, but they have to rely on your knowledge and specialized skills to get them safely into and out of the dangerous places where treasure is to be found. You are the guide, the scout, and when necessary, the deadly blade that strikes from the shadows without warning.

Prime Attribute: Dexterity 13+ (+5% experience bonus)

Hit Dice: 1d6/level

Armor/Shield Permitted: Leather armor only, light shield

Maximum Weapon Damage: As weapon, up to 1d6.

Class Features

Backstab: When attacking with surprise, from behind, the Thief gains +4 to hit and inflicts double damage. At level 5 the damage is tripled, and at level 8 the damage is quadrupled.

Saving Throw Bonus: Thieves gain a +2 bonus on saving throws against devices, including traps, magical wands or staves, and other magical devices.

Luck: The thief gains a pool of luck points, starting at 3 and gaining an additional point for every 3 levels. A thief may spend a luck point when making any die roll, and she may do so after the die roll has been made, but before success or failure (if applicable) has been announced by the Referee.

After spending a luck point, the thief rolls her Luck Bonus die and adds the result to the original die roll result. For example, a thief makes an attack roll, rolling a 9 on 1d20. The thief's base hit bonus plus Strength modifier is +2, bringing the total up to 11. The thief's player doesn't think this is high enough to succeed, and she decides to spend a luck point. She rolls 1d4 (her Luck Bonus die) and gets a 3, bringing the attack roll total up to 14.

Spent luck points recover at a rate of 1 point per day.

Thief Skills: At first level, thieves gain 2 additional skills at trained proficiency chosen from the following list: Burglary, Deceive, Disguise, Disable Traps, Forgery, and Stealth.



Thieves' Cant: Thieves' Cant is a secret mix of dialect, jargon, and code that allows a thief to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages, and it takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, the thief understands a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Thief Vocations

Thieves are masters of many skills, but they typically all revolve around one particular activity. At first level, pick from one of the following vocations.

Acrobat: Once per day, an acrobat may attempt to avoid a lethal blow. When the acrobat would be reduced to 0 hit points, she may spend 2 luck points to reduce the damage of the attack by half.

Arcanist: The arcanist has picked up a knack for magic along with her regular thief training. Pick one alignment of spells (Law, Neutral, or Chaos). The arcanist may cast spells of the chosen alignment from spell scrolls as if she was a mage of her level.

Cutpurse: Cutpurses are masters of sleight of hand and pickpocketing. When making a successful backstab attack, a cutpurse may also make a free skill

THE THIEF ADVANCEMENT

LEVEL	TOTAL XP	HIT DICE (d6)	SAVING THROW	BASE TO HIT	LUCK POINTS	LUCK BONUS
1	0	1	15	+0	3	+1d4
2	2,000	2	14	+1	3	+1d4
3	4,000	3	13	+1	3	+1d4
4	8,000	4	12	+2	4	+1d4
5	16,000	5	11	+2	4	+1d6
6	32,000	6	10	+3	4	+1d6
7	64,000	7	9	+3	5	+1d6
8	128,000	8	8	+4	5	+1d6
9	256,000	9	7	+4	5	+1d8
10	512,000	10	6	+5	6	+1d8

check (such as Burglary) to attempt to pickpocket an item off their target as part of the backstab.

Highwayman: These gentlemen of the road stalk roadsides and set up ambushes in order to steal from travelers. If a highwayman has the opportunity to set up an ambush, her targets are surprised on a roll of 1-3 on a d6 instead of the standard 1-2.

Knife Master: Knife masters are skilled killers that are adept at getting up close and personal with small blades such as daggers and knives. In the knife master's hands, daggers and knives deal 1d6 points of damage instead of the standard 1d4.

Choosing Multiple Classes

Your Referee may allow you to pick two or more classes instead of just one. This is commonly referred to as "multi-classing" and has a lot of advantages. The character will have the sum of all the class features of their various classes at the cost of slower advancement.

To make a multi-classed character, apply the following guidelines to character creation and advancement.

- The class combinations that are available is up to your Referee. Your Referee might decide to only allow you to pick 2 classes, or they might decide that, for example, Fighters and Paladins are too similar to allow you to pick both of them.
- Your character has the best hit dice, saving throw, base hit bonus, and maximum weapon damage of all of your classes.
- Your character has the lesser armor/shield permitted of all your classes.
- Your character is bound by the restrictions and requirements of all your classes, such as the Paladin's alignment and magic item requirements and limitations.
- Your character has all the class features of all of the classes you choose, including options like the Paladin's Oaths and the Fighter's Style Specializations.
- To gain a new level, your character must accumulate an experience total equal to all the XP requirements for the next level from all your classes combined. For example, a Fighter/Mage requires 4,500 XP to achieve second level (2,000 from Fighter + 2,500 from Mage). To reach third level, the Fighter/Mage would need 9,000 XP (4,000 from Fighter + 5,000 from Mage). This means that a character with 2 classes will reach second level around the time that a single-classed character is reaching third level, and third level at around the time a single-classed character achieves fourth level.

Alignment

Acteos is a world that has been scarred and broken by the eternal conflict between the forces of Law and Chaos. The war that once took place in distant planes of existence has been dropped into the mortal world and rages on across the lands. In the absence of the creator gods, the newly ascended Sess have continued this war across the lands that they hold power over, using the people of Acteos as pawns in their war against other ascended beings.

In general, Law represents civilization, where order and justice are paramount. This often means “good”, but in actuality, morality has little to do with it. Conversely, Chaos represents the primal forces of destruction, which is often considered “evil”. In the middle of the spectrum is Neutrality, which means that a character doesn’t identify with the goals of Law or Chaos. A character’s alignment only represents an allegiance to either the forces of Law, Neutrality, or Chaos, not an indicator of morality.

All characters are aligned with Law, Chaos, or Neutrality. Any person who is active on behalf of civilization is considered to be Lawful, while one who has fallen into the dark realms of destruction or vicious cruelty is considered Chaotic. Characters who support neither civilization nor anarchy, or follow a course of self-interest without (usually) being bloody-handed or homicidal are considered Neutral. Virtually all monsters are, by their very nature, servants of Chaos.



CHAPTER THREE:

SKILLS

Skills are an optional rule that represents the learned knowledge and training of your character. Your character begins play with a number of trained skills. These skills increase in both number and level of training as your character advances in levels.

Making a Skill Check

When you roll a skill check is ultimately up to your referee. Certain Referees and gaming groups will have their own preferences on the frequency with which these checks will occur. In general, a skill check is called for when your character is doing something that requires skill and has a chance to fail.

To make a skill check, roll your skill die and add the relevant attribute's bonus to the die roll result. This total is then compared to a difficulty for the task set by the referee. If the roll is equal to or higher than the difficulty, the check is successful.



Skill Proficiency

Your character's proficiency in a skill can range anywhere from untrained to grand master. These levels of proficiency correspond to the type of die you roll when making a skill check. Levels of proficiency above Grand Master are not obtainable through training, but through the use of tools and teamwork that increase your skill die.

LEVELS OF PROFICIENCY

PROFICIENCY	SKILL DIE
Untrained	d4
Trained	d6
Master	d8
Grand Master	d10
(Grand Master +)	d12
(Grand Master ++)	2d8
(Grand Master +++)	2d10

At first level, your character begins play with 3 skills at trained proficiency. Your character may gain additional trained skills for having a high Intelligence attribute.

Advancement

For every even level (2, 4, 6, 8, 10, etc) that your character gains, you can advance a skill to the next level of proficiency. This means you can advance an untrained skill to the trained level, a trained skill to the master level, or a master skill to the grand master level.

Difficulty

The referee sets a difficulty based on the goal of the skill check.

SKILL DIFFICULTY LEVELS

DIFFICULTY	TARGET NUMBER
Easy	3
Moderate	6
Hard	8
Extremely Hard	10

Opposed Rolls

Sometimes it doesn't make sense to roll against a static difficulty number and instead against the skill of an NPC that is opposing the PC's roll. In this case, both the referee and the player roll a skill check and compare the results. The higher roll succeeds. On a tie, if it doesn't make sense that both could succeed the checks, reroll.

Group Rolls

When multiple characters are attempting to make a skill check as a group, choose one character as the primary character. For each additional character involved in the group roll, increase the skill die of the primary character by one step. Make one roll to determine success as normal. The Referee determines how many characters can participate in a group roll and who is eligible to participate.

For example, a party of 4 characters is attempting to break down a door. The referee calls for an Athletics skill check with the Strength bonus applying to the roll. The players designate the Fighter as the primary, since he is trained in Athletics and has a skill die of 1d6 and a +2 Strength bonus. The Referee determines that there is only room for two characters at the door, so only one may assist the Fighter in the group roll. The Referee also determines that the Mage's low Strength and lack of Athletics training excludes him from being eligible for assisting with this roll, so the party decides that the Paladin will assist instead of guarding the party's flank.

Using Tools

Using an appropriate tool when making a skill check increases a character's skill die by one step. Only one tool can apply to each skill check, and the Referee determines which tools are appropriate when he or she calls for the skill check.

Continuing the example from the Group Rolls section, the party attempts to force open the door with their 1d8+2 group skill check and fail. The group's Thief remembers she has a crowbar in her pack, and she hands the crowbar over to the Fighter. The Referee agrees that the crowbar would be beneficial for attempting to force the door open, which increases their group roll skill die another step to 1d10.

Retrying Skill Checks

Whether or not a failed skill check can be rerolled, and how many times, is ultimately up to the Referee.

Further continuing the previous example, the Fighter and Paladin continue trying to force the door open and repeatedly fail. After five failed attempts, the Referee makes a call that the party just isn't going to break through the door. The bar on the other side is holding steady and without a significant change to their actions, the party just isn't going to be able to break the door down. The target number was an 8 (Hard difficulty), which is achievable with their 1d10+2 skill roll, but the Fighter's player has repeatedly rolled low. The Referee tells the group that they're going to have to find another way around.

Skill List

The following list of skills is split into two categories: secondary skills and adventuring skills. This list is not an all-inclusive list – if a skill is important for your game but does not appear on this list, house rule it in.

Secondary skills are skills that likely come from a character's background or what they do when they're not adventuring. Adventuring skills are skills that will likely come up while crawling through a dungeon or exploring the wilderness. Your Referee and/or group may prefer play that doesn't include adventuring skills, which is fine. That's the whole reason why the distinction between them has been made.

A list of recommended attributes are listed with each – but which attribute bonus applies to your roll is up to the referee based on the individual circumstance – it's not always going to be the same attribute for each skill, and it may be one not listed.

