BareBones FANTASY
Role-playing Game

DWD STUDIOS

A complete fantasy role-playing game by Larry Moore and Bill Logan

Play-Testers

In no particular order: Alex Henzler, Bill Logan, Hunter Logan, Javan M. Kelly, Justin Mills, Kelly Reed, Mikey Kane, Nancy Ludden, Noah Logan, Rich Peterson, Robert Ludden, Sean Michael Kelly, Tammy Moore, Tiras H.M. Kelly, Vince Kane, Vinnie Kane, Big Al, Rob Ludden, Nancy Ludden, Jim Pelton, Kyrinn S. Eis, Tre' Grisby, Mark Hassman, Gaston Gosselin, Jeremy Whalen, Jayce Gaines, Michael Hogaboom, R.E. Davis

About the Author

Larry Moore is a network/security engineer by day, a calling given to him without repentance. By night he morphs into a game crafter, fanzine editor or adventure writer. You might know him from a Con in the Ohio area, the Star Frontiersman fanzine or the design of the up-coming Frontier Space RPG. You might know him for other reasons that are best left for history to write. If you don't know Larry, he would love to hear from you. Email him at lmoore@dwdstudios.com or Twitter @simplymenotu or G+ http://gplus.to/w00t

About DwD Studios

After several years of digitally re-mastering our favorite science-fiction game and publishing years of issues of the free online fanzine, the Star Frontiersman, Bill Logan and Larry Moore decided it was time to put their creative efforts together and make games, lots of games! But not just any games, we have blended the best of the "old school" games with the best of the "new school" games to create fresh ideas and unique products. DwD Studios creates engaging high-quality games for all generations. Whether it's an adventure module for your favorite role-playing game or a new game altogether, we hope you come to love the fruits of our labor.

http://dwdstudios.com/barebones/

Licensing

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BareBones Fantasy Role-playing Game

Welcome

Welcome to the BareBones™ Fantasy role playing game. This game takes advantage of the *d00Lite™ system*, a fast and simple set of game mechanics created by DwD Studios. Expect more games using this same system.

Tired of hauling around heaps of heavy books (which cost lots of money), DwD Studios embarked on a mission to create a comprehensive, playable and complete fantasy game that fits in your pocket. Initially developed to fit on a few sheets of paper and some cards for reference, the product eventually evolved to the form you now hold in your hands. A pocket edition of the game may follow, but we were very happy with the results of this product's evolution. We hope you will be too.

A lot of lite game systems are out there, so we wanted to make sure ours was distinguishable in its own way. We opted to add a lot of stuff (while keeping things "lite") such as magic items, creatures, systems for adventure and dungeon creation, a broad brush-stroke setting, and more. This is a lot of game in a small amount of space, and we didn't do it by making the fonts tiny… we did it through application of categorical thinking and by making certain assumptions about the level of gaming experience of GM's and players.

For instance, you will not find any explanation on how to role-play a character. You won't find any reference to how people should act, how to get along, how to organize a session, or what type of things to do or not to do. You won't find disclaimers on our use of male pronouns as standard English, nor will you find warnings about how magic or violence is only make-believe. Okay… I guess those were more or less warnings… but you see what we mean.

The golden rule: The GM is in charge! Anything not covered by the rules contained in this book is up to him to decide. Anything covered in this book is up to him to use, ignore or modify. Many games have evolved away from this, creating a generation of rules-lawyering; this game embraces it as a core concept.

Players: All you really need to know for now is contained on the following page, and in the Characters chapter. If you want to stop there, go ahead! You'll learn the rest during game play. If you want to know more about the game system before you begin play, go ahead and read the Game Guidelines chapter as well. The rest of the book is for the GM (Game Master) only.

Dice

Two ten-sided dice are used in this game system and are abbreviated "D" within the scope of these rules. There are three basic types of uses for this versatile die:

» If you are instructed to roll 2D, then you simply roll two dice and add them together. Note that a roll of "0" is 10, not zero.
» If the "D" is followed by "/2" then it means you divide the roll in half (round up). For instance, if you are instructed to roll 1D/2, then you roll one ten-sided die and divide in half. The expected range for a 1D/2 roll is 1-5 (1/2 rounded up is 1, while 9/2 is 5).
» If you are asked to roll D00 ("percentile dice"), roll two different colored dice. The darker die is the tens digit, the lighter die is the ones digit. For instance, roll a 4 on the darker-die and a 2 on the lighter-die, you've rolled 42. Important: a roll of two zeros is a roll of 0%, not 100% as in some game systems. Therefore, D00 is a random roll between 00 and 99.

Abilities

Characters are rated by four abilities, each having its own score. STR (strength) is used to lift objects, wield melee weapons, resist poisons, determine how much damage you can take, etc. DEX (dexterity) is used to jump over a pit, shoot an arrow, dodge out of harm's way, etc. LOG (logic) is used to perceive threats, deduce puzzles, etc. WIL (willpower) is used to bluff a guard, finesse a king, resist some spells, persuade or intimidate, etc.

The score for each ability starts in the range of 35 to 80 (before race adjustments) and is determined during character creation, but you can raise an ability score over 100 using development points. To succeed at an ability check, you must roll less than or equal to your character's ability score using D00.

Skills

A skill is a category of knowledge and training. It is rated with a level from 1 to 6. There are eight skills: Cleric, Enchanter, Leader, Scholar, Scout, Spellcaster, Thief, and Warrior. Having level(s) in a skill indicates your character is "skilled" - otherwise your character is "unskilled." Characters can attempt actions associated with the Scout, Thief, and Warrior skills unskilled. However, actions associated with the Cleric, Enchanter, Leader, Scholar, and Spellcaster skills cannot be attempted unskilled; you must have at least one level.

In addition to a level, each skill has a score. The score is calculated based on an ability score and the skill's level, specific to each skill's description. In order to make a skill check, players need to roll less than or equal to their skill on D00.

More info on skills can be found in the skills section .

Action Checks

There are many types of rolls or checks you may be asked to perform in the game: ability checks and skill checks, etc. These are all covered in more detail in the game guidelines section . For now, it is important enough to understand that all of these checks follow the same basic rule: you must roll less than or equal to a score on your character sheet using D00. That's it! Now get your dice and a blank character sheet and look to the next page… it's time to make a character!

Characters

How players create and develop their characters

Character Creation

1 **Roll Ability Scores** - Roll 5D and add 30 to determine ability scores for STR, DEX, LOG and WIL. Allocate these results as desired among your four abilities. Optional: If the GM prefers, instead of rolling abilities simply allocate the following scores: **50**, **55**, **60** and **65**.

Note: all calculations that result in fractions should be rounded in favor of the character.

John grabs a blank character sheet and five ten-sided dice. He starts the creation process by rolling ability scores. He rolls 5D, which results 42 and adds 30. He records 72 on a scratch piece of paper and repeats three more times until he has the following scores: 72, 60, 51 and 56.

John imagines a halfling travelling among the taller races in search of adventure. He decides logic is important to know the histories of the places he travels and dexterity to avoid larger races' boots! He places 72 in LOG and 60 in DEX then chooses to assign 51 to STR and 56 to WIL.

2 **Select Race** - Follow each bullet point listed for your chosen race (see page 8).

Next John selects "halfling" as his race and follows each bullet point: He adds +10 to DEX (making his DEX 70), records his MOV of 6, notes that he may re-roll one failed roll each encounter, notes that he receives +10 to hide and sneak checks, and finally notes that he speaks halfling and tradespeak.

3 **Select Skill**

» Select one primary skill your character excels in and record "+20" in the P/S column on your character sheet.
» Select one secondary skill (different from your primary) that you are good at and record "+10" in the P/S column.
» Place "+0" in the P/S column for all other skills.
» Finally, choose <u>any</u> one skill and record a "1" in the Level column. This is your character's starting skill. Note that some skills require at least 1 level to be used.

John's halfling character is a traveler. He selects Scholar as his Primary skill and records "+20" in the P/S column for the Scholar skill. Next he decides that in order for his halfling to get by in the world he will need to resort to less-than-noble activities and chooses Thief as his Secondary skill. He records "+10" in the P/S column for the Thief skill. Then he records "+0" in the P/S column for all other skills. John must now choose any one skill to start with. Since he has a +20 to the Scholar skill he decides to place "1" level in Thief skill.

John's GM informs him in order to use the Scholar skill he needs to have at least one level. John decides to re-arrange his choices as follows: change Thief to Primary (+20) and Scholar to Secondary (+10). He then records a "1" in the Level column for his Scholar skill since his illicit activities (Thief skill) can be performed unskilled.

4 **Calculate Skill Scores** - Record the "Score" (chance of success) for each skill. Each skill's score is calculated as shown below. Always round in favor of the character. Record scores for Scout, Thief and Warrior even if you have no levels in these skills:

» **Scout** score is equal to half LOG +10 per scout level
» **Thief** score is equal to half DEX +10 per thief level
» **Warrior** has two scores. Melee Warrior score equals half STR +10 per warrior level. Ranged Warrior score equals half DEX +10 per warrior level.

If you selected one of the following as your starting skill, calculate that skill as follows. Record 0% for any of these skills in which you <u>have no level</u>:

» **Cleric** score is equal to half WIL +10 per cleric level
» **Enchanter** score is equal to half LOG +10 per enchanter level
» **Leader** score is equal to half WIL +10 per leader level
» **Scholar** score is equal to half LOG +10 per scholar level
» **Spellcaster** score is equal to half LOG +10 per spellcaster level

Note: Remember to add any P/S bonuses, unless your skill score is 0%.

John calculates his halfling's skills as follows: he records 36% for Scout (72/2), 55% for Thief (70/2 +20), 28% for his melee Warrior score and 30% for his ranged Warrior score. He records "—" for Cleric, Enchanter, Leader and Spellcaster (since he has no levels in those skills) and records 56% for Scholar (72/2 +10 +10).

5 **Specify Descriptors** – Descriptors are phrases or words that describe something prominent about your character. Some are negative such as "always irritable" or "drinks too much ale." Others can be positive such as "likes to sing" or "smooth with the ladies." Specify one positive/beneficial and one negative/hindering descriptor. Some examples: skilled woodsman, afraid of magic; sexy as hell, sucker for a pretty face; charming, speaks with slur. You'll earn development points (DP) by demonstrating your character's descriptors during a game session.

Next John chooses descriptors by describing his character as, "quick witted" (beneficial) and "has a lazy eye" (hindering).

6 **Moral Code** - In this step you will define your character's behavioral traits. See page 18 for more details.

John decides his character is very kind (he helps people when he can), somewhat unfocused (easily distracted by things), very selfless (not "totally" - he does engage in thievery, after all), very deceitful (except to those he cares about), and totally brave (perhaps too naïve to be otherwise). John records these on his character sheet and likes how his character is starting to take on a personality.

7 **Equipment and Coins** - Choose any 6 items beginning on page 20: weapons (includes ammo), armor, animals (includes saddle, bag, tack, & harness), and/or equipment. You may not select any item whose value is more than 100gp. In addition, you begin play with a coin purse with 2D gold pieces.

Now John chooses gear; he picks a shortbow and a dagger for his weapons then picks studded leather armor. He records them on his character sheet along with a survival pack. He then picks up a set of thieves tools and a small silver mirror (never know when that will come in handy). John's shortbow includes ammo, so he records 20 arrows. Finally he rolls 2D, a 4 and a 1 and then records 5gp on his sheet.

8 **Final Details**

- » **Body points (BP)** equal half your STR. For instance a STR of 52 equals 26BP.
- » **Initiative (INIT)** is 1, add +1 if your LOG is 65 or greater, add an additional +1 if your DEX is 65 or greater. Therefore, INIT score ranges from 1 to 3.
- » **Damage Reduction (DR)** is determined by your armor.
- » **MOV** is based on your race, apply armor penalty if any.
- » **Weapon Score** is equal to either your melee or ranged Warrior score, depending on the type of weapon.
- » **Weapon Damage** is determined by weapon type. For each 5 points of STR above 55 gain +1 to melee damage (62 STR causes +1 damage, for instance). For each 5 points of DEX above 55 gain +1 to ranged damage.
- » **Unarmed Score** is equal to your Warrior melee score.
- » **Unarmed Damage** is equal to 1D/2. For each 5 points of STR above 55 gain +1 to unarmed damage.
- » **Rank** starts at 1 for all characters.
- » **DP** (development points) begin at 0 for all characters.
- » **Choose name**, define gender, eyes, hair, quirks, etc.
- » **Generate a brief background** story to explain who you are and what you do. Define how you know the other players and why you are with them today.

Now for John's halfling's final details…

- » *John's halfling has a 51 STR which gives him 26 BP (51/2).*
- » *His initiative is 3 (wow!); 1, +1 for a high LOG and +1 for a high DEX (1+1+1=3).*
- » *His DR is 3 due to his leather armor*
- » *His MOV remains 7 since he meets the minimum STR requirement of his armor.*
- » *His weapon score is 35 with his shortbow (70/2), 26 with the dagger (51/2) and his unarmed score is 26 (51/2). If John wants his halfling to get into a lot of fights, the next time he earns DP he should consider spending them on the Warrior skill!*
- » *The short bow damage is 2D+6 which includes his bonus damage of +4 from his high DEX (each 5 points above 55 adds 1; remember to round up in favor of the character). Unarmed damage is 1D/2 and his dagger damage is 1D (he has no STR damage bonus).*
- » *He records his rank as 1 and his earned DP as 0.*
- » *John chooses a name (Bladry Barefeets) defines how his character looks and acts then tells the other players his background story.*

Races

Elf

Elves are tall, magical, pointed-eared beings at home in forests.

> » Add 10 to starting LOG.
> » Darkvision (12 spaces, allows normal sight in low-light, as long as a single star is present in the sky).
> » Natural Spellcaster (can wear any armor and cast spells without penalty, regardless of STR).
> » Elf Resilience (+10 resist charm spells).
> » Move 9 spaces.
> » Speaks elven and tradespeak.

Dwarf

Dwarves are short, sturdy, bearded men and women who prefer to live in or near mountains.

> » Add 10 to starting STR.
> » Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).
> » Dwarf Resilience (+10 resist poison and magic).
> » Move 6 spaces.
> » Add 5 to starting body points.
> » Speaks dwarfish and tradespeak.

Halfling

Halflings are small, wiry people who dwell in the hills and valleys of the realm.

> » Add 10 to starting DEX.
> » Luck (each encounter, re-roll one failed check).
> » Footpad (+10 any check to hide or sneak).
> » Move 7 spaces.
> » Speaks halfling and tradespeak.

Human

Humans are a sturdy, passionate race who dwell in the plains and valleys of the realm.

> » Add 10 to starting WIL.
> » Human Versatility (one additional descriptor).
> » Human Resilience (+10 to all resistance checks).
> » Move 8 spaces.
> » Speaks anglish and tradespeak.

Skills

Cleric

This skill represents a lifetime of devotion to the tenets of one or more gods. Clerics are champions of their deities, as well as the glue which binds a society together.

Score: half WIL +10 per cleric level. Cannot be attempted unskilled.

» **Blessings** - turn water holy, sanctify marriage, allow a dead soul to rest in peace, etc.

» **Detect Aura** - detect general moral auras of people, places, or things.

» **Miracles** - each cleric level choose one of following spells bestowed upon you by your deity: aid, cleanse, dispel, heal, protection, or repel. May use them as their usage allows, requires holy symbol, cast spells using this skill and level, not spellcaster.

» **Smite** - choose one specific weapon favored by your deity; you may use either your warrior score (determined in step 8 of character creation) or your cleric score (determined in step 4 of character creation) as the weapon score.

Level	Cleric Title
1	Novitiate
2	Elder
3	Priest
4	Vicar
5	Bishop
6	High Priest

Enchanter

An enchanter is a special kind of user of magic, able to imbue items with magical abilities. They are the creators of potions, runes, and magic items in the kingdoms. Enchanters understand all spells in this book but cannot cast them. They can only imbue items with these abilities. See page 35 for details.

Score: half LOG +10 per enchanter level. Cannot be attempted unskilled.

» **Alchemy** - create magical potions providing a specified magical effect. It takes hours to days to create potions, see pg. 37. Requires alchemist kit.

» **Enchantment** - imbue magic items with spells or abilities. It takes days to weeks to create enchanted items. See pg. 35.

» **Familiar** - all enchanters have a familiar; a small animal such as a cat, dog, bird, small lizard, etc. The GM determines statistics using guidelines on page 45. The familiar communicates telepathically and is used as an assistant and friend. Add +5 to familiar's STR, DEX, LOG, and WIL per enchanter level.

Level	Enchanter Title
1	Initiate
2	Alchemist
3	Enhancer
4	Bewitcher
5	Runemaster
6	High Enchanter

» **Runecraft** - create runes containing spells which take effect on specified triggers. It can take a few turns to a few minutes to create a magical rune. This is the closest the enchanter can come to creating instantaneous magical effects. See pg. 37.

Leader

This skill represents experience and training on the battlefield - both personal and epic.

Score: half WIL +10 per leader level. Cannot be attempted unskilled.

» **Battle Commander** - before initiative is rolled make a skill check, if successful choose one below to be in effect until turn ends. *Doesn't count as an action*.

  » **Tactics** - you and your allies gain +1 initiative die.
  » **Assault** - find weaknesses in enemy defenses such as a missing scale exposing soft flesh, unarmored area on an opponent, troop deployments that lack shields, fragile bricks in a castle wall, etc.
  » **Inspire** - grant +5 to hit and damage per leader level to adjacent allies.

» **Guardian** - if an adjacent ally is hit, choose to intercept the blow taking the damage. *No skill check required.*

» **Leader** - attract followers for a specific mission. At leader level 3 attract 1D/2 followers, at leader level 4 attract 1D, at leader level 5 attract 2D, and at leader level 6 attract entire armies.

» **Warlord** - on your turn choose one effect, lasts until the turn ends, counts as an action.

  » **Rallying Cry** - you and allies that choose to, gain +10 to hit and damage if they give up -20 to all resistance checks.
  » **Courageous Word** - allies gain +20 to a LOG or WIL resistance check against dark powers, magic, fear, etc.
  » **Tactical Strike** - you outnumber a foe 2:1 in melee; you or your ally makes two attacks against foe and chooses which to keep, counts as a single action. In addition to taking damage the foe is knocked prone.

Scholar

This skill represents knowledge and skill gleaned through a weighty education, steady access to books, legends, and lore.

Level	Leader Title
1	Gallant
2	Protector
3	Defender
4	Champion
5	Warlord
6	Highlord

Level	Scholar Title
1	Student
2	Understudy
3	Researcher
4	Seeker
5	Scholar
6	Master Scholar

Score: half LOG +10 per scholar level. Cannot be attempted unskilled.

» **Diplomat** - receive +5 per scholar level to an ability check for any of the following: knowledge of cultural etiquette, social nuances, influence others with social grace and tact, foster goodwill, encourage negotiating in good faith, interact with royalty, persuading others, etc. Additionally, the character learns one additional language per scholar level.

» **High Scholar** - each even scholar level choose a career path and gain +10 to skill checks involving that path; jewelry, trader, librarian, fortune teller, historian, heraldry, administrator, or other paths allowed by the GM.