Languages

A character begins play with trained proficiency in the Common language as well as any racial specific languages. Trained proficiency in a language allows a character to read, write, and speak the language without making any checks. Proficiency beyond trained level is not needed for any general use of the language. Language skill checks might be used to decipher ancient forms of the language, figure out the meaning behind incomplete text, and detect forgeries.

LIST OF SECONDARY SKILLS

SECONDARY SKILL	RECOMMENDED ATTRIBUTES
Animal Handling/Training	Wisdom
Armorer	Strength, Intelligence
Blacksmithing	Strength, Intelligence
Bowyer	Dexterity, Intelligence
Carpentry	Strength, Intelligence
Cooking	Intelligence
Farming	Constitution, Intelligence
First Aid	Dexterity, Intelligence
Fishing	Wisdom
Heraldry	Intelligence
Herbalism	Dexterity, Intelligence
History	Intelligence
Hunting	Dexterity, Wisdom
Language*	Intelligence
Leatherworking	Dexterity, Intelligence
Mining	Strength, Constitution
Performance	Dexterity, Charisma
Religion	Intelligence
Sailing	Wisdom
Scribe	Intelligence
Tailor	Dexterity, Intelligence

* Each language is learned as a separate skill. A character that is Trained in a language can read/write and speak the language.

LIST OF ADVENTURING SKILLS

ADVENTURING SKILL	RECOMMENDED ATTRIBUTES
Athletics	Strength, Dexterity
Burglary	Dexterity, Intelligence
Deceive	Intelligence, Charisma
Diplomacy	Intelligence, Charisma
Disable Traps	Dexterity, Intelligence
Disguise	Charisma
Forgery	Dexterity, Intelligence
Intimidate	Strength, Charisma
Notice	Wisdom
Search	Intelligence
Spellcraft	Intelligence
Stealth	Dexterity
Survival	Constitution, Wisdom



LIST OF COMMON LANGUAGES

LANGUAGE	TYPICAL SPEAKERS	SCRIPT	NOTE
Common (also known as High Actean)	Humans	Actean	Free trained proficiency for all player characters
Deep Speech	Demons, subterranean creatures	Actean	
Dwarvish	Dwarves	Dwarvish	Free trained proficiency for dwarf characters
Goblin	Goblins, hobgoblins, bugbears, and other goblinoids	Dwarvish	
Kavarlish	Kavarli	Primordial	Free trained proficiency for all kavarli characters
Orc	Orcs	Sylvan	
Primordial	Elemental beings	Primordial	
Rashkan	Rashkan	Rashkan	Free trained proficiency for all rashka characters
Sylvan	Sylvans, fey creatures	Sylvan	Free trained proficiency for all sylvan characters

CHAPTER FOUR:

EQUIPMENT

Each character starts with 3d6 x 10 gold pieces at the beginning of the game, which is used to buy equipment. The character is also assumed to own at least one outfit of normal clothes.

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

TRADE GOODS

VALUE	ITEM	VALUE	ITEM
1 cp	1 lb wheat	4 gp	1 sq yard linen
2 cp	1 lb flour, 1 chicken	5 gp	1 lb salt or silver
1 sp	1 lb iron	10 gp	1 sq yard silk, 1 cow
5 sp	1 lb tobacco or copper	15 gp	1 bl saffron/cloves, 1 ox
1 gp	1 lb cinnamon, 1 goat	50 gp	1 lb gold
2 gp	1 lb ginger/pepper, 1 sheep	500 gp	1 lb platinum
3 gp	1 pig		

General Equipment

Most of the items are self-explanatory, but extra details are useful for a few of them.

Candles: Candles burn for one hour and create a 5-foot radius of light.

Holy water: Causes 1d6 points of damage when thrown on most types of undead creatures and demons. This can be useful, since many undead and demons can otherwise only be damaged with magical weapons.

Lantern, bullseye: These shine a beam of light 60 feet long but only 10 feet wide, through a hole in the lantern's metal cylinder. They have a hinged cover, allowing the light to be hidden.

Lantern, hooded: These are normal lanterns open on all sides, with the flame shielded by glass. They shine a 30-foot radius of light in all directions.

Oil, lamp: A pint of oil will keep a lantern (either type) burning for 4 hours. Oil is also highly flammable; a lit flask of oil can be used as a thrown weapon to cause 1d4 points of damage with a successful hit, and 1 more point of damage per round for the next 2 rounds. Burning oil can also be used to create a hazard for pursuing monsters.

Toolkit: These kits contain the basic tools needed for various skills. Using them in conjunction with a skill check increases your skill die. Examples include climbing kits, disguise kits, first aid kits, and thieves' tools.

Torches: Torches burn for one hour and create a 30-foot radius of light. They are easily blown out by gusts of wind, and may even extinguish when dropped. However, if the party needs to set something on fire quickly – and they will – a lit torch can come in very handy.

GENERAL EQUIPMENT

ITEM	COST	ITEM	COST
Backpack (30 lb capacity)	5 gp	Lantern, bullseye	12 gp
Barrel	2 gp	Lantern, hooded	7 gp
Bedroll	2 sp	Lock	20+ gp
Bell	1 gp	Manacles	15 gp
Block and Tackle	5 gp	Mirror, small steel	20 gp
Candle	1 cp	Musical instrument	5+ gp
Canvas (per square yard)	1 sp	Oil, lamp (1 pint)	1 sp
Case (map or scroll)	1 gp	Parchment (sheet)	2 sp
Chain (10 feet)	30 gp	Pole (10-foot)	2 sp
Chalk, 1 piece	5 cp	Rations, trail (per day)	5 sp
Chest	2 gp	Rations, dried (per day)	1 gp
Crowbar	2 sp	Rope, hemp (50 feet)	1 gp
Fishing net (25 square feet)	4 gp	Rope, silk (50 feet)	10 gp
Flask, leather	3 cp	Sack (15 pound capacity)	1 gp
Flint & steel	1 gp	Sack (30 pound capacity)	2 gp
Grappling hook	1 gp	Shovel	2 gp
Hammer	5 sp	Signal whistle	5 sp
Holy symbol, wooden	1 gp	Spellbook, blank	25 gp
Holy symbol, silver	25 gp	Spike, iron	5 cp
Holy water (flask)	25 gp	Tent	10 gp
Ink (1-ounce bottle)	1 gp	Toolkit	30 gp
Ladder (10-foot)	5 cp	Torch	1 cp
Lamp, bronze	1 sp	Waterskin	1 gp

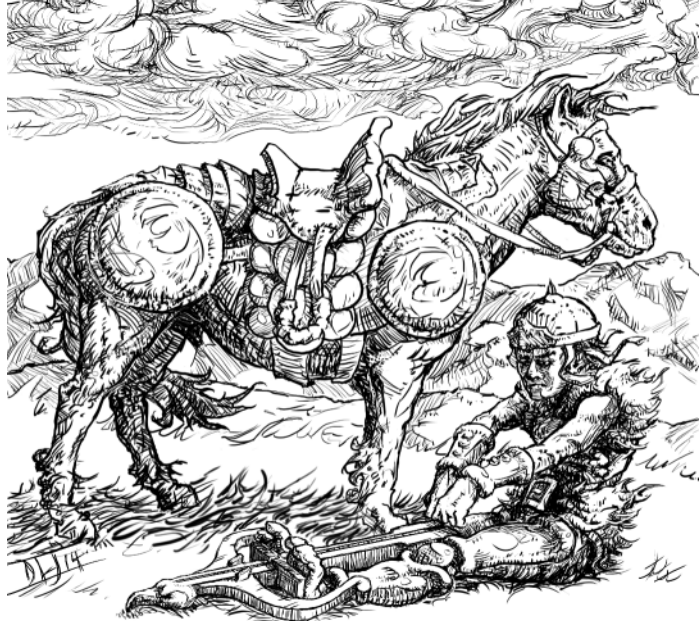
Food, Drink, and Lodging

Inn: Poor accommodations at an inn amount to a space on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

FOOD, DRINK, AND LODGING

ITEM	COST	ITEM	COST
Ale, gallon	2 sp	Inn, poor (per night)	2 sp
Ale, mug	4 cp	Meals, good (per day)	5 sp
Banquet (per person)	10 gp	Meals, common (per day)	3 sp
Bread, per loaf	2 cp	Meals, poor (per day)	1 sp
Cheese, hunk of	1 sp	Meat, chunk of	3 sp
Inn, good (per night)	2 gp	Wine, common (pitcher)	2 sp
Inn, common (per night)	5 sp	Wine, fine (bottle)	10 gp



Mounts and Transportation

Barding: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding can be made from any of the armor types and costs 4 times as much and weighs twice as much as the equivalent armor for a human-sized character.

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

MOUNTS AND TRANSPORTATION

ITEM	COST	ITEM	COST
Barding	x4	Horse, warhorse	150 gp
Carriage	100 gp	Saddle	10 gp
Cart	10 gp	Saddlebags	4 gp
Dog, guard	25 gp	Ship	10k+ gp
Donkey or mule	8 gp	Stabling (per day)	5 sp
Feed (per day)	5 cp	Wagon	50 gp
Horse	75 gp		

Weapons

Rate of Fire: The number of times that a ranged weapon can be fired during a single combat round. Some bows, such as a short bow, can be fired two times during a combat round, while a heavy crossbow can only be fired once in a round and must then be reloaded for a full round before it can be fired again.

Range: Attack rolls that shoot or throw beyond this range are made with Disadvantage. The weapon cannot reach farther than twice this range.

Reach: Reach weapons can attack targets that are up to 10 feet away from the wielder, which also allows them to attack from the second rank of a battle formation.

Thrown: Thrown weapons can be used as both a melee and a ranged weapon.

Two-handed: Two-handed weapons require two hands to wield properly.

Versatile: Versatile weapons can be used either one or two handed and gain a +1 damage bonus when used with two hands.