» **Historian** - recall some obscure legend or fact about famous places, people, or things. Identify bloodlines, trace nobility, understand symbolism, etc.

» **Signs & Portents** - once per game session, ask GM a single yes/no question about the setting, story, or its people. GM must answer honestly.

Scout

This skill represents training or experience as an outdoorsman, ranger, etc.

Score: half LOG +10 per scout level

» **Animal Handling** - befriend, calm, agitate, or train naturally occurring animals.

» **Navigation** - know which way is north, determine location on a known map, decipher maps, create maps, etc.

» **Survival** - craft objects from nature, find shelter, build fires, gather food, identify drinkable water, identify and disarm natural traps and hazards, etc.

» **Tracking** - detect tracks, learn information from them, ignore penalties associated with terrain, etc.

Spellcaster

This skill represents knowledge and use of magical powers.

Score: half LOG +10 per spellcaster level. Cannot be attempted unskilled.

» **High Wizardry** - know a number of spells equal to spellcaster level. If spellcaster is your primary skill learn two spells each level instead. See spells, page 13.

Level	Scout Title
1	*Runner*
2	*Tracker*
3	*Warden*
4	*Scout*
5	*Pathfinder*
6	*Ranger*

Level	Spellcaster Title
1	*Acolyte*
2	*Adept*
3	*Sorcerer*
4	*Wizard*
5	*Warlock*
6	*Archmage*

- » **Low Wizardry** - allows you to perform any one of the following: Create a 5-space globe of light; create an audible illusion; create a small obviously magical illusory visual effect; cause small objects to perform their tasks - such as mops, brooms, dishes etc.; enhance the volume and impressiveness of your voice or the voice of another within 5 spaces; mend small rips/tears in common items; other simple/minor wizardry tasks the GM allows. *No skill check required.*
- » **Wizard Eye** - detect magic or read magical writings. Must declare use of wizard eye, it is not automatic.
- » **Wizard Hand** - move small objects or scribe magical writings. *No skill check required.*

Level	Thief Title
1	*Footpad*
2	*Cutpurse*
3	*Burglar*
4	*Robber*
5	*Thief*
6	*Master Thief*

Thief

This skill represents the expertise a rogue or thief learns through use of talent and opportunity.

Score: half DEX +10 per thief level

- » **Deception** - lie convincingly, forge documents, disguise, impersonate, etc.
- » **Security Systems** - identify or disarm traps, pick locks, perform small mechanical repairs, etc. Requires thieves' tools.
- » **Sleight of Hand** - pick pockets, palm objects, etc.
- » **Stealth** - remain unseen and unheard. Gain +5 per thief level to hit and damage if attacking from stealth.

Warrior

This skill represents training or experience as a mercenary, soldier, warrior, knight, etc.

Score: Note this skill has two scores as follows; melee equals half STR, +10 per warrior level (includes unarmed combat). Ranged equals half DEX, +10 per warrior level (includes thrown weapons).

- » **Marksman** - aimed projected weapons such as bows, crossbows, atlatls, slings, etc.
- » **Melee weapons** - swords, clubs, daggers, etc.
- » **Thrown weapons** - hurled knives, spears, etc.
- » **Unarmed combat** - use your body as a weapon.

Level	Warrior Title
1	*Recruit*
2	*Sergeant*
3	*Lieutenant*
4	*Commander*
5	*Captain*
6	*General*

Spells

Aid

Range: *Touch / 10 spaces*
Usage: *1/turn*
Duration: *Until encounter ends*
Resistance: *None*

Effect: Target receives +10 per spellcaster level to one ability chosen by spellcaster at the time the spell is cast: STR, DEX, LOG or WIL. Bonus affects all things derived from those abilities (such as body points, initiative, chance to hit, etc.). At spellcaster level 3, this spell can be used at a range of 10 spaces. At spellcaster level 6, up to 4 targets within 10 spaces or all 4 abilities on a single target. This spell does not stack when used on the same ability on a target. However, multiple abilities on a single target can receive aid.

Charm

Range: *5 spaces per spellcaster level*
Usage: *1/turn*
Duration: *1D turns per spellcaster level*
Resistance: *WIL + 10 per rank*

Effect: Cause target to become friendly, flee, confused, fall into a deep slumber, etc. (exact effect decided by spellcaster). If cast outside combat the effect lasts 2D hours, rolled by the GM. Can be used on multiple targets; for each target after the first, there is a +5 bonus to resist. For instance, trying to charm a group of 5 targets results in each receiving a bonus of +20 to resist. Cannot charm a target whose rank is more than double the spellcaster's level. Some targets cannot be charmed such as golems, consult your GM. Charming an already charmed target is resolved as a skill contest with the spellcaster who cast the initial charm spell. Consult your GM if you are re-charming targets already under your own charm spell.

Cleanse

Range: *5 spaces per spellcaster level*
Usage: *1/day per spellcaster level*
Duration: *Permanent*
Resistance: *None*

Effect: Removes the effects of blindness, deafness, poison, disease, etc. from a single target (person, meal, body of water, etc.). At spellcaster level 3, spellcaster may cleanse death from a recently fallen target (no more than 10 minutes dead). Target makes a STR check to become unconscious instead of dead. Only one such check is permitted regardless of number of times this spell is cast. At spellcaster level 6, spellcaster can permanently cleanse persistent evil magic, undead, etc., from one building or area (cursed graveyard, etc.) if spellcaster loses 10 points of STR permanently.

Control Weather

Range: *Sight (burst 1 mile per spellcaster level)*
Usage: *1/day per spellcaster level*
Duration: *Concentration*
Resistance: *None*

Effect: Weather effects brew over time determine by the GM. For instance if it's dry and sunny, it would take time to brew a snow storm; if it's already raining then causing a larger rain storm with high winds and lightning shouldn't take that long. If conditions allow, spellcaster can invoke lightning storms (1Dx10 damage) or tornadoes (6D damage, knocked

prone) almost immediately. Damage is random within the area. At spellcaster level 6 the spell can have a permanent duration if spellcaster loses 10 points of STR permanently. Beware of environmental repercussion such as permanent rainfall in normally-dry climates.

DISPEL

Range: Sight
Usage: Unlimited
Duration: Instant
Resistance: Special

Effect: Cancels one spell effect created by another caster. Receive a penalty equal to 10 times the skill level of the enemy spellcaster. Can also be used to interrupt and cancel a spell being cast if you have initiative (INIT) and hold your action until an enemy spellcaster attempts a spell. Note that any spell which was made permanent by losing 10 points of STR cannot be dispelled unless you also lose 10 points of STR permanently!

DIVINATION

Range: Special
Usage: 1/hour
Duration: Concentration
Resistance: None

Effect: Spellcaster sends his senses (one at spellcaster level 1, two at level 3, three at level 6) elsewhere at a speed of 10 spaces each turn. Senses can pass through all materials with the exception of lead. Beware where your senses are sent, you may not like what you learn!

ENTANGLE

Range: 10 spaces per spellcaster level
Usage: Unlimited
Duration: 1D turns per spellcaster level
Resistance: DEX

Effect: Causes target area (burst 2 x spellcaster level) to become overgrown with something that impedes movement or entangles foes. Effect can be sheets of ice, webs, tangling roots, vines, etc. Anyone within or entering the target area may attempt to resist the effect by making a resistance check. A successful check allows one-half movement. Otherwise targets are immobilized until the duration of the spell expires. Effect lasts up to 1D turns per spellcaster level if cast in combat or 2D hours outside of combat. At spellcaster level 6 the duration can be permanent if spellcaster loses 10 points of STR permanently.

HEAL

Range: Touch
Usage: Varies
Duration: Instant
Resistance: None

Effect: Heal 2D per spellcaster level to a single target or group (healing decided by caster) each day. The healing can be broken up into multiple smaller heals. For instance, at spellcaster level 3 a character would have 6D to use in a day. If he heals a character 2D after an encounter he can save the remaining 4D for another encounter that same day. At spellcaster level 6 the spellcaster can cast this spell on himself or a willing target to grant the ability to regenerate lost body points at a rate of 1 BP per minute. The duration is 24 hours, but can be permanent if the spellcaster loses 10 points of STR permanently.

Hinder

Range: 5 spaces per spellcaster level
Usage: 1/turn
Duration: Until encounter ends
Resistance: WIL

Effect: Target receives -10 penalty per spellcaster level to one ability chosen by spellcaster at the time the spell is cast: STR, DEX, LOG or WIL. This penalty affects all things derived from the hindered ability (such as body points, initiative, chance to hit, damage, etc.). At spellcaster level 3 the caster may affect 2 targets. At spellcaster level 6 up to 10 targets, or cast to place a single target into a paralyzed state permanently (until dispelled). This spell does not stack when used on the same ability on a target. However, multiple abilities on a single target can be hindered.

Illusion

Range: Sight
Usage: 1/turn
Duration: 1D turns per spellcaster level
Resistance: LOG

Effect: Create illusions that fool senses of all who perceive (one sense at spellcaster level 1, two at level 3 and three at level 6). Viewers believe the illusion is real and are affected by it (for instance, someone who believes the illusion of an offensive strike thinks he is damaged by it). A resistance check allows someone to see through the illusion. Illusion lasts up to 1D turns per spellcaster level if cast in combat or 2D hours outside of combat. At spellcaster level 6 duration can be permanent if spellcaster loses 10 points of STR permanently.

Offensive Strike

Range: 10 spaces per spellcaster level
Usage: Unlimited
Duration: Instant
Resistance: DEX

Effect: Causes damage to one target equal to 1D +1D per spellcaster level, or half that to all within 3 spaces of a target space. Normal armor will not absorb damage from an offensive strike unless the caster wishes it to (though enchanted armor will). If the spellcaster prefers, he may cast this spell to charge a weapon to cause additional magical damage. Any weapon can be charged (arrow, bolt, sword, fist, etc.), and the effect will be unleashed on the next successful attack (in addition to the weapon's normal damage). Like all spells, the caster determines how the spell looks and interacts with the environment. For instance: fire, ice balls, eldritch force, exploding bubbles, swarm of locusts, rainbows, etc. Remember, effects such as fire will cause things like wood to catch on fire.

Protection

Range: 10 spaces per spellcaster level
Usage: 1/turn
Duration: Until encounter ends
Resistance: None

Effect: Constructs a field of protection around the spellcaster or his designated target within range. Target receives +10 per spellcaster level to resistance checks against spells or against physical attacks (caster's choice). At spellcaster level 3 this spell can be cast to provide DR5 to any existing armor until encounter ends. At spellcaster level 5 it can be cast to add DR10. Each

of these would be a separate casting (one casting to provide the bonus to spell resistance, another to physical resistance checks, another for damage resistance, etc.). At spellcaster level 6 the spell can have a permanent duration if caster loses 10 points of STR permanently (for 30 points of STR loss, the caster could therefore provide all three protection castings to himself or a target).

Repel

Range: *5 spaces per spellcaster level*
Usage: *1/encounter*
Duration: *Until encounter ends*
Resistance: *None*

Effect: Drives back 1D+spellcaster level enemies whose ranks are equal to or less than spellcaster level, forcing them at least 5 spaces + spellcaster level away from the caster. If the rank of a repelled enemy is *less than* half the spellcaster level, they may be destroyed (caster's choice). If the rank of an enemy is more than the spellcaster level, the enemy is unaffected. The caster cannot repel character races. At time of casting the spellcaster must specify what is repelled. This can be specific creatures (kobolds, goblins, etc.), specific natures (all evil creatures), all summoned creatures (those called forth by use of the Summon spell), etc. Creatures not specified are unaffected.

Summon

Range: *Designated space within sight*
Usage: *1/day*
Duration: *Varies*
Resistance: *None*

Effect: This spell allows the caster to summon spirits, conjure elementals, construct golems, animate undead, or call natural animals. Summon a number of creatures shown on the table. Creatures remain for 1D turns per spellcaster level if cast in combat or 2D hours outside of combat. Spell confers the ability to communicate and control summoned creatures, but does not assure creatures will like what they are compelled to do. At

	Creature Rank					
Level	1	2	3	4	5	6
1	1D/2	--	--	--	--	--
2	1D	1D/2	--	--	--	--
3	2D	1D	1D/2	--	--	--
4	4D	2D	1D	1D/2	--	--
5	8D	4D	2D	1D	1D/2	--
6	16D	8D	4D	2D	1D	1

spellcaster level 6 the duration is permanent if the caster permanently loses 10 points of STR. Be warned: if a permanently summoned creature is killed/dispelled, the STR doesn't return!

The GM must arbitrate the summon spell. It is up to him if the creatures can come immediately (like a ghost summoned from a recently dead foe) or must travel some distance to come when called (like a pack of wolves which might have to travel to arrive). Also, depending on the situation, the creature may not like having been summoned and controlled. Summoning a dragon, for instance, is very powerful. Making that dragon angry that you usurped its will might result in a dragon who takes out his anger on the caster or his family.

Telekinesis

Range: *2 spaces per spellcaster level*
Usage: *Unlimited*
Duration: *Concentration*
Resistance: *STR*

Effect: Every spellcaster can move small things with his magic (wizard hand, page 12), but that ability is limited to small objects weighing only a few pounds. This spell allows the caster to

extend an invisible arm and hand out from his body up to 2 spaces per spellcaster level. The character can make telekinesis spellcasting checks to deflect arrows, hurled spears, etc. He can also do anything which he could normally do with a normal hand and arm. The arm can be quite powerful, possessing a STR score as shown on the table. The spell lasts as long as it is being concentrated upon. When the spellcaster is

Level	STR Score	Max Lift	Punch Damage	Wall/ Dome
1	30	130 lbs	1D/2	--
2	50	220 lbs	1D/2	DR3
3	70	380 lbs	1D/2+3	DR6
4	90	670 lbs	1D/2+7	DR10
5	110	1,160 lbs	1D/2+11	DR15
6	130	2,030 lbs	1D/2+15	DR20

damaged or significantly interrupted, the caster must make a WIL check or the spell effect drops. If the invisible arm is used to strike at a foe, it causes damage appropriate to the STR score of the spell. The caster can create static shapes such as domes or walls in order to deflect damage, however if any damage gets through the DR, the spell effect drops. Note that the character cannot lift or hold himself aloft with telekinesis; for such effects, see the transport spell.

Transform

Range: 5 spaces per spellcaster level
Usage: 2/day per spellcaster level
Duration: Varies
Resistance: STR

Effect: Target is transformed into another living creature whose rank is equal to or less than the target's own rank (of reasonable size). Lasts 1D turns per spellcaster level if cast in combat or 2D hours outside of combat. For instance, a rank 3 human-sized target could be turned into a goblin or a centaur but not a dragon. At spellcaster level 3 the effect lasts 1 day and at level 6 it is permanent if caster sacrifices 10 STR permanently.

Transform can also be used to reshape non-living matter into a new shape. Up to 50 pounds of material can be transformed per spellcaster level. The new shape will retain its mass even if its volume is reshaped. It cannot be changed from one type of matter to another (lead to gold, for instance). It will simply be shaped by the will of the spellcaster and retain that shape for 2D hours. At spellcaster level 3 the duration is 2D days. At spellcaster level 5 the spell can transform one type of matter into another (wood to leather, lead to gold). At spellcaster level 6 the duration can be permanent if the spellcaster loses 10 points of STR permanently.

Matter affected by this spell can be detected as magical by a spellcaster's Wizard Eye skill ability if the wizard is examining it specifically. It is not possible to transform a living being into a nonliving object, or vice-versa.

Transport

Range: 5 spaces per spellcaster level
Usage: 1/turn
Duration: Varies
Resistance: DEX

Effect: Target can levitate 1 space each turn. At spellcaster level 3 he may levitate at his normal movement rate for 1D hours. At spellcaster level 4 he may fly twice his movement rate for 2D hours. At spellcaster level 5 he may be blinked to any space within sight. At spellcaster level 6 he may be teleported anywhere in the world. At level 6 a transport gateway can be made that links two locations. This gateway is permanent and can be used by anyone who knows of it. Creating a transport gateway costs the spellcaster 10 points of STR permanently.

Moral Code

This alignment system is provided to give players a compass to guide their character's moral choices. During character creation, you'll need to define your character's moral code. Simply pick one of the words from the "Dedication" column of the following table and match it to each row of the "Aspect" column. Record each aspect along with your chosen dedication on your character sheet (for instance: very kind, totally focused, somewhat selfish, very honorable, etc.).

Dedication	Aspect
Somewhat Very Totally	Kind or Cruel
	Focused or Unfocused
	Selfless or Selfish
	Honorable or Deceitful
	Brave or Cowardly

WIL Checks

This system isn't designed to force players to behave themselves. It is designed to help provide a consistency to the behavior of a character. Normally, players can play their characters how they wish. However, sometimes you may want (or need) to violate your character's moral code.

If players act contrary to their character's defined moral code GM's should feel free to ask them to make a WIL check to continue their action. Modifiers to this WIL check may exist based on the situation (GM decides). If a player acts often against his character's moral code, the GM should determine an appropriate response (perhaps a slow shift towards another level of dedication, such as *very selfless* to *somewhat selfless*).

Good vs. Evil

Being kind or cruel isn't about being good or evil, it's about how you treat others. A focused or unfocused character isn't about good or evil, it's about how you plan your character's actions. Being honorable doesn't mean you're necessarily good either (there is indeed honor among certain types of thieves). However, what thief could survive without being able to be deceitful when necessary?

Self-will vs. Nature: Player races have *self-will* and their actions and choices lead them down a path that can be good, evil or somewhere in-between. Because of this self-will, a player race is neither fully good nor completely evil and is therefore unaffected by any effect applying to/against good or evil targets. Creatures lack self-will and instead have a *nature* that dictates their actions. Creatures are good, evil, or neutral. A good creature is selfless, will do good deeds, and would sacrifice itself for a worthy cause. An evil creature is selfish, cruel, deceitful, and will act in a manner that spreads evil. A neutral creature has a set behavior (like a horse) or pre-programmed behavior (like a golem). Some creatures have a nature of "varies" in their stat block - which means individuals of that creature type may be any one of the three natures, decided upon by the GM or stated in the adventure write-up. For example: in your setting you may have good, neutral and evil types of dragons.

Equipment

Weapons	Type	#Hands	Damage	Range	STR**	Cost
Battleaxe	Melee	1	2D+2	--	50	10gp
Club	Melee	1	1D+1	--	--	1gp
Crossbow*	Ranged	2	2D+2	80	50	15gp
Dagger	Melee or Ranged	1	1D	10	--	2gp
Flail	Melee	1	2D+1	--	50	2gp
Glaive	Melee	2	2D+3	--	55	2gp
Greataxe	Melee	2	3D	--	70	40gp
Halberd	Melee	2	2D+3	--	60	12gp
Hand crossbow*	Ranged	1	1D+1	30	--	10gp
Handaxe	Melee or Ranged	1	1D+2	15	--	2gp
Javelin	Ranged	1	1D+2	30	45	2gp
Longbow*	Ranged	2	2D+3	100	60	35gp
Longsword	Melee	1	2D+1	--	50	15gp
Mace	Melee	1	1D+3	--	45	8gp
Maul	Melee	2	2D+2	--	50	10gp
Morningstar	Melee	1	2D+2	--	50	8gp
Quarterstaff	Melee	2	1D+3	--	--	4gp
Scimitar	Melee	1	2D	--	50	12gp
Shortbow*	Ranged	2	2D+1	60	50	12gp
Shortsword	Melee	1	1D+3	--	--	8gp
Sling*	Ranged	2	1D+1	40	--	2gp
Spear	Melee or Ranged	1	2D+2	20	50	10gp
Trident	Melee or Ranged	2	2D	20	50	10gp
Two-handed sword	Melee	2	2D+4	--	65	40gp
Unarmed	Melee	1	1D/2	--	--	--
Warhammer	Melee	1	2D+3	--	60	8gp
Whip	Melee	1	1D+2	--	--	3gp

* 20 ammo cost 1gp. ** Damage reduced by 1D if minimum STR not met.