MELEE WEAPONS

WEAPON	COST	DAMAGE	RoF	RANGE	WEIGHT	NOTE
Axe, battle	10 gp	1d8	-	-	6 lb	Versatile
Axe, hand	6 gp	1d6	1	10 ft	2 lb	Thrown
Club	-	1d4	-	-	3 lb	
Dagger	2 gp	1d4	1	10 ft	1 lb	Thrown
Flail	15 gp	1d8	-	-	10 lb	Two-handed
Lance	10 gp	2d4+1	-	-	10 lb	Mounted only
Mace	12 gp	1d6	-	-	8 lb	
Polearm or longspear	10 gp	1d8+1	-	-	12 lb	Two-handed, reach
Spear	2 gp	1d6	1	20 ft	8 lb	Thrown, versatile
Staff	-	1d6	-	-	4 lb	Two-handed
Sword, bastard	35 gp	1d8	-	-	6 lb	Versatile
Sword, long	15 gp	1d8	-	-	4 lb	
Sword, short	10 gp	1d6	-	-	2 lb	
Sword, two-handed	50 gp	1d10	-	-	8 lb	Two-handed
Warhammer	12 gp	1d8	-	-	5 lb	

RANGED WEAPONS

WEAPON	COST	DAMAGE	RoF	RANGE	WEIGHT	NOTE
Bow, long	75 gp	1d6	2	70 ft	3 lb	Two-handed
Bow, short	30 gp	1d6	2	50 ft	2 lb	Two-handed
Bow, arrows (20)	1 gp	-	-	-	3 lb	
Crossbow, heavy	50 gp	1d6+1	1/2	80 ft	8 lb	Two-handed
Crossbow, light	35 gp	1d4+1	1	60 ft	4 lb	Two-handed
Crossbow, bolts (10)	1 gp	2d4+1	-	-	1 lb	
Dart	5 sp	1d3	3	15 ft	1/2 lb	No Str to damage
Javelin	1 gp	1d6	1	20 ft	2 lb	
Sling	1 sp	1d4	1	40 ft	0 lb	
Sling, bullets (10)	1 sp	-	-	-	5 lb	

Armor

Padded armor: Simple armor made of quilted linen or wool stuffed with padding.

Leather armor: Body armor made from leather and hides.

Scale armor: Armor consisting of interconnected rows of small, scale-like plates attached to a backing of cloth and/or leather.

Chain mail: Armor consisting of small metal rings linked together to form a mesh.

Splint mail: A full suit of armor consisting of scale or chain mail armor augmented with strips of metal “splints” to better protect the arms and legs.

Plate mail: A full suit of chain mail armor augmented with embedded metal plates.

Shield, light: Small shields and bucklers.

Shield, heavy: Larger shields that better protect the body from blows. When taking damage in combat, the wielder of a large shield can choose to break his or her shield in order to negate the damage from the attack. Broken shields no longer provide an AC bonus. Shields broken in such a way can be repaired by a trained armorer. Repairing a shield takes at least a half a day or longer, depending on the power of the attack that broke it.

ARMOR

ARMOR	COST	EFFECT ON AC	WEIGHT
Padded armor	5 gp	-1 [+1]	10 lb
Leather armor	10 gp	-2 [+2]	15 lb
Scale armor	50 gp	-3 [+3]	30 lb
Chain mail	150 gp	-4 [+4]	40 lb
Splint mail	200 gp	-5 [+5]	50 lb
Plate mail	1,500 gp	-6 [+6]	70 lb
Shield, light	9 gp	-1 [+1]*	6 lb
Shield, heavy	20 gp	-2 [+2]*	15 lb

* Effect on AC stacks with other armor.

Calculating Armor Class

Armor Class, or AC, is an indicator of how difficult it is to hit a character or creature in combat. It is expressed as two numbers, such as 7 [12]. The first number is the Armor Class, and the number in brackets is the number that needs to be rolled, after bonuses, on a d20 to hit with an attack. A character has a base AC of 9 [10]. This is modified by armor worn and the character's Dexterity bonus. To calculate the character's AC, add the character's Dexterity bonus to the "Effect on AC" of his or her armor (so a +2 Dexterity bonus added to leather armor is a total of -4 [+4]). This total cannot exceed -6 [+6]. Add the "Effect on AC" of any shield worn. Finally, add this new number to the base AC of 9 [10]. This means that the character wearing leather armor with a +2 Dexterity bonus has a total AC of 5 [14]. Equipping a light shield would improve this AC to 4 [15].

Donning and Doffing Armor

The time required to don armor depends on its type.

Don: Tells how long it takes to put the armor on. A character can ready a shield in place of his movement or his action in a combat round.

Don Hastily: Tells how long it takes to put the armor on in a hurry. Wearing hastily donned armor provides a +1 [-1] penalty to AC.

Doff: Tells how long it takes to get the armor off. A character can loose his shield in place of his movement or his action in a combat round.

DONNING AND DOFFING ARMOR

ARMOR TYPE	DON	DON HASTILY	DOFF
Shield (any)	Special	N/A	Special
Padded armor, leather armor	1 minute	3 rounds	1 minute*
Scale armor, chain mail, splint mail	4 minutes*	1 minute	1 minute*
Plate mail	4 minutes**	4 minutes*	1d4+1 minutes*

* If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

** The wearer must have help to don this armor. Without help, it can be donned only hastily.

Followers and Hirelings

Normal hirelings are assumed to be employed full time by the player character. They are given room and board plus a wage, and the employer supplies any materials needed. As a general rule, food for a single person in a rural community such as a castle or village is about 1 gp per month, and perhaps twice that in a city. If the employer does not own a stronghold to house servants and followers, lodging may need to be considered separately. The cost is up to the referee, but staying in an inn, even in a stable, will cost at least 2 sp per night. In the following list, “Upkeep” covers food and lodging, but it does not include wages or any equipment needed to set up a professional or craftsman. It does cover materials needed for the hireling to function on an ongoing basis. Note that for some crafts or professions, this materials cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running, alchemists constantly conduct experiments, etc. Wages depend upon the type of services being sought. The cost of initial equipment should be calculated using the equipment tables. If the hireling requires a great deal of initial equipment (such as a forge or a library), the Referee may use the values in the list below or adjust the costs as needed for local conditions.

Alchemist

Upkeep Cost: 1,000 gp/month

Wage: 500 gp/month

Initial Equipment: A fully equipped lab costs 1,000 gp.

Animal Trainer

Upkeep Cost: 500 gp/month, including costs for the animal(s) being trained.

Wage: 20 gp/month.

Initial Equipment: This depends on the animal being trained.

Armorer

Upkeep Cost: 100 gp/month

Wage: 100 gp/month.

Initial Equipment: A fully equipped forge costs around 100 gp.

Assassin

Upkeep Cost: Not applicable; assassins are available for hire on a mission-by-mission basis only.

Wage: At least 2,000 gp per mission, more for high profile targets.

Initial Equipment: None.

Blacksmith

Upkeep Cost: 25 gp/month

Wage: 10 gp/month

Initial Equipment: A fully equipped forge costs around 100 gp.

Man-at-Arms (Soldiers)

Upkeep Cost: 1 gp/month in camp or castle, or 10 gp/month if operating in the field.

Wage: Household troops cost 2 gp/month, archers 4 gp/month, and cavalry troopers cost 8 gp/month. Mercenaries are more expensive; infantry cost 4 gp/month, archers 8 gp/month, and cavalry troopers cost 16 gp/month. Sergeants (one required for every 10 men-at-arms) cost twice the normal amount for a man-at-arms of the same type, Lieutenants (required for every 20 men) cost three times normal, and Captains (required for every 60 men), cost four times normal.

Initial Equipment: Determine from equipment list.

Man-at-Arms (Adventuring)

Upkeep Cost: Cost of rations and lodging.

Wage: 2 gp/day, or upwards of 5 gp/day.

Initial Equipment: Determine from equipment list.

Sage

Upkeep Cost: 1,000 gp/month, which includes books for research, scribe expenses, and so on.

Wage: 1,000 gp/month

Initial Equipment: A small library costs 2,000 gp.

Sailor

Upkeep Cost: 10 gp/month

Wage: 2 gp/month

Initial Equipment: None.

Servant (Domestic)

Upkeep Cost: 1 gp/month

Wage: 5 gp/month

Initial Equipment: None.

Ship Captain

Upkeep Cost: 50 gp/month

Wage: 250 gp/month

Initial Equipment: A ship costs 10,000 gp or more.

Siege or Construction Engineer

Upkeep Cost: 750 gp/month (Siege engine repairs and upgrades are expensive.)

Wage: 250 gp/month

Initial Equipment: None.

Spy

Upkeep Cost: 10 gp/month

Wage: 500 gp per mission

Initial Equipment: None.

Torchbearer (or Other Adventuring Non-combatant)

Upkeep Cost: Cost of rations and lodging.

Wage: 1 gp/day

Initial Equipment: Determine from equipment list.

Building a Stronghold

High-level characters may wish to build a stronghold, such as a fort, temple, or even a thieves' guild. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that reside in the region, and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, since the individual's choices will play an important role. For instance, it is traditional for you, the player, to create a map of your castle.

In general, a strong leader who clears out an area with a radius of approximately ten miles ends up in charge of 2d4 small settlements. The peasants in these hamlets and villages will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and your stronghold might take on the appearance of a marketplace, around tax time – but a good reeve or bailiff can sort it all out quickly, without the character's needing to get involved.

Owning a stronghold allows a person to house and feed loyal retainers without paying for their room and board in local inns or building campsites in the cold rain. It is a base of operations and a secure place to keep treasure. At the referee's discretion, the act of building a stronghold may attract a number of loyal followers. These followers are much like standard hirelings, but they require no wages to be paid to them for as long as they are cared for properly by their leader.

Building the actual castle, of course, is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the strong stone walls and towers of the fortress.

Costs to build a castle will vary, but as guidelines:

A 200x200ft Keep: 50,000gp

Second Tier on Keep: 30,000gp

Portcullis/Gate: 500gp

Castle Wall (20ft tall, 10ft thick): 300gp/10ft

Buildings (20x30ft): 500gp (stone), 250gp (wood)

Tower (30ft diameter): 8,000gp

CHAPTER FIVE:

PLAYING THE GAME

Once you have created a character, the Referee will describe the setting and what your character can see. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, in a tavern, or at the gates of an ancient tomb—that is up to the Referee. But from that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to people on the street: all of these sorts of things are your decisions. The Referee tells you what happens as a result. Maybe those stairs lead down to a huge and echoing tomb, or perhaps that dragon attacks your character with a storm of fiery breath. These are the Referee's decisions. The rules in this chapter are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

Basically, you and the Referee work together, with the Referee handling the details of a dangerous fantasy world, and you deciding what your character does in it. The epic story of your character's rise to greatness (or unfortunate death) is yours to create.

Experience

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters each have a set experience point value (given in the monster's statistics), and each gold piece acquired earns one point as well. Skilled players avoid risking their characters' lives if there is another, smarter way to walk out of the dungeon with sacks full of gems and loot.