Armor	DR	STR*	Cost
Clothes	DR0	--	1gp
Heavy Furs	DR1	35	5gp
Leather Armor	DR2	40	15gp
Studded Leather	DR3	45	30gp
Ringmail	DR4	60	55gp
Chainmail	DR5	65	70gp
Scalemail	DR6	70	125gp
Splintmail	DR7	75	200gp
Bandedmail	DR8	80	350gp
Platemail	DR10	85	500gp
Shield**	--	--	10gp

* MOV cut in half & prevents casting spells or thief skills, unless minimum STR is met.
** Grants +20 to physical resistance checks, cannot be used with 2-handed weapons.

Animal Companions	Cost
Bird, pigeon/hawk	1gp/30gp
Dog, domestic/guard	4gp/25gp

Mount	Capacity	Cost*
Donkey	150 lbs	8gp
Mule	650 lbs	25gp
Riding Horse	450 lbs	75gp
War Horse	600 lbs	250gp

* Add saddle, bag, tack & harness for 25gp.

Hirelings	Cost (per day)
Alchemist, Enchanter, Magical advisor, etc.	20gp
Archer (Rank:1-3)*	2gp x Rank
Artist (novice/pro/expert)	3/15/50gp
Craftsman (novice/pro/expert)	2/10/25gp
Sailor/Captain (Rank:1/5)*	2gp/50gp
Servant (unskilled/skilled)	1gp/5gp
Footman (Rank:1-3)*	1gp x Rank
Horseman (Rank:1-3)*	4gp x Rank
Sellsword (Rank:3-5)*	5gp x Rank

* Minor NPC with a score equal to 40+10xRank.

General Equipment	Cost
Alchemist kit	85gp
Backpack (empty)	2gp
Barrel, wooden	1gp
Book (50 pages, blank)	1gp
Belt pouch, small/large	1gp/2gp
Blanket or bedroll	1gp
Block and tackle	5gp
Boat (river/sail)	1,000gp/4,000gp
Bottle, wine	4gp
Box, small/large	10gp/30gp
Building (small/large)	250gp/2,000gp
Candles (10)	1gp
Cart/Wagon	55gp/200gp
Case, map or scroll	1gp
Cask, wooden	1gp
Castle (small/large)	20,000gp/200,000gp
Chest, small/large	2gp/4gp
Crowbar	2gp
Flask or Vial	1gp
Flint and steel	2gp
Grappling hook	1gp
Hammer	5gp
Holy symbol (wood/silver)	3gp/25gp
Holy water (flask)	25gp
Ink (1 oz. vial)	8gp
Iron manacles w/key	5gp
Iron pot	1gp
Ladder, 10-foot	1gp
Lantern	9gp
Lock	20gp
Mirror, steel/silver	10gp/25gp
Oil (1-pint flask)	1gp
Palace	1,000,000gp+
Parchment/Paper (10) & Quill	2gp
Pole, 10-foot wooden	1gp
Raft/Canoe	10gp/55gp
Rations (per day)	1gp
Rope (50ft)/Chain (10ft)	1gp/10gp
Sack, small/large	1gp/2gp
Saddle, Bag, Tack, & Harness	25gp
Ship (2-mast/3-mast)	12,000gp/32,000gp
Spade or shovel	2gp
Spectacles (with protective case)	5gp
Spikes, iron (12)	1gp
Spyglass	1,000gp
Stakes, wooden (10)	1gp
Survival pack*	10gp
Thieves' tools	30gp
Torches (12)	1gp
Water/Wineskin	1gp
Whistle	1gp
Wine (2 pints)	1gp

* contains: backpack, bedroll, candles, flint & steel, 10 days rations, rope, torches, and a waterskin.

Character Development

Development Points (DP)

Players earn development points ("DP") for their character as they play the game. Between sessions, they spend DP to improve their character.

Earn DP

At the end of each game session, the GM must go through the following checklist. Each player earns 1DP for each that applies.

- » **Survival** – your character survived the session.
- » **Ability** – you made an ability check (successful or otherwise).
- » **Skill** – you made a skill check (successful or otherwise).
- » **Discovery** – you can state one previously unknown thing that your character learned about the realm or its people.
- » **Role-playing** – for each descriptor you demonstrated during the session.
- » **Innovation** – your character faced non-combat obstacles that required you to take an innovative role in overcoming.
- » **Notoriety** – people witnessed your character's deeds in a way that they will tell of them, whether as fame or infamy.
- » **Personal** – your character had a personal stake in the adventure (it centered on family members, friends, contacts, etc.)
- » **Victory** – your character engaged in combat and lived to tell the tale.
- » **Success** – the story had a main goal and it was achieved during this session.

Spend DP

Players spend DP to increase their character's abilities and skills.

Level	Cost
1	3DP
2	6DP
3	9DP
4	12DP
5	15DP
6	18DP

- » **Skills** – to buy levels in skills, it costs a number of DP shown in the table at right (must buy level 1 before level 2, must buy level 2 before 3, etc.). You may not skip levels, even if you have enough DP to raise it to the next level. Highest skill level is 6.
- » **Abilities** - to increase your character's abilities, simply spend DP on a 1:1 basis. For instance, if your STR score is 55 and you spend 3DP, your STR score becomes 58. Re-calculate BP, INIT, damage bonuses, skill success rates, etc. when abilities change.
- » **Languages** – to learn a new language, spend 1 DP. To learn it well enough to sound like a native, spend another +1DP.

Rank

Rank assists GM's in determining the relative experience of a character and is used to balance challenges. To determine your character's rank, use the table at right. It should result in a scale from 1 to 7.

Rank Title (optional) – Players may wish to use a title to represent the general experience of their characters. Your character's highest skill level determines your title. See the table listed for each skill starting on pg. 9.

Rank	
Highest Skill Level	
Level 2-3	+1
Level 4-5	+2
Level 6	+3
Second Highest Skill Level	
Level 3-5	+1
Level 6	+2
Highest Ability Score	
50-99	+1
100+	+2

Sample Characters

Intrepid Halfling Thief

Bladry Barefeet is a quick-witted halfling with a lazy eye. His construction is shown in the running example in the Character Creation procedure starting on page 5.

STR:	51	BP:	26	Rank:	1
DEX:	70	INIT:	3	Primary:	Thief
LOG:	72	DR:	3	Secondary:	Scholar
WIL:	56	MOV:	7	Descriptors:	Quick-witted, lazy eye

Skills:
- » Scholar(1)   56%
- » Scout(0)   36%
- » Thief(0)   55%
- » Warrior(0)   M:26%, R:35%

Weapons:
- » Dagger - 26%, damage 1D
- » Shortbow - 35%, damage 2D+6
- » Unarmed - 26%, damage 1D/2

Equipment:
- » 20 arrows
- » grapple hook
- » studded leather armor
- » survival pack
- » thieves tools
- » 5gp

Notes: Re-roll one failed check each encounter, +10 to hide and sneak, speaks halfling and tradespeak

Hardened Dwarf Fighter

Or'ich self-exiled himself from Dul'gath Underkingdom after returning from the mines, his mind shattered by some evil that lurks deep below. He is afraid of the dark and will not travel underground without ample light sources.

STR:	70	BP:	40	Rank:	1
DEX:	56	INIT:	1	Primary:	Warrior
LOG:	50	DR:	6	Secondary:	Scout
WIL:	47	MOV:	6	Descriptors:	Afraid of the dark, self-exiled from homeland

Skills:
- » Scout(0)   35%
- » Thief(0)   28%
- » Warrior(1)   M:65%, R:58%

Weapons:
- » Battleaxe - 65%, damage 2D+5
- » Dagger - 65%, damage 1D+3
- » Unarmed - 65%, damage 1D/2+3

Equipment:
- » 10gp
- » guard dog
- » scalemail armor
- » shield
- » survival pack

Notes: Infravision (12 spaces), +10 resist poison/magic, speaks dwarfish and tradespeak

Hala Revion relishes wearing foreign apparel, so much so she spends all her gold on fine clothes. She has not stayed for more than 6-months in the same school of magic and has been declared rogue by the notable wizards of the realm.

STR:	50	BP:	25	Rank:	1
DEX:	55	INIT:	2	Primary:	Spellcaster
LOG:	66	DR:	5	Secondary:	Scholar
WIL:	48	MOV:	9 (5)	Descriptors:	Loves expensive clothes, declared rogue by senior wizards

Skills:
- » Scout(0)   33%
- » Spellcaster(1) 63%
- » Thief(0)   28%
- » Warrior(0)   M:25%, R:28%

Weapons:
- » Hand crossbow - 28%, damage 1D
- » Unarmed - 25%, damage 1D/2

Notes: Darkvision (12 spaces), wear any armor and cast spells freely, +10 resist charm spell, speaks elven and tradespeak

Spells:
- » Charm - target becomes friendly, flee, sleep, etc.
- » Heal - heal 2D each day

Equipment:
- » 20 crossbow bolts
- » book (for keeping a journal)
- » ink & parchment
- » several changes fine clothing
- » silver chainmail armor (move halved)
- » survival pack
- » 10gp

Drego ran away at a young age and has been foraging for himself in the woodlands and meadows of the Reinaris Barony. He is shy and tends to pull his right ear when talking to strangers.

STR:	40	BP:	20	Rank:	1
DEX:	66	INIT:	2	Primary:	Scout
LOG:	64	DR:	1	Secondary:	Warrior
WIL:	47	MOV:	7	Descriptors:	Shy, tends to pull right ear as a nervous habit

Skills:
- » Scout(1)   62%
- » Thief(0)   33%
- » Warrior(0)   M:30%, R:43%

Weapons:
- » Shortbow - 43%, damage 2D+3
- » Shortsword - 30%, damage 1D
- » Unarmed - 30%, damage 1D/2

Equipment:
- » 20 arrows
- » hide armor
- » iron pot
- » survival pack
- » whistle
- » 9gp

Notes: Re-roll one failed check each encounter, +10 to hide and sneak, speaks halfling and tradespeak

Confident Human Ranger

Tia hails from Far Vandimir where she won the illustrious Golden Arrow award. She is a sure-shot with a bow. Leaving her homeland with winnings in hand she seeks an adventurous group to travel with.

STR:	50	**BP:**	25	**Rank:**	1	
DEX:	74	**INIT:**	2	**Primary:**	Warrior	
LOG:	46	**DR:**	3	**Secondary:**	Thief	
WIL:	54	**MOV:**	8	**Descriptors:**	Overconfident, Prideful, Looking for a place to belong	

Skills:
- » Scout(0)   23%
- » Thief(0)   47%
- » Warrior(1)   M:55 %, R: 68%

Weapons:
- » Longsword - 55%, damage 2D+1
- » Shortbow - 68%, damage 2D+1
- » Unarmed - 55%, damage 1D/2

Equipment:
- » 20 arrows
- » hawk
- » riding horse
- » studded leather armor
- » survival pack
- » 13gp

Notes: one additional descriptor, +10 to resistance checks, speaks anglish and tradespeak

Lowly Dwarf Priest

Fodormur is a humble priest from the recently burned city of Kragspire south of the Shielding Wall. He is unusually short for a dwarf and has custom-made armor. He tends to bite his lower lip when his size becomes a topic of conversation. Fodormur has devoted his life to Karis-mar and selected a greataxe as his favored weapon.

STR:	66	**BP:**	33	**Rank:**	1
DEX:	54	**INIT:**	1	**Primary:**	Warrior
LOG:	59	**DR:**	2	**Secondary:**	Cleric
WIL:	70	**MOV:**	6	**Descriptors:**	Humble, bites lower lip when talking about height

Skills:
- » Cleric(1)   55% (Greataxe)
- » Scout(0)   30%
- » Thief(0)   27%
- » Warrior(0)   M:53%, R:47%

Weapons:
- » Greataxe - 55%, damage 2D+2 (minimum STR not met)
- » Unarmed - 53%, damage 1D/2+2

Spells:
- » Aid - 55%, +10 to ability score.

Equipment:
- » backpack
- » holy symbol of Karis-mar
- » leather armor
- » survival pack
- » wineskin filled with wine
- » 14gp

Notes: Infravision (12 spaces), +10 resists poison/magic, speaks dwarfish and tradespeak.

Game Guidelines

Game concepts every player should know.

Actions

When your character performs an action for which a chance of failure exists (such as sweet-talking a guard, climbing a slippery wall, etc.), roll D00 and compare the results to your ability or skill (exactly which ability or skill is determined by GM) and any other modifiers (based on your race, rank, or items). If you roll equal to or lower than the number, you have succeeded in your action or check. It's that simple!

Automatic Success/Failure - Regardless of the chance of success, any reasonable action succeeds on any roll of 00-05. Similarly, any action with a reasonable risk of failure will do so on any roll 95-99.

Critical Success/Failure - Any time you roll doubles and succeed in your roll, you have succeeded critically. In combat you can double the damage, ignore defenses, disarm your opponent (or some other beneficial thing happens decided by the GM). With non-combat rolls something helpful happens determined by the GM. However, any time you roll doubles and fail in your roll, you have failed critically and something bad happens. In combat this could mean your weapon breaks or becomes less effective, armor ablates, or something situationally terrible occurs. With critically failed non-combat rolls something very baneful happens to your character or the story as determined by the GM. Critical successes and failures are great plot points in an adventure if used creatively by GMs.

Contested Actions - Some actions may be contested, determined by the GM. For instance, trying to pick a pocket might be detected if your opponent makes a successful LOG check. Trying to wrestle a dagger out of someone's grasp might be handled by contested STR checks. A chase sequence might be handled by a series of contested DEX checks around critical obstacles. In such cases, there must be a clear winner (so if you both pass your check, the contest continues the next turn until someone fails).

Resistance Checks - These are made in reaction to some threat to your character. The threat may come in the form of a physical attack, mental power, falling rocks, dragon breath, fire ball, poison, etc. A resistance check is simply an ability check; if successful it negates or reduces the otherwise successful threat. Resistance checks are actions, and typically carry a multi-action penalty if they are not the only actions your character attempts in a turn. Your GM will let you know if there is a modifier (bonus or penalty) and which ability or skill to use.

Multiple Actions - Each action taken after the first (in the same turn) results in a cumulative -20 to skill and ability checks. For instance: if you attack, you have no penalty. If you attack and defend, you have -20 to whichever comes second. If you attack, defend, run and jump you have a -20 to the second action, -40 on the third, and -60 on the

fourth. Very experienced characters can accomplish a lot more in a turn than an inexperienced character, and that's what makes them epic!

Getting Hurt

Body points (BP) represent how much damage your character can sustain before falling down. Each time you take damage, subtract the damage rolled from your body point total. When creatures reach 0 they are dead. When characters reach 0 they are unconscious for the rest of the battle. After the encounter you must make a STR check. If you succeed, your character wakes up with 1 body point and a nasty headache. If you fail, your character is dead.

Getting Healed

After a fight, if a character can be treated, up to 5BP of damage which was recently sustained may be immediately recovered. Characters heal naturally 2BP each day.

Time

Normally time isn't tracked by the GM (if he says it's night, it's night. If he says its dinner time, start looking for a meal, etc.). However, once the characters get into trouble the GM starts referring to time in "turns." A turn is an abstract unit of time, possibly what you see pictured in a single frame of a comic book.

Initiative

When the GM starts tracking turns he will ask for a roll to determine who gets to act first in a situation, we call this "initiative" (INIT). Roll your character's initiative dice and pick the highest die rolled. For instance, if you have an INIT score of 2, you roll 2 ten-sided dice and pick whichever number is higher. Actions are resolved in order of highest to lowest, although a character could hold his action if desired. Ties are resolved however the GM wishes. Initiative is rolled at the beginning of each turn in combat.

Movement and Range

This game uses an abstract unit of measurement called "spaces." If using miniatures, a space could be measured in inches, meters, or the width of a quarter. The GM will let you know how far you are from something. For instance, on one map representing a dungeon room the GM might rule that each one inch square represents one space; on another map representing larger scale situations, he may rule that each one inch square represents 2 spaces, etc.

» **MOV** - A character can move his listed MOV as a free action.
» **Sprinting** - A character can double his listed MOV by making a DEX check. If unsuccessful, he moves only 2 additional spaces. This can only be tried once per turn.
» **Stealthy Movement** – A character moves at half his normal MOV rate when sneaking.
» **Swimming** - A character can swim half his listed MOV rate.
» **Weapon Range** - Weapons are ineffective beyond their listed Range.

Combat

On your turn tell the GM what action your character is making. Some suggested actions are sprint (see above), attack, use a spell, or perform any other action you can think of (the GM will tell you if you must make a check to complete your intended action). Try more than one action by enduring a multi-action penalty (see page 26).

» **Attacking** - to attack, you roll D00 and must roll less than or equal to your listed chance to hit (which is explained in character creation).
» **Damaging** - If you hit, roll the damage for the weapon used (as determined in character creation). This damage total is subtracted from your opponent's body points. If you reduce him to zero, well, you don't have to worry about him anymore.
» **Damage Reduction (DR)** - If your opponent has DR, he may subtract his DR from the damage he would have sustained. Sometimes armor is tough enough to absorb all damage! Note: normal armor does not protect against spells, only magic armor does!

Spells

Spellcasters and clerics can cast magical spells. Enchanters can release magical effects from runes and items. The specifics of each spell are described in spell descriptions beginning on page 13. For the purposes of describing spells, the term *spellcaster* is used, though the actual skill and level which should be used to determine effects depend on who's casting it and how.

Using - To cast a spell your character must have at least one hand free, be able to speak freely, and succeed in a spellcasting skill check (or cleric skill check if spells were bestowed by your deity). Spellcasters can cast any number of spells (if their *Usage* allows), each counts as an action.

Effect - The special effect (appearance, type of energy, sound, etc.) of any spell is described by the character at the time of use, and can affect how the spell looks and interacts with the environment. For instance, a character may cast Offensive Strike as a fire blast this turn, but next turn might cast it as a bolt of lightning. The mechanics of each work identically, but while the fire blast might ignite materials easily set aflame, the lightning bolt might travel along conductive surfaces to affect others as the GM permits.

Learning - Only characters with levels in the spellcaster or cleric skill can learn spells. If spellcaster is the character's primary skill, he knows two spells per spellcaster level; otherwise he learns only one spell per spellcaster level. Once a spell is known, the character may use the spell as often as its *Usage* allows (see individual spell effects). Additionally, some spells may be cast from spell scrolls by non-casters (see page 37).