XP Bonus: Each Character Class has a Prime Attribute listed in the class description. If a character has this Prime Attribute at 13 or higher, all experience point awards to the character are increased by 5%. Additionally, if the character has a Charisma score of 13 or more, experience point awards are increased by 5%. Finally, if the character has a Wisdom score of 13+, the

character gains a third 5% bonus. It is possible for a character to gain as many as three 5% bonuses to experience point awards for a total increase of 15%.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and add that number to the character’s hit points. The character may gain new spells or other abilities, as applicable, and combat skills may also increase. In other words, your character has become more powerful and can now pursue greater challenges!

Time

Sometimes the Referee will rule that “an hour passes,” or even, “a month passes,” in the life of the intrepid adventurers. However, two important time measurements need quick explanations. These are the “dungeon turn” and the “combat round.” A dungeon turn represents 10 minutes, and a combat round is 10 seconds.

Dungeon turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat. See the Movement Rate tables below for examples of how “rounds” and “turns” are used.

Weight and Movement

Weight is listed in pounds. A normal level of general equipment (not including armor and weapons) is assumed to weigh 10 pounds. Treasure is added to this, with each coin and gem weighing one fiftieth of a pound.

All characters, depending on the weight of the armor and equipment they are carrying, have a base movement rate as follows:

MOVEMENT RATE	
WEIGHT CARRIED	BASE MOVEMENT RATE
Up to 75 pounds plus Carry Modifier	12
76-100 pounds plus Carry Modifier	9
101-150 pounds plus Carry Modifier	6
151-300 pounds (300-pound maximum) plus Carry Modifier	3

For example, an adventurer with a Carry Modifier of +15 can carry up to 90 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of -5 would drop to a Movement Rate of 9 even if carrying only 71 pounds of equipment.

INDOOR, UNDERGROUND, CITY, AND COMBAT MOVEMENT

MOVEMENT TYPE	SPEED	RESULTS
Walking	Base movement rate times 20 feet/turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate times 40 feet/turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running might attract the attention of enemies.
Combat	Base movement rate divided by 3, times 10 feet. This is how far a character can move in a round and still perform an action. A character can move twice this distance if doing nothing but moving. For example, Base movement of 6 = 20 feet Base movement of 9 = 30 feet Base movement of 12 = 40 feet	Dashing around and battling foes. Alternatively, running for your life.

OUTDOOR MOVEMENT

MOVEMENT TYPE	SPEED	RESULTS
Hiking	Base movement rate in miles per day	No forced march checks required.
Forced March	Double base movement rate in miles per day	Forced march checks required once per day to continue at this pace. Must succeed at a Saving Throw with a penalty equal to number of consecutive forced march days.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a “saving throw.” A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each character class has a “Saving Throw” target number, which gets lower and lower – easier to beat, in other words – as a character gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the character’s saving throw target number, the saving throw succeeds.

Combat

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. Roll for Surprise.
2. Determine Initiative.
3. Party with Initiative acts first (casting spells, attacking, etc.) and results take effect.
4. Party that lost Initiative acts, and their results take effect.
5. The round is complete; keep turn order for the next round if the battle has not been resolved.

Surprise

In general, a group cannot be surprised if they are already aware of an opponent's presence even though they have not yet seen them – due to hearing them on the other side of a door, for instance. If surprise is a possibility, roll 1d6 for either or both groups, as appropriate. (Roll only once for each side, not for each individual character or monster.) If the result is a 1 or a 2, the group is surprised. It is possible for both groups to be surprised, effectively canceling out the effect on both sides. If one side is surprised, the other side gets to take actions before the Initiative roll. If both sides are surprised, neither side gets to act before the Initiative roll.

Underground or in a dungeon, the distance between two groups when they discover each other is 1d6 x 10 feet. That is very close; the monsters may already be inside the radius of the adventurers' light source. Outside, the distance will be about ten times this number, or, if the visibility is bad, three times. Anything affecting visibility could also affect surprise distance. For instance, someone with darkvision will be able to see up to 60 feet clearly at night or underground. A party carrying a light will be visible from much farther away, raising the possibility of an ambush. Other factors that may affect surprise are related to terrain types – thick woods or crowded city streets may decrease visibility and make it easier to surprise travelers. These and similar factors are left up to the judgment of the Referee.

Take note: Monsters do not always leap to the attack. Unless they are on the alert for intruders, the Referee may roll 2d6 to determine whether the monsters will attack if they surprise the adventurers. On a roll of 2-6, the monsters will be hostile and attack; on a roll of 7-9, the monsters will withhold judgment and wait to see if the adventurers are hostile; on a roll of 10-12, the



monsters will have a positive initial reaction to seeing the adventurers, and they might even be convinced to offer some help – if they are well paid, of course!

Initiative

At the beginning of the first round of a combat encounter, each side rolls Initiative on a d6 with the high roll winning. The winning side acts first, moving, attacking, and casting spells. The other side takes damage and casualties and then gets its turn. In the event of a tie on the Initiative roll, both sides re-roll.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These to-hit bonuses include the character's Base Hit Bonus (BHB), a relevant Attribute bonus, any bonuses for magic weapons, and any other bonus identified as a to-hit bonus.

The attack roll is then compared to the target's Armor Class to see if the attack hit. If the attack roll is equal to or higher than second number in the target's AC (the number in brackets), the attack hits.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. A character's Strength bonus is added to the to-hit and damage rolls of melee attacks. Two combatants within five feet of each other are considered to be "in combat."

Ranged Attack

Ranged attacks are attacks with ranged weapons such as a crossbow, sling, or thrown hand axe. A character's Dexterity bonus is added to the to-hit roll when the character is making attacks with ranged weapons. When dealing damage with a thrown weapon, add the character's Strength bonus to damage rolls. When using ranged weapons to attack into a melee, it is not possible to choose which opponent (or friend) will receive the attack.

Casting Spells

Depending on the cast time of a spell, a character can spend his or her action casting a spell. Most spells have a cast time of "1 action", which means that casting the spell can be done during a combat round, and the character can still move up to his or her movement before or after doing so. Spells that have a cast time measured in rounds take that many combat rounds to cast, during which the caster may not make any other actions or movement, and taking damage or any other effect interrupts the spell. Spells that have a cast time measured in minutes or longer take too long to cast during a combat encounter.

Some spells require ranged or melee attack rolls, which are rolled just like any other melee or ranged attack unless otherwise specified in the spell description (such as using the caster's Intelligence bonus instead of Dexterity to modify the attack roll). Spells that require an attack roll are capable of critically hitting and missing like any other attack roll (see Critical Hits and Misses, below).

Critical Hits and Misses

An attack roll that is an unmodified, or "natural", 20 is always a hit. Furthermore, such critical hits deal maximum damage instead of rolling for damage.

A roll of a natural 1 is considered a critical miss and always misses regardless of if it would have otherwise hit.

Attacking from Behind

Any attack made from behind has a to-hit bonus of +2 (or +4 if made by a Thief). There are only two ways for most people to get behind someone during combat

- Surprise an opponent and attack from behind during the surprise action
- Attack an opponent from behind when an ally is attacking from the front.

Invisible Opponents

Attacks against an invisible opponent are made with Disadvantage, and they automatically miss if the invisible creature isn't actually where the attacker thinks it is. Powerful magical monsters, or monsters with more than 11 hit dice, will usually be able to see invisible creatures normally.

Movement Within Melee

A defender blocks an area about five feet across, and enemies cannot simply move through this area without first defeating the defender. Alternatively, the Referee might allow such movement but grant a free attack to the defender(s) in the area. The Referee's common sense ultimately controls the situation, but it is good for players to have some idea of what results their tactics will have. Whatever rule a Referee chooses for this should be applied consistently unless the situation is quite unusual.

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or if the monsters don't seem likely to be carrying much in the way of treasure, the party might elect to talk their way through in an attempt to avoid combat (or at least delay it until favorable conditions arise).

Subdual Damage

A weapon may be used to disable, rather than kill, an opponent. When the player desires, damage inflicted by a character can be composed of half normal damage and half subdual damage. Dealing subdual damage with weapons that are designed to kill is more difficult; when rolling damage with such weapons, roll with Disadvantage. Subdual damage does not kill, and such points are recovered at a rate of 1 hit point per hour. If an opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed. An opponent is still killed if the amount of normal damage received from a subdual attack would otherwise kill them.



Terrain Features

Characters and monsters will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Referee will assign bonuses and penalties for terrain features. Most often this will be in the form of applying Advantage and Disadvantage to attack rolls, but smaller bonuses and penalties of +1 or -1 are also possible.

Two-Weapon Fighting and Two-Handed Weapons

Fighting with a weapon in two-hands grants a +1 to damage rolls (except for weapons that can only be used two-handed, since this is already taken into account in the weapon's damage), and fighting with a weapon in each hand gives a +1 to hit. Note that fighting with two weapons does not actually give two separate attacks; it just increases the chance of landing a successful blow. Damage is rolled based on the primary weapon.

Unarmed Combat

Fist-fights can be resolved by assuming that a fist does 1 point of damage, and that there is a 50% chance per hit that the damage is subdual damage (see Subdual Damage, above). All Strength bonuses to damage are considered subdual damage only.

Grappling

Grappling (or overbearing) an opponent is resolved as follows: the attackers (or attacker) make individual to-hit rolls. The grapple is resolved among those who hit: each combatant rolls 1d6 per hit die. If the sum of the dice of all the attackers is higher than the defender's total, the defender is completely pinned and cannot make any actions other than to make grapple attacks to attempt to break free. If the defender wins, the attackers are beaten back and stunned for one round.

A pinned creature may attempt to break free on its turn. To do so, the creature may make a grapple attack against those pinning it. If the pinned creature wins the grapple, it has broken free. Failure to break free does not result in being stunned for a round, but the creature does remain pinned. A creature gets an immediate attempt to break free if any of the attackers pinning it break from the grapple or do something other than hold the pin.

Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from its hit points. When total hit points reach 0, the character is unconscious. The unconscious character remains alive but is bleeding to death at the rate of 1 hp/round if no assistance is rendered. Death takes place when the character reaches negative hit points equal to the character's level. In other words, a fifth-level character actually dies only upon reaching -5 hit points.

Healing

In addition to the various magical means of restoring hit points, a character recovers naturally at the rate of 1 hit point per day of uninterrupted rest. Four weeks of rest will return a character to full hit points regardless of how many hit points may have been lost.

After a combat encounter has ended, a character can spend 10 minutes resting and binding wounds, during which he or she can recover 1d4 hit points of wounds that were sustained during the previous battle.



CHAPTER SIX:

MAGIC

Acteos is a world bereft of true magic. When the gods abandoned the world, they took much of their power with them. Mages scramble to feebly control what little magic is left in the world. Those that reach levels of true magical power either join the Emberstorm or are regulated by the organization. Those mages that operate outside of the rules set forth by the Emberstorm Treaties are hunted and killed by the Emberstorm's agents. There is great fear that the past will repeat itself and some powerful mage or group of mages will once again seek power that is out of their reach and further sunder the world.

The Emberstorm

Founded by the archmage Morlaithion, the Emberstorm's original mission was to seek out sources of magical knowledge and destroy them. In the wake of the Divine Sundering, the Emberstorm swept across Acteos, destroying libraries, magical colleges, temples, and other bastions of magical knowledge. Their goal was simple: eradicate all knowledge of powerful magics. The mages of Acteos had proven they could not handle the responsibility that comes with the knowledge of powerful magic, and Morlaithion was determined to take that knowledge away. This flung Acteos into a dark age as a majority of historical and technological knowledge was lost as well.

Today, the Emberstorm exists as an enforcement agency. Morlaithion left the organization after his mission had succeeded, and he ascended to godhood. The new leadership of the Emberstorm shifted gears and urged a number of nations to sign the Emberstorm Treaties, which laid out laws concerning the use of magic that the nations and their citizens would be bound to follow. Agents of the Emberstorm travel throughout Acteos seeking out those who have allegedly violated Emberstorm law, investigating said claims, and passing out judgment.

Chief among the laws set forth by the Emberstorm Treaties is that the use of magic by any other than licensed practitioners is illegal. The Emberstorm is

very strict on issuing a license to a practitioner. In general, only priests of the various religions, agents of the Emberstorm, and the rare individual are issued a license. Using magic to harm, persuade, or otherwise control an individual is a greater offense, and the only legal use of such magic is by agents when used in an active investigation.

Spell Alignments

Every magical spell, except for lesser magics, is categorized by its alignment: Law, Neutral, or Chaos. For most mages, being attuned in such a way that the mage is able to cast, for example, Law spells restricts them from being able to access Chaos spells, and vice versa. Neutral spells are not attuned to an alignment and are available to all mages. In game terms, each mage character must choose between Law or Chaos during character creation, which can never be changed without Referee intervention. A mage need not be of an alignment to be attuned the magic that is categorized by that alignment. For example, a Lawful mage might be attuned to Chaos spells, but would use such spells in ways that is in line with a Lawful alignment.

Law spells tend to be protective or curative in nature. Neutral spells often deal with manipulating magic effects and changing the caster or a target's senses. Chaos spells tend to be about controlling others and bending their will.

Teleportation and Magical Travel

Across the lands of Acteos exists a vast network of magical teleportation patterns. These patterns are large, intricate works of art that have been put into place to serve as a focal point for Teleport spells. Each pattern is unique to its location, and mages make great pilgrimages across the land to visit these patterns and study them. This network exists largely among the churches and temples of the various religions of the world.

To learn a pattern, a mage must visit the location and spend 1d6 days studying it. The mage copies down the details of the pattern into his spellbook, making notes about the colors, shapes, smells, etc of the pattern and its surroundings. The mage may then use this location as a target for long range Teleport spells, given he meets the requirements detailed in the Teleport spell. Mages who are not yet able to cast the Teleport spell may still make such pilgrimages to study and document teleportation patterns, but they will be unable to use these details without knowing the spell or obtaining a spell scroll.

Teleportation outside of the pattern network is possible but extremely dangerous and unlikely to succeed, resulting more often in death than reaching the desired destination.

Spellbooks

A mage owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from this book, the mage forces selected spell formulas into his mind, preparing as many spells as the mage can mentally sustain. It is possible to prepare a spell multiple times using the available slots in the mage's memory and mental capability. Once a prepared spell is cast, it disappears from the mage's ability to cast, until it is prepared again. If a mage finds scrolls of spells while adventuring, these spells can be added to the mage's spellbook.

At first level, a mage's spellbook contains as many of the first level spells available to him (Neutral spells, plus either Law or Chaos) as he is able to successfully learn. Check each spell in the list and roll to see if the mage learns it and can add it to his spellbook.

Learning New Spells

Each time a mage gains a new level, he may pick one spell from the basic spell list to automatically add to his spellbook. This is a spell that the mage has been researching in his off-time, and his research completes around the time he levels up. He does not need to make a roll to learn this spell, and it can be of any spell level equal to the spell level of his highest level spell slot or lower.

To learn a new spell from another mage's spellbook or from a magical scroll, the mage must make a d100 roll. Check the result against the "Chance to Learn New Spells" column on the Intelligence attribute table in Chapter 2. This is the mage's chance of successfully learning the spell. If the mage fails to learn the spell, he may try again after he has gained a new level. Spells copied in such a way require a number of uninterrupted 8 hour days equal to the spell's level (so a 4th level spell takes 4 8-hour sessions to copy into a spellbook). These days need not be consecutive. Successfully copying a spell from a scroll into a spellbook wipes the spell from the scroll.

Casting Unprepared Spells

When preparing his spells, a mage may leave spell slots unprepared. The mage can cast spells he has not prepared using these open spell slots. To do so, he must read from his spellbook while casting the spell, and the spell's cast time is measured in minutes (or hours) instead of rounds or actions. A spell that normally takes 1 action to cast instead takes 1 turn (10 minutes). A spell that normally takes 1 turn (10 minutes) to cast instead takes 1 hour. Spells that already take an hour or longer to cast cannot be cast without preparation.



Lesser Magic

These spells can be cast an unlimited number of times per day without being prepared first. These are lesser magical effects that the character simply knows and can utilize at any time. Only one such effect can be active at any time - for example if a mage has an active Light spell and casts an Animate Weapon spell, the Light effect is immediately dispelled.

Healing and Destruction

At first level, all mages must choose between the ability to Heal or to Destroy. The mage can convert a prepared spell into either a Healing effect or a Destruction effect depending on their choice. In order to do so, the mage must channel the spell energy through a magic focus. Magic focuses may take many shapes, such as wands, holy symbols, sacrificial daggers, crystalline orbs, blasting rods, and wizard staves.

Once per day, the mage may spend an hour imbuing his focus with magical energies. This may be done in conjunction with spell preparation without increasing the time it takes to prepare spells (so both may be completed in one hour if done at the same time). This charges the focus and enables prepared spells to be channeled through it. The mage must pick an elemental energy type when imbuing the focus, which determines the appearance of channeled effects as well as the damage type for destruction effects.

The elemental energy types are acid, fire, frost, holy, lightning, and shadow.

Destruction Effects

Instead of a spell's normal effect, a mage can expend a prepared spell to create a destructive blast of arcane energy. The form of this blast determined by the mage as the spell is cast.

A single target ray or bolt: Requires a successful ranged attack roll and deals 2d8 points of damage per level of the prepared spell. This attack has a range of 80 ft.

An area of effect: Deals 2d6 damage per level of the prepared spell in the form of one of the following shapes. Creatures in the area of effect may make a saving throw to half the damage.

- A 30 ft cone shooting out from the caster's hand.
- A 20 ft radius explosion centered within 60 ft of the caster.
- A 40 ft line shooting out from the caster's hand.
- Other, as approved by the Referee.

Healing Effects

Instead of a spell's normal effect, a mage can expend a prepared spell to heal a touched creature for 1d8 points of damage per level of the prepared spell.

Basic Spell List

The following are the basic spells available to spell casters.

Lesser Magic

- | | |
|---------------------|---------------------|
| 1. Animate Weapon | 5. Light |
| 2. Fetch | 6. Magic Missile |
| 3. Flame Blade | 7. Illusory Sound |
| 4. Grasping Shadows | 8. Prestidigitation |

First Level Spells

Law

1. Detect Chaos
2. Mark of the Crusade
3. Protection from Evil
4. Purify Food and Drink
5. Shield
6. Signet of Protection

Neutral

1. Color Spray
2. Detect Magic
3. Faerie Fire
4. Hold Portal
5. Illusory Disguise
6. Read Languages

Chaos

1. Cause Fear
2. Charm Person
3. Detect Law
4. Entropic Shield
5. Ray of Enfeeblement
6. Sleep

Second Level Spells

Law

1. Bless
2. Continual Light
3. Create Water
4. Signet of Might
5. Speak with Animals
6. Spiritual Weapon

Neutral

1. Detect Invisibility
3. Invisibility
4. Knock
5. Levitate
6. Mirror Image
6. Wizard Lock

Chaos

1. Darkness
2. Detect Thoughts
3. Hold Person
4. Pyrotechnics
5. Silence
6. Web

Third Level Spells

Law

1. Circle of Protection from Evil
2. Cure Disease
3. Haste
4. Protection from Fire
5. Protection from Normal Missiles
6. Remove Curse

Neutral

1. Clairaudience / Clairvoyance
2. Dispel Magic
3. Fly
4. Invisibility, Mass
5. Rope Trick
6. Water Breathing

Chaos

1. Darkvision
2. Explosive Runes
3. Monster Summoning I
4. Slow
5. Speak with Dead
6. Suggestion

Fourth Level Spells

Law

1. Detect Lies
2. Fire Shield
3. Freedom of Movement
4. Neutralize Poison
5. Resilient Sphere
6. Stoneskin

Neutral

1. Illusory Terrain
2. Massmorph
3. Polymorph Self
4. Teleport
5. Wall of Fire
6. Wall of Ice

Chaos

1. Charm Monster
2. Confusion
3. Insect Plague
4. Monster Summoning II
5. Polymorph Other
6. Undetectable Lies

Fifth Level Spells

Law

1. Break Enchantment
2. Commune
3. Flame Strike
4. Hallow
5. Raise Dead
6. True Seeing

Neutral

1. Conjure Elemental
2. Passwall
3. Telekinesis
4. Transmute Rock to Mud
5. Wall of Iron
6. Wall of Stone

Chaos

1. Animate Dead
2. Cloudkill
3. Feeblemind
4. Finger of Death
5. Hold Monster
6. Monster Summoning III

Spell Descriptions (A-Z)

All basic spells are described here in alphabetical order.

Animate Dead

Spell Level: Chaos 5

Cast Time: 10 minutes

Range: Referee's discretion

Duration: Permanent

This spell animates skeletons, zombies, ghouls, or wights from dead bodies. The caster determines which type of creature is animated from the corpse. Each casting of this spell produces either 1d6+1 skeletons, 1d6 zombies, 1d6-3 ghouls, or 1 wight. The corpses remain animated and under the command of the caster until destroyed or banished.