Example of Play

The party has just arrived in the ocean port of Farlouge after a brush with kobold pirates while returning from Joth Island. After collecting their gear they are to report the success of their simple cargo-protection mission to their employer and collect payment.

Harim the dwarf is being played by Joe. Harim is a male dwarven fighter who lost an eye in the goblin gladiatorial arena before he was rescued by Thohm. He is rough, good in a fight, and a skilled woodsman.

Thohm is a lithe male human with a good heart and deep pockets and is being played by Andy. Thohm is fairly good in a fight but calls on his magical skills when in need. He likes to entertain children with his magical aptitude.

Gelf is a dark-haired halfling scout who got lost in the mountains after she was struck on the head. She has forgotten where she is from. She travels with this band of adventurers trying to locate her people. She has a fancy for gold and collects as much as possible. Gelf is being played by Rowan.

GM: As you look down the gang plank a familiar figure spots you and waves; it's Thren Tyro your current employer.

GM (as Thren): I'm glad you made it back safe, I caught word of the unsuccessful pirate attack from a news raven, good job protecting the cargo, (he lowers his voice as if hoping the characters would not hear) as did my patron. (In a louder voice) She has decided to hire a well-known guild to off-load the cargo from here, a very suspicious group with skull and dagger tattoos on their hands. I'd like you to follow them to make sure the cargo is delivered.

Thohm: *Greetings Thren, I'm surprised to see you.*

Harim: *Wait. What? Did you just say skull and dagger?*

Gelf: *What does it mean, Harim?*

Harim: *(remembers running into a band that matches Thren's description) She's hired Kor's Revenge, an untrustworthy lot. They hire out to the highest bidder, no loyalty in that bunch of thieving cowards.*

GM (as Thren): *I'll take care of your gear, follow them and report back tonight.*

The party talks among themselves. Gelf does not really understand everything that is happening but it looks like extra work and she wants more gold. Harim is worried because he knows these guys are trouble. Thohm registers Harim's distress but believes all will turn out well for the party of adventurers.

GM: *As the cargo is offloaded four rough-looking humans with the dreaded skull and dagger tattoo gently guide the cargo to their horse drawn cart.*

Harim: *Do I see weapons? I also look for other henchmen.*

GM: Yes, they are all carrying longswords and wearing some type of mail-armor under their tunics, the armor glitters in the sunlight.

Gelf: Did Thren say we get more gold?

Thohm: Gelf, now is not the time to worry about gold!

GM: What do you do?

Harim: I want to follow the cart.

Thohm and Gelf together: Agreed.

GM: They move the cart past the crowds and then suddenly turn down an alleyway.

Thohm: That's weird. [To the GM] I cast transport and lift Harim over the building next to the alley.

Harim: You do what!? [To the GM] I don't want him to do that.

GM: Harim, you can make a DEX resistance check if you don't want to be transported. Thohm, Harim will rise into the air using his full movement rate; it will take 2 turns for Harim to clear the top of the structure. Harim give me a DEX check -30 (Thohm's spellcaster level is 3), Thohm, give me a spellcaster skill check.

Harim: I failed. Harim glares at Thohm and says, Here I come, little birdies!

Thohm: I succeeded with a critical success!

GM: Thohm, great roll, consider this a free action for you. Harim, you're lifted above the building in a single turn and witness the four humans removing the cargo from the cart and carrying it into a building through a double door.

Harim: Thohm, drop me now and help!

Thohm: I move Harim over the roof and drop him then say, Gelf, that's our cue!

GM: Everyone roll initiative. The adventurers find themselves in a fight with Kor's Revenge. Why would Thren's boss hire them? Was she aware of their reputation? The adventure is just getting started!

Combat starts with everyone rolling INIT. Harim and Gelf have 2 INIT dice while Thohm has a 3. Harim rolls 9 and 0, Gelf rolls 5 and 2 while Thohm rolls 4, 1 and 0. The humans are minor NPC's so they have 5 INIT. Harim's DEX is higher than Thohm's so he goes first.

GM: Harim you can go first, Thohm you are next followed by Gelf. What do you do?

Harim: I climb over the other side of the building and launch myself at the closest human swinging my axe on top of his head.

Thohm: How far is it around the building?

GM: You're not sure how far. However you can see a door in front of you, supposedly it's the back door to this building. Running through it might be faster.

Gelf: I follow Thohm, but I don't exit the building I want to try to hide and sneak.

GM: Thohm, you will make it through the building in one turn, let's resolve Harim's action. Harim did you succeed in your DEX check and attack with the -20 penalty?

Harim: *My DEX check succeeds, but I rolled a 77 for my attack which would have been a critical success without the penalty!*

GM: *Too bad. Harim leaps mightily off the roof unto his quarry below. Unfortunately just as you swing down the human steps aside, your axe sinks into ground and hits a rock. The blade has a chunk missing; subtract 1D from the weapons damage. Would you like to take another action?*

Harim: *Well, if I take another action it's -40, I'll wait to see what this riff-raff will do.*

GM: *The human you missed, grabs you, picks you up and says "Look what we got here boys." You can make a STR resistance check if you like to resist his grab.*

Harim: *Nope, I have something else in mind.*

GM: *Are you sure?*

Harim: *Oh ya.*

GM: *His statement alerts the others who quickly gather around Harim, one is holding a makeshift mace while the other rips off a piece of wood from one of the crates. [secretly rolls the first attack while Harim is held in place] That is a hit.*

Harim: *OK, how much damage?*

GM: *The hit is not well placed, it doesn't hurt much. Do you want to dodge?*

Harim: *No.*

GM: *[secretly rolls the second attack] Another hit.*

Harim: *OK, how much damage?*

GM: *It hurts, a lot. If you choose to dodge the blow you will be at -60, -40 for your third action and -20 because you are held in place.*

Harim: *OK, well I try to dodge. [makes a DEX check -60 and fails] I failed.*

GM: *You take 18 points of damage; remember to subtract your DR. [Harim checks the DR on his character sheet, 4. He subtracts 4 from 18 and then subtracts 14 points of damage from his BP]. Thohm and Gelf, you reach the front entrance and witness Harim taking a blow to the side of the head. What do you do?*

Thohm: *I make my voice deep and booming while preparing to cast charm, Hands off you foul creations! I passed my spellcaster check.*

GM: *[rolls WIL resistance checks for each of the bad guys and the round continues]*

Don't think you're bound to simply rolling dice and felling foes. Be imaginative. Think tactically. Speak for your character, issue challenges to enemies. Be brave and creative. Encounters with enemies will be more memorable if you enjoy the process and have fun. So much of this small rules sheet encompasses rolls and making checks, but don't feel confined by them!

GM Guidelines

Important stuff only the GM needs to know. Players keep out!

Success Modifiers

Actions that are fairly easy should be given a positive modifier while harder actions should be penalized.

Difficulty	Modifier
Easy	*+10*
Routine	*+5*
Normal	*--*
Challenging	*-5*
Hard	*-10*
Very Hard	*-20*
Improbable	*-40*
Yeah, Right...	*-60*

For instance, shooting an arrow through a window the GM might say: "Make your attack at -10." The player would subtract 10 from his character's chance to hit.

Simple Ad-hoc Modifiers – For each situation that would aid a character, grant a +10 to the chance of success. For each situation that would hinder a character, impose a -10 to the chance of success. Many aiding and hindering situations might apply to a single roll. This is a quick and dirty method that avoids using a table during gameplay.

Breaking Things

Characters and creatures are not the only things that have body points. Walls, carts, doors, etc., have them too. When a thing reaches 0 body points, it no longer functions as its intended purpose. If it's important to know how many body points an object has, use the following guidelines.

Size	Examples	Wood	Stone	Iron
Small	*barrel, chest, chair, etc.*	*10*	*20*	*80*
Medium	*door, large crate, table, etc.*	*20*	*40*	*160*
Large	*wall, cart, row boat, shelter, etc.*	*40*	*80*	*320*

Resistance Checks

Normally the ability used for any given resistance check is defined in the game. You should allow a player to make a resistance check if he chooses unless the game rules specify otherwise.

- » **STR** - an effect that is to be endured and resisted through pure durability. Examples: resisting poison, environmental exposure, etc.
- » **DEX** - an effect that is to be avoided through nimble feet, diving for cover, etc. Examples: dodging, parrying, or blocking attacks, diving free of an explosion, etc.
- » **LOG** - an effect that is to be resisted through dramatic intellectual insight, keen perception, etc. Examples: resisting certain mental attacks, confusion, overcoming flash blindness, etc.
- » **WIL** - an effect that is to be resisted through sheer force of will, counteractive presence, etc. Examples: defending against magical mind powers, maintaining control in the face of great fear, etc.

Some additional considerations apply:

- » **Spells** - resisting spell effects carries a penalty equal to 10 x the spellcaster's level.
- » **Shields** - +20 to resistance checks against physical attacks.
- » **Critical Success** - only a critical success resistance check can block an attacker who rolled a critical success.
- » **Disadvantage** - A character is considered to be at a disadvantage in his resistance check if any of the following circumstances are true. These are examples, others may exist.

    - » Your opponent hits you with a weapon in melee and you have no weapon.
    - » You are hit with a ranged weapon (such as a sling, arrow, etc.)
    - » You are outnumbered two to one or more in melee (2:1).
    - » You are unaware of the threat. Some examples include: a spell cast from the shadows (and you are not watching for such a threat), taking a swig of poisoned wine (instead of just taking a small taste first), etc.

When a character is at a disadvantage, his resistance check is halved. For instance if you are a human avoiding an arrow and have a DEX of 50 you would need to roll a 35 or less on D00 (50/2 +10 for being human = 35).