Animate Weapon

Spell Level: Lesser Magic

Cast Time: 1 action

Range: Caster

Duration: Concentration

The caster animates a melee weapon, which floats in the air within 60 feet of the caster and can be directed to make melee attacks. The caster may spend an action to move the weapon up to 30 feet (within range) and make a melee

attack, adding the caster's Intelligence bonus to the attack roll. If the target weapon is in the possession of a creature (either held or stowed), the spell immediately fails unless the creature willingly lets the weapon be taken. A creature may knock the weapon out of the air with a successful attack, which causes the spell to end and the weapon to drop to the floor. The weapon has an Armor Class equal to $9 [10] + \text{the caster's Intelligence bonus}$ (so a weapon animated by a mage with an Intelligence of 14 has an Armor Class of 10 [11]).

Bless

Spell Level: Law 2

Cast Time: 1 action

Range: 30 feet

Duration: 1 hour

This spell grants all allies within 30 feet of the caster a +1 to all attack rolls.

Break Enchantment

Spell Level: Law 5

Cast Time: 1 action

Range: 30 feet

Duration: Instantaneous

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. The full extent of what effects and ailments Break Enchantment can affect is at the Referee's discretion. Typically, it can dispel ongoing effects like Dispel Magic does as well as permanent effects like being turned to stone.

The chance of successfully breaking an effect is a percentage based on the ratio of the level of the caster over the level of original caster (or HD of the monster). Thus, a 9th-level mage attempting to break the petrification caused by a basilisk (6 HD) has a 100% chance of success ($9/6 = 1.5$, or 150%), but the same mage attempting to break the paralysis of a lich (12 HD) would have a 75% chance of success ($9/12 = 0.75$, or 75%).

Cause Fear

Spell Level: Chaos 1

Cast Time: 1 action

Range: 120 feet

Duration: 1d4 rounds or 1 round

This spell causes a single targeted living creature to run in fear for 1d4 rounds on a failed saving throw. On a successful saving throw, the target is instead shaken and takes a -1 penalty on attack rolls for 1 round.

Charm Monster

Spell Level: Chaos 4

Cast Time: 1 action

Range: 120 feet

Duration: 1 hour

This spell functions much like Charm Person, but it affects one living creature, including powerful monsters. The target is allowed a saving throw to resist the effects. On a failure, the unfortunate creature falls under the caster's influence as though it was a trusted friend of the caster. For monsters fewer than 3 hit dice, up to 3d6 monsters can be affected. Every 10 minutes, a charmed monster may make a saving throw to break free of the charm.

Charm Person

Spell Level: Chaos 1

Cast Time: 1 action

Range: 120 feet

Duration: 1 day

This spell affects living bipeds of human size or smaller, such as goblins or dryads. The target is allowed a saving throw to resist the effects. On a failure, the unfortunate creature falls under the caster's influence as though it was a trusted friend of the caster.

Circle of Protection from Evil

Spell Level: Law 3

Cast Time: 1 action

Range: Centered at caster's location

Duration: 1 hour

The spell creates a ten-foot radius field of magical protection around the caster's current location. The field blocks out all enchanted monsters (such as

elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to saving throws or armor class, the bonus from the magic circle has no effect for that person, although the protective circle still functions against enchanted creatures.

Clairaudience/Clairvoyance

Spell Level: Neutral 3

Cast Time: 1 action

Range: Caster

Duration: 10 minutes

This spell allows the caster to see and hear anything within a range of 60 feet through solid stone (limiting range to 2 feet or so) and other obstacles. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it completely.

Cloudkill

Spell Level: Chaos 5

Cast Time: 1 action

Range: Moves 6 feet per round

Duration: 10 minutes

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves directly forward at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy the cloud. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. For any creature with fewer than 5HD, touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.

Color Spray

Spell Level: Neutral 1
Cast Time: 1 action
Range: 15 feet
Duration: 1d4 rounds or 1 round

A vivid, 15-foot cone of clashing colors springs forth from the caster’s hand, causing creatures to become stunned and/or blinded. Targets of 4 hit dice or less are blinded and unable to make any actions for 1d4 rounds. Targets with 5 hit dice or more are unable to make actions for 1 round.

Commune

Spell Level: Law 5
Cast Time: 10 minutes
Range: Caster
Duration: 3 questions

Higher powers grant an answer to three questions the caster asks them. Higher powers do not like being constantly interrogated by mere mortals, so use of the spell should be limited to once per week at the Referee’s discretion.

Confusion

Spell Level: Chaos 4
Cast Time: 1 action
Range: 120 feet
Duration: 2 hours

EFFECTS OF CONFUSION

DIE ROLL (2d6)	REACTION
2-5	Attack caster and caster’s allies
6-8	Stand baffled and inactive
9-12	Attack each other

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine what the creatures do. The effects of the confusion may shift approximately every 10 minutes, and the dice are once again rolled.

The spell affects 2d6 creatures. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures with 4 or more hit dice automatically resist the confusion effect as it builds up to its full power (1d12 rounds, minus the caster’s level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell’s two-hour duration has run its course.

Continual Light

Spell Level: Law 2

Cast Time: 1 action

Range: 120 feet

Duration: Permanent until dispelled

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120 feet. The effect persists indefinitely, but can be dispelled by magical darkness, the caster creating another continual light effect, or by dispelling magic such as a Dispel Magic spell or similar effects.

Conjure Elemental

Spell Level: Neutral 5

Cast Time: 1 action

Range: 240 feet

Duration: Until dispelled or slain

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence and binds it to follow commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack its former master.

Create Water

Spell Level: Law 2

Cast Time: 10 minutes

Range: Close

Duration: Instantaneous

This spell creates a one-day supply of drinking water for 24 men (or, for game purposes, horses). The water is created throughout the cast time of the spell. For example, if the caster is interrupted (or stops casting) half-way through the casting of the spell, it will have created 12 supplies of drinking water.

Cure Disease

Spell Level: Law 3

Cast Time: 10 minutes

Range: Touch

Duration: Instantaneous

Cures the spell's recipient of any diseases, including magically inflicted ones. Particularly powerful diseases may require special magical reagents in order to be cured by this spell, at the Referee's discretion.

Darkness

Spell Level: Chaos 2

Cast Time: 1 action

Range: 120 feet

Duration: 1 hour

Darkness falls within the spell's 15-foot radius, impenetrable even to darkvision. A Continual Light spell or Dispel Magic can be used to counteract the darkness.

Darkvision

Spell Level: Chaos 3

Cast Time: 1 action

Range: Creature touched

Duration: 24 hours

The recipient of the spell can see in total darkness for the length of the spell's duration.

Detect Chaos/Law

Spell Level: Law 1, Chaos 1

Cast Time: 1 action

Range: 120 feet

Duration: 30 minutes

The caster detects creatures of Chaos or those with chaotic enchantments. Poison is not inherently evil or chaotic and cannot be detected by means of this spell.

As a detect law spell, this spell instead detects creatures of Law or those with lawful enchantments.

Detect Invisibility

Spell Level: Neutral 2

Cast Time: 1 action

Range: Caster

Duration: 1 hour

The caster can perceive invisible objects and creatures within 60 feet.

Detect Lies

Spell Level: Law 4

Cast Time: 1 action

Range: 30 feet

Duration: 10 minutes

While this spell is active, the caster may concentrate on one target at a time. The caster knows if the target deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Detect Magic

Spell Level: Neutral 1

Cast Time: 1 action

Range: 60 feet

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. For example, magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Detect Thoughts

Spell Level: Chaos 2

Cast Time: 1 action

Range: Caster

Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of 60 feet. The spell cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead. Characters can attempt a saving throw if they are made aware that the caster is attempting to read their thoughts in an attempt to “push him out” of their mind. If the saving throw is successful, the caster cannot attempt to detect their thoughts for 1d6 rounds.

Dispel Magic

Spell Level: Neutral 3

Cast Time: 1 action

Range: 120 feet

Duration: Instantaneous, 10 minutes against an item

Although not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), this spell can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 6th-level mage attempting to dispel a charm cast by a 12th-level mage has a 50% chance of success ($6/12 = .50$, or 50%). If the 12th-level mage was dispelling the 6th-level mage's charm, success would be certain ($12/6 = 2.00$, or 200%).

Entropic Shield

Spell Level: Chaos 1

Cast Time: 1 action

Range: Caster

Duration: 1 minute

A magical field appears around the caster, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Ranged attack rolls made at the caster are made with Disadvantage.

Explosive Runes

Spell Level: Chaos 3

Cast Time: 10 minutes

Range: Written

Duration: Permanent

The caster scribes a rune onto parchment, vellum, or paper as a deadly trap. If anyone other than the caster reads the rune, the sigil explodes into fire, automatically dealing 4d6 points of damage to anyone directly in front of it. The parchment or book upon which the rune was scribed will also be destroyed. An explosive rune can be detected, bypassed, and even removed by a higher-level mage. Any mage at least two levels higher than the rune's creator has a 60% chance to detect it, a 75% chance to bypass it (if it is detected), and a 100% chance to remove it (if it is successfully detected and bypassed).

Faerie Fire

Spell Level: Neutral 1

Cast Time: 1 action

Range: 60 feet

Duration: 1 hour

This spell illuminates an object or creature with an eerie, fey glow. The spell's target may be approximately as large as 10 square feet, plus 2 square feet per level of the caster. The spell can be used for diverse purposes, such as revealing the true dimensions or extent of a thing or to prevent a creature from retreating into the darkness. Depending upon the precise circumstances, the Referee may allow such illumination to render a creature more easily hit, granting a +1 to-hit bonus to attackers.

Feeblemind

Spell Level: Chaos 5

Cast Time: 1 action

Range: 240 feet

Duration: Permanent until dispelled

This spell only affects mages. A saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted mage becomes feeble of mind until the magic is dispelled. A feeble minded mage cannot cast any spells behaves as though his or her Intelligence attribute is a 5.

Fetch

Spell Level: Lesser Magic

Cast Time: 1 action

Range: 50 feet

Duration: Concentration

The caster points his finger at an object (weighing up to 5 pounds) and can lift it and move it at will from a distance. The object can be moved in any direction within range at a movement rate of 20 feet per round, and it stays moving for as long as the caster spends actions to concentrate on the spell. If the object is propelled out of the spell's range, it immediately drops to the ground.

Finger of Death

Spell Level: Chaos 5

Cast Time: 1 action

Range: 120 feet

Duration: Instantaneous

This spell kills a single creature (saving throw applies). The use of this spell is a horrendously evil act that may invoke retribution of some kind.

Fire Shield

Spell Level: Law 4

Cast Time: 1 action

Range: Caster

Duration: 10 rounds

The caster becomes wreathed in flame, giving off light out to 10 feet and causing damage to each creature that attacks him in melee. The flames are warm to the touch, and the caster takes only half damage from cold-based attacks. Any creature striking the caster with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 2d6 points of fire damage. Creatures wielding weapons with exceptional reach are not subject to this damage.

Flame Blade

Spell Level: Lesser Magic

Cast Time: 1 action

Range: Caster

Duration: Permanent while held



The caster conjures a weapon of pure flame that resembles a sword, scimitar, or other weapon (caster's choice). The flame blade can be used to make melee attacks, and deals 1d6 points of fire damage on a hit. The caster adds his Intelligence bonus to attack rolls with the flame blade.

Flame Strike

Spell Level: Law 5

Cast Time: 1 action

Range: 120 feet

Duration: Instantaneous

The caster produces a vertical column of holy fire roaring downward. Creatures in the 10-foot radius column take 6d6 points of damage, half of which is fire damage and half of which is holy damage, and are blinded for 1 minute as they gaze upon the searing flames. A successful saving throw reduces the damage by half and negates the blinding effect.

Fly

Spell Level: Neutral 3

Cast Time: 1 action

Range: Caster

Duration: 1 hour

This spell imbues the caster with the power of flight with a movement rate of 120 feet per round.

Freedom of Movement

Spell Level: Law 4

Cast Time: 1 action

Range: Touch

Duration: 1 hour

This spell enables a target touched creature to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. This spell does not allow water breathing.

Grasping Shadows

Spell Level: Lesser Magic

Cast Time: 1 action

Range: 60 feet

Duration: Instantaneous

Shadowy tendrils reach up from the ground around the target, causing 1d4 points of shadow damage and reducing the target's base movement rate by 3 (as though further encumbered). The target may make a saving throw to avoid this effect.

Hallow

Spell Level: Law 5

Cast Time: 24 hours

Range: Close

Duration: Instantaneous

Hallow makes a particular site, building, or structure a holy site. This has the following effects.

- The site or structure is guarded by a Circle of Protection from Evil.
- Any dead body interred in a hallowed site cannot be animated into an undead creature.
- Choose one spell effect to apply to the hallowed site. This effect functions throughout the entire site, lasts for 1 year, and the caster may designate how it applies to creatures (for example, all creatures, creatures of a particular alignment or religion, etc). Which spell effects are available is ultimately up to the Referee, but in general the caster may pick from the following: Bless, Continual Light, Detect Invisibility, Detect Lies, Dispel Magic, Freedom of Movement, and Silence. The caster need not know the spell to apply it as an effect.

Haste

Spell Level: Law 3

Cast Time: 1 action

Range: 120 feet

Duration: 10 minutes

In an area with a radius of 30 feet around the point where the spell is targeted, as many as 1 creature per caster level becomes able to move and attack at double normal speed.

Hold Monster

Spell Level: Chaos 5

Cast Time: 1 action

Range: 120 feet

Duration: 1 hour

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

Hold Person

Spell Level: Chaos 2

Cast Time: 1 action

Range: 120 feet

Duration: 1 hour

The caster targets 1d4 living bipeds of human size or smaller, who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a -2 penalty.

Hold Portal

Spell Level: Neutral 1

Cast Time: 1 action

Range: Touch

Duration: 2d6 x 10 minutes

This spell holds the touched door closed for the spell's duration or until dispelled. Creatures with magic resistance can shatter the spell without effort.

Illusory Disguise

Spell Level: Neutral 1

Cast Time: 1 action

Range: Caster

Duration: 1 hour

The caster makes himself, including clothing, armor, weapons, and equipment, look different. The caster can seem up to 1 foot shorter or taller, thin, fat, or in between, but cannot change body type. Otherwise, the extent of the apparent change is up to the caster, from adding or obscuring a minor feature to looking like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster and any equipment.

A creature that closely interacts with the illusion gets a saving throw to recognize it as an illusion.

Illusory Sound

Spell Level: Lesser Magic

Cast Time: 1 action

Range: 40 feet

Duration: Concentration

The caster creates a volume of sound that rises, recedes, approaches, or remains at a fixed place, which lasts as long as the caster concentrates on creating the sound. The caster chooses the type of sound this spell creates when casting the spell and cannot thereafter change the sound's basic character. This spell can produce as much noise as four normal humans.

Illusory Terrain

Spell Level: Neutral 4

Cast Time: 1 action

Range: 240 feet

Duration: Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or it could be replaced with an illusory forest, for example.

Insect Plague

Spell Level: Chaos 4

Cast Time: 1 action

Range: 480 feet

Duration: 1 day

This spell works only outdoors. A storm of insects gathers and goes wherever the caster directs. The cloud covers approximately 400 square feet (20 feet by 20 feet, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw). Creatures inside the cloud take 1d3 points of damage per round from insect bites.

Invisibility

Spell Level: Neutral 2

Cast Time: 1 action

Range: Creature or object touched

Duration: Up to 24 hours

The object of this spell, whether a person or a thing, becomes invisible to both normal sight and darkvision. The result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks

are made at -4 to hit. If the invisible creature makes any action that affects another creature, the spell is broken. Otherwise, it lasts until dispelled, it is removed by the caster, or 24 hours pass.

Invisibility, Mass

Spell Level: Neutral 3

Cast Time: 1 action

Range: Creature or object touched

Duration: Up to 24 hours

Like the Invisibility spell, this spell makes the target creature or object invisible to normal sight and darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/her/it. Nothing inside the radius of invisibility can be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If an invisible creature makes any action that affects another creature, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Knock

Spell Level: Neutral 2

Cast Time: 1 action

Range: 60 feet

Duration: Instantaneous

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Levitate

Spell Level: Neutral 2

Cast Time: 1 action

Range: Caster

Duration: 10 minutes per caster level

This spell allows the caster to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up- or downward movement at a rate of up to 6 feet per minute (60 feet per 10 minutes), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast. (Such range is applied both to movement into the air and to downward movement into a pit or chasm.)

Light

Spell Level: Lesser Magic

Cast Time: 1 action

Range: Touch

Duration: 1 hour

A touched person or object produces light about as bright as torch, to a radius of 20 feet.

Magic Missile

Spell Level: Lesser Magic

Cast Time: 1 action

Range: 40 feet

Duration: Instantaneous

The caster conjures one of a silvery dart of magical energy that shoots out and deals 1d4+1 points of damage on a successful ranged attack roll.

Mark of the Crusade

Spell Level: Law 1

Cast Time: 1 action

Range: 60 feet

Duration: 1 round per level of caster

The caster calls down a beam of light from the heavens, dealing 1d6 points of light damage to a targeted creature. The beam deals an additional 1d6 damage against undead. Furthermore, on a failed saving throw, the the beam persists and illuminates the target for a duration of 1 round per level of the caster. Attack rolls made against an illuminated target are made with Advantage.

Massmorph

Spell Level: Neutral 4

Cast Time: 10 minutes

Range: 240 feet

Duration: Until negated or dispelled

One hundred or fewer human- or horse-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the “forest” will not detect the deception. The entire effect is negated if any of the targets make an attack or any other aggressive action.

Mirror Image

Spell Level: Neutral 2

Cast Time: 1 action

Range: Around the caster

Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.



Monster Summoning I/II/III

Spell Level: Chaos 3 / Chaos 4 / Chaos 5

Cast Time: 1 action

Range: 60 feet

Duration: 6 rounds

The caster summons allies, who serve him until slain or until the duration of the spell expires. The creatures instantly appear within 60 feet of the caster. Roll 1d6 to determine the type of creatures summoned.

MONSTER SUMMONING

ROLL	MONSTER SUMMONING I	MONSTER SUMMONING II	MONSTER SUMMONING III
1	1d6 Giant Rats	1d2 Hobgoblins	1d4 Bugbears
2	1d3 Goblins	1d2 Zombies	1d2 Harpies
3	1d3 Hobgoblins	1d2 Gnolls	1d2 Ochre Jellies
4	1d6 Kobolds	1d2 Bugbears	1d2 Were-rats
5	1d3 Orcs	1d6 Orcs	1d2 Wights
6	1d3 Skeletons	1d6 Skeletons	1d2 Wild Boars

Neutralize Poison

Spell Level: Law 4

Cast Time: 1 action

Range: Touch

Duration: Instantaneous

This spell counteracts poison if used promptly but cannot be used to bring the dead back to life later.

Passwall

Spell Level: Neutral 5

Cast Time: 1 action

Range: 30 feet

Duration: 30 minutes

This spell creates a hole through solid rock, about 7 feet high, 10 feet wide, and 10 feet deep (possibly deeper at the discretion of the Referee). The hole closes again at the end of the spell's duration.

Polymorph Other

Spell Level: Chaos 4

Cast Time: 1 action

Range: 60 feet

Duration: Permanent until dispelled

This spell allows the caster to turn another being into a different type of creature, such as a dragon, a garden slug, or of course, a frog or newt. The polymorphed creature gains all the abilities of the new form but retains its own mind and hit points. The target may make a saving throw to resist the effect, if desired.

Polymorph Self

Spell Level: Neutral 4

Cast Time: 1 action

Range: Caster

Duration: 1 hour

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide.

Prestidigitation

Spell Level: Lesser Magic

Cast Time: 1 action

Range: 10 feet

Duration: 1 hour

This spell enables the caster to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools or weapons. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Protection from Evil

Spell Level: Law 1

Cast Time: 1 action

Range: Caster

Duration: 2 hours

Creates a magical field of protection immediately around the caster, blocking out all enchanted monsters (such as elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to saving throws or armor class, the bonus from the magic circle has no effect, although the protective circle still functions against enchanted creatures.

Protection from Fire

Spell Level: Law 3

Cast Time: 1 action

Range: Touch

Duration: 1 hour

This spell's warding grants the creature touched complete immunity to normal fire and cuts damage from magical fire in half. When used to ward the caster, the spell also grants complete immunity against one exposure to magical fire, after which it functions normally.

Protection from Normal Missiles

Spell Level: Law 3

Cast Time: 1 action

Range: Caster

Duration: 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the spell's magic

Purify Food and Drink

Spell Level: Law 1

Cast Time: 10 minutes

Range: Close/Touch

Duration: Permanent

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

Pyrotechnics

Spell Level: Chaos 2

Cast Time: 1 action

Range: 240 feet

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (roughly 20 x 20 x 20 feet).

Raise Dead

Spell Level: Law 5

Cast Time: 1 hour

Range: Touch

Duration: Instantaneous

Raise Dead allows the caster to raise a corpse from the dead, provided it has not been dead for longer than 5 days. This spell only functions on characters whose souls wish to return to life and are otherwise available (for example, not enslaved or otherwise occupied in the afterlife). Characters with low Constitution might not survive the ordeal, and even for those with strong Constitution, a period of at least a week is required before they can function

normally. This spell functions only on human-like races, such as those that can be used for player characters.

Ray of Enfeeblement

Spell Level: Chaos 1

Cast Time: 1 action

Range: 40 feet

Duration: 1 minute

A black ray shoots forth from the caster's finger. On a successful ranged attack roll, the target's Strength attribute is reduced by 1d6+1 points. This spell cannot reduce the target's Strength below 1.

Read Languages

Spell Level: Neutral 1

Cast Time: 1 action

Range: Normal reading distance

Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulas in languages unknown to the caster. This can be particularly useful for treasure maps, but it does not decipher codes.

Remove Curse

Spell Level: Law 3

Cast Time: 10 minutes

Range: Touch

Duration: Instantaneous

This spell removes one curse from a person or object. Particularly powerful curses may require special magical reagents in order to be removed by this spell, at the Referee's discretion.

Resilient Sphere

Spell Level: Law 4

Cast Time: 1 action

Range: 60 feet

Duration: 10 minutes

An 8-foot diameter globe of shimmering force encloses a creature, provided the creature is small enough to fit within the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any

sort, though can be dispelled with a Dispel Magic spell. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Rope Trick

Spell Level: Neutral 3

Cast Time: 1 action

Range: As far as the caster can throw a rope

Duration: 2 hours

The caster tosses a rope into the air and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small pocket dimension. The rope itself can be pulled into the pocket dimension or left outside. If it is left outside, however, someone may steal it.

Shield

Spell Level: Law 1

Cast Time: 1 action

Range: Caster

Duration: 20 minutes

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield sets the caster's armor class to 2 [17] against missile attacks and to 4 [15] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.

Signet of Might

Spell Level: Law 2

Cast Time: 1 action

Range: Caster

Duration: 4 hours

A magical emblem of a strong, clenched fist glows softly on the back of the caster's primary hand. The caster gains 2d4 points of Strength, to a maximum of 18.

By expelling the remaining duration of the signet, the caster can, when making an attack, choose to double the hit and damage bonus of his/her current improved Strength score. Furthermore, if the attack hits, the target must make a saving throw or be knocked down and stunned for 1 round.

Signet of Protection

Spell Level: Law 1

Cast Time: 1 action

Range: Caster

Duration: 2 hours

A magical emblem of a shield shimmers in front of the caster's chest for the duration of this spell. While under the effect of the signet, the caster's armor class improves by 4 points as though he is wearing chain armor. This bonus does not stack with any other armor or similar effect.

When struck by an attack or damaging spell, after the attack roll has been resolved but before damage is rolled, the caster can choose to expend the remaining duration of the signet to reduce the damage of the attack to 0. All other non-damaging effects of the attack apply as normal.

Silence

Spell Level: Chaos 2

Cast Time: 1 action

Range: 180 feet

Duration: 2 hours

Magical silence falls in an area with a 15-foot radius around the targeted creature or object and moves with it. Nothing from this area, no matter how loud, can be heard outside the radius.

Sleep

Spell Level: Chaos 1

Cast Time: 1 action

Range: 240 feet

Duration: 1 hour

This spell puts enemies into an enchanted slumber (no saving throw permitted). It affects creatures based on their hit dice.

CREATURES AFFECTED BY SLEEP SPELL

HIT DICE OF VICTIMS	NUMBER AFFECTED
Less than 1 to 1	2d8
1+ to 2+	2d6
3 to 3+	1d6
4 to 4+	1

Slow

Spell Level: Chaos 3

Cast Time: 1 action

Range: 120 feet

Duration: 10 minutes

In an area with a radius of 60 feet around the point where the spell is targeted, as many as 1 creature per caster level can move and attack only at half speed (successful saving throw resists the effect).

Speak with Dead

Spell Level: Chaos 3

Cast Time: 10 minutes

Range: Touch

Duration: 3 questions

The caster can ask three questions of a corpse, and it will answer, although the answers might be cryptic. The spell fails if the corpse has been dead for more than 1d4 months.

Speak with Animals

Spell Level: Law 2

Cast Time: 1 action

Range: Caster

Duration: 1 hour

The caster can speak with normal animals. There is a good chance that the animals will provide reasonable assistance if requested, and they will not attack unless the caster uses the spell to say something particularly offensive.

Spiritual Weapon

Spell Level: Law 2

Cast Time: 1 action

Range: 100 feet

Duration: 5 rounds

A weapon made of holy energy springs into existence and attacks opponents at a distance, as directed by the caster, dealing 1d8 holy damage per hit. The weapon takes the shape of a melee weapon with some spiritual significance or symbolism to the caster. It strikes the opponent the caster designates, starting with one attack in the round the spell is cast and continuing each round thereafter. It uses the caster's base to-hit bonus and adds the caster's

Intelligence bonus to all attack rolls. It strikes as a spell, not as a weapon, and it can damage creatures that are immune to non-magical weapons. If the weapon goes beyond the spell range, if it goes out of the caster's sight, or if it is not being directed, the weapon returns to the caster and hovers.

Each round after the first, the caster can use an action to redirect the weapon to a new target. Otherwise, the weapon continues to attack the previous round's target.

A spiritual weapon cannot be attacked or harmed by physical attacks, but Dispel Magic and similar effects dispel it.

Stoneskin

Spell Level: Law 4

Cast Time: 1 action

Range: Touch

Duration: Until expended, up to 24 hours

The caster causes a creature's skin to become hard as stone, granting it immunity to blows, cuts, stabs, and slashes, including those made by magical weapons. This immunity lasts until it has absorbed such attacks 2d6 times or until 24 hours has passed. Stoneskin does not ward the creature from magical or elemental damage sources such as spells or a dragon's fire breath.

Suggestion

Spell Level: Chaos 3

Cast Time: 1 action

Range: Shouting distance

Duration: 1 week

The caster speaks a hypnotic suggestion to the intended victim. Victims who fail a saving throw will carry out the suggestion, as long as it can be performed within a week. The suggestion might not call for the action to be carried out immediately and can be contingent upon something else happening first. A suggestion that the victim commit suicide is only 1% likely to be obeyed.

Telekinesis

Spell Level: Neutral 5

Cast Time: 1 action

Range: Caster

Duration: 1 hour

The caster can move objects at a range of 120 feet using mental power alone. The objects can weigh no more than 150 pounds. It is up to the Referee's interpretation of the spell whether the objects can be thrown and at what speed.

Teleport

Spell Level: Neutral 4

Cast Time: 1 action or 10 minutes

Range: Touch

Duration: Instantaneous

When used as a short-range teleport, the caster can instantly transport himself, an object, or another person, with perfect accuracy to the stated location, as long as it is within 360 feet of the caster, and he is able to fully perceive the location. Creatures targeted by this spell may make a saving throw to negate the effects if they are unwilling recipients.

When used as a long-range teleport, the caster can transport himself and up to 1 additional person per caster level across great distances instantly. Doing so requires that the targets are either touching the caster or another target (for example, holding hands in a circle), and they are present at a teleportation pattern that the caster has studied. The spell takes 10 minutes to cast, during which the caster studies the teleportation pattern of the destination from his spellbook (see Teleportation and Magical Travel, earlier in this chapter). Once the caster has spent 10 minutes studying both the current location and the destination, the caster and all targets are instantly transported to the location of the destination pattern.

If the caster tries to perform a short or long-range teleport to either a location he cannot perceive or to a long-range destination that is not a learned teleportation pattern, the spell only has a 25% chance of success. Failure means the teleport sends the travelers elsewhere, often resulting in death, at the Referee's discretion.

Transmute Rock to Mud

Spell Level: Neutral 5

Cast Time: 10 minutes

Range: 120 feet

Duration: 3d6 days

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300 x 300 feet becomes a deep mire, reducing movement to 10% of normal.

True Seeing

Spell Level: Law 5

Cast Time: 1 action

Range: Touch

Duration: 10 minutes

The caster grants the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through spells and magic like Clairaudience/Clairvoyance.

Undetectable Lies

Spell Level: Chaos 4

Cast Time: 10 minutes

Range: Caster

Duration: 24 hours

The caster shrouds himself in anti-detection magic that prevents the magical detection of lies spoken by the caster for 24 hours.

Wall of Fire

Spell Level: Neutral 4

Cast Time: 1 action

Range: 60 feet

Duration: Concentration

A wall of fire flares into existence and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, instead taking 2d6 points of fire damage and being knocked back. No creature can see through it to the other side. Passing through the fire inflicts 1d6 points of fire damage (no saving throw), and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

Wall of Ice

Spell Level: Neutral 4

Cast Time: 1 action

Range: 60 feet

Duration: Concentration

The caster conjures up a wall of ice, six feet thick and opaque. The caster may choose to create a straight wall that is 60 feet long and 20 feet high or a circular wall with a 15-foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of frost damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Iron

Spell Level: Neutral 5

Cast Time: 1 action

Range: 60 feet

Duration: 2 hours

The caster conjures an iron wall from thin air. The wall is 3 feet thick, 50 feet tall, and 50 feet long.

Wall of Stone

Spell Level: Neutral 5

Cast Time: 1 action

Range: 60 feet

Duration: Permanent until dispelled

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. For example, the caster might choose to make the wall 50 feet long and 20 feet tall, or 100 feet long and 10 feet tall.

Water Breathing

Spell Level: Neutral 3

Cast Time: 1 action

Range: 30 feet

Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

Web

Spell Level: Chaos 2

Cast Time: 1 action

Range: 30 feet

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 x 10 x 20 feet. It is extremely difficult to get through the mass of strands. It takes 10 minutes to break through if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 20 minutes. Humans alone take more time to break through—perhaps 30-40 minutes or longer at the Referee's discretion.

Wizard Lock

Spell Level: Neutral 2

Cast Time: 1 action

Range: Touch

Duration: Permanent until dispelled

As with a Hold Portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any mage at least three levels higher than the caster can open the portal, and a Knock spell will open it as well, although the spell is not permanently destroyed in these cases.

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