Getting Hurt

Anyone can get hurt by sword and spear; however there are other ways a character can get hurt. *Note that DR does not protect against these types of damage.*

- » **Acid** - Assume one of three damage grades: mild (1D), moderate (2D), or severe (3D). Damage is sustained each turn of exposure. In the turn after exposure ends, receive half damage.
- » **Dehydration** - A character can go without water for 3 days. On the third day and each day thereafter the character takes 1D dehydration damage and is fatigued. Although not heroic, your character can indeed die of dehydration. Each day spent with ample water restores 5 BP of dehydration damage.
- » **Environmental Exposure** - Assume one of three damage grades: mild (1D/hour), moderate (1D/minute), or severe (1D/turn). While exposed, a character is considered fatigued. This includes exposure to heat, cold, or other environmental effects determined by the GM.
- » **Falling** - For each 10 feet above the ground, a character suffers 1D damage when he hits the ground.
- » **Fire** - Assume one of three damage grades: mild (1D), moderate (2D), or severe (3D). Damage is sustained each turn of exposure. Flammable objects have a 50% chance to catch on fire and continue to cause 1D damage each turn until fire is put out. Factors such as water, dry wood, or dousing in oil may modify the roll as the GM permits.
- » **Holding Breath** - A character can hold his breath (to avoid drowning, breathing in toxic gas, etc.) for a number of turns equal to STR/2, half that if engaged in combat or other strenuous activities. Each turn thereafter he takes 1D damage (from water or toxic inhalation, suffocation, etc.).
- » **Starvation** - A character can go without food for 3 weeks. Each day thereafter the character takes 1D starvation damage and is fatigued. Each day spent with ample food restores 5 BP of starvation damage.

Conditions

A character can have one or more conditions applied to him due to getting hurt (see above), spells, traps, creature abilities and other effects.

» **Dazed** - The character has a -10 to all actions. The condition stacks; for instance, a character that is already dazed and is then affected again is now at -20 to all actions. Also stacks with fatigued.

» **Fatigue** - When a character is exhausted (from lack of sleep, being encumbered, starving, environmental exposure, etc.) he suffers a -20 to all actions until he eliminates whatever factor has fatigued him. The condition stacks; for instance, a character that is already fatigued and is then affected again is now at -40 to all actions. Also stacks with dazed.

» **Immobilized** - The character cannot move but is aware and can continue to perform other actions.

» **Paralyzed** - The character is immobilized, aware of his surroundings, and cannot take any actions except to resist the effect which caused this condition.

» **Petrified** - The character has turned to stone, has DR20, is unaware of surroundings, and cannot move or take actions.

» **Prone** - The character is on the ground, is at a disadvantage in DEX-based resistance checks, and suffers a -20 to attacks with melee or thrown weapons.

» **Slowed** - The character moves at half his normal MOV rate.

» **Stunned** - The character can take only a single action each turn (no multi-actions).

» **Surprised** - The character is assumed to roll a 1 for initiative and suffers a -10 penalty to any action that turn (stacks with dazed and fatigued).

» **Unconscious** - The character falls prone, is unaware of his surroundings, and cannot take any actions for the duration of the encounter.

» **Weakened** - All damage the character deals is halved.

Effects

Effects are standardized definitions of how characters can be affected by things (creature abilities, traps, etc.). After the effect's name (poisoned stinger, howl of fear, stonegaze, etc.) is the chance to hit an opponent (if any), followed by range, usage, duration, resistance, and effect (a list of conditions, damage values, special rules, etc.). Don't worry, it all makes sense when you see it in use.

» **%** - Chance to hit an opponent or activate ability. If omitted, assume no roll is needed.

» **Range** - Defines how far away the ability can be used. If "0" then the effect is centered on the user. A "burst" and "line" affect an area. For instance: "range 10 (burst 3)" affects area up to 10 spaces away and all within 3 spaces of designated space; "range 0 (line 3)" affects anyone in a straight line up to 3 spaces away from user. If omitted, assume a range of 0.

» **Usage** - Defines how often the ability may be used. "1/encounter" means once per encounter; "1/turn" means once per turn; "1/2 turns" means once every other turn, etc. If omitted, the ability is unlimited.

» **Duration** - Defines how long the effect lasts. If "continuous" and the character fails his resistance check, he suffers the effect until his next turn where he may attempt another resistance check. If omitted, effect is immediate (like damage from a sword).

- » **Resistance** - Defines which ability is used to avoid or negate all or a portion of the effect. If "none" then no resistance check is permitted and the character immediately suffers the effects. If omitted, GM determines.
- » **Effect** - A list of conditions, damage values, special rules, etc. which apply to a character if he fails his resistance check.

Example 1: An unlucky character is hit with "Poison Sting - 55%, duration continuous, resist STR-20 (poison), effect 1D and poisoned (slowed, weakened)". If the attacker hits a character (55% chance) the character takes 1D damage (immediate). He then makes a STR-20 resistance check for the poison, if he fails he is slowed (half MOV), and weakened (causes half damage) every turn. Each turn he may attempt a new resistance check to cancel both effects.

Example 2: A character falls victim to a harpy's "Alluring Song - range 0 (burst 1 mile), resist WIL-10, effect target follows song to its source." The character must continue to walk towards the harpy after failing his WIL resistance check -10.

Descriptors

Players are encouraged to demonstrate their descriptors during a gaming session. Doing so grants extra DP. It is your job not only to keep track of character descriptors but to weave them into the story and help adapt them as the character's story unfolds.

For example: A character has the descriptor "Exiled prince." Perhaps the character needs to reclaim his throne. If he does reclaim his throne, work with the player to define a new descriptor which is related to the original. For example, he might gain a new descriptor "duty to subjects," which entails ensuring the character's subjects are protected. Another example: "Wears black armor," you do not receive DP for simply wearing black armor. A player must demonstrate the descriptor. Perhaps he does not start with black armor but works on obtaining it during the game session. Or he might turn down armor (magical or otherwise) because it is not black. Once he has black armor and it's clear he always will, work with the player to develop a new related descriptor.

Languages

If language is important to your setting consider having each race and creature speak a unique language. For purposes of simplicity you can assume everyone you want the players to be able to communicate with speaks "tradespeak" - a type of common-language found throughout the land. Language is a plot tool and when used effectively, can allow for fun role-playing encounters.

Magic Item Creation

There are four general types of magical items: magical objects, potions, rune items, and spell scrolls. Only enchanters can create magical objects, potions, and rune items. Only a spellcaster can create a spell scroll. Each is detailed in its own section below.

Magical Objects

The player describes the effect(s) of his proposed magic item to the GM. Each effect should be assessed by the GM and categorized in one of four power ratings below:

- » **Minor** powers are simple, similar to what a level 1-2 skill could accomplish. Any enchanter can create magic items with minor effects.

» **Moderate** powers are substantial, similar to what a level 3-4 skill could accomplish. An enchanter must be at least level 3 to create magic items with moderate effects.
» **Major** powers are epic, similar to what a level 5-6 skill could accomplish. An enchanter must be at least level 5 to create magic items with major effects.
» **Wondrous** powers are earth-shattering and setting-defining and should be permitted only with great care in a GM's campaign (like the Ruling Crown). If permitted at all, an enchanter would have to be level 6 to create magic items with wondrous effects.

Once the GM determines the power category of each effect the item has, the player may negotiate, such as reducing the effects or availability (only usable at night, etc.) of the magic item to try to lessen the GM's assessment to a lower power rating.

Point Cost - In the end, the abilities of the item should be listed and a power rating assigned to each effect. Use the table at right to determine the point value of the item.

Cost	Description
+1	*Each minor power*
+3	*Each moderate power*
+7	*Each major power*
+15	*Each wondrous power*
+0	*Item is immobile such as a wall, door, or statue*
+1	*Item is portable or can be portable with some level of effort*
+2	*Item is wearable or difficult to take away or target*

The point total determines several things:
» For every 5 points rounded down, the GM specifies one special ingredient the player must acquire for the item. (5pts = 1 special, 8pts = 1 special, 14pts = 2 special, etc.)
» Mundane ingredients cost 100gp times the point total.
» The ritual takes a number of weeks equal to the point total minus the character's enchanter level, minimum 1 week.
» After the above requirements are met, the player makes an enchanter skill check with a penalty equal to 5 times the point total. (Skill check penalty = 5 x points). If the enchanter skill check succeeds, the item is created; if it fails by 20 or less, the player loses 10 points of STR permanently which turns the failure into a success. Otherwise, the item is not created. Regardless of the outcome, all ingredients, costs, and time were spent and are not recoverable.

Drawback - All but minor items have drawbacks which limit the item's functionality or usefulness:

» If the point total is 5 or higher, the GM creates a drawback for the item.
» If the point total is 10 or higher, that drawback should be severe and make the user think twice about bringing its powers to bear.
» If the point total is 20 or higher, the GM must come up with a way to limit the power of the item so dramatically that few would attempt to use it in fear of the great cost associated with its use.

Examples:

Quiver o' Plenty*: The player is tired of running out of arrows. He wants a quiver which produces one standard arrow when reached for, can be fired at foes and cause normal arrow damage for his long bow (2D+3). The GM analyzes the power and decides it's similar to what a low-level spellcaster skill could accomplish with an offensive strike and*

decides it's a minor power. Since this is a wearable item, the point total is only 3 (one minor power +1, wearable item +2). This means it will cost 300gp in mundane ingredients and require no rare or exotic special ingredients. It will take 1 week to perform the ritual to create this handy item (the enchanter is level 2), and the enchanter skill check will be penalized only -15% (5 x 3 points). Since the point total is less than 5, it has no drawbacks.

Girdle of the Giants: The character is very weak, possessing a STR of only 35. He has spent his career working on his other abilities and skills and has left his STR low. He decides to build something which will turn that around. He tells the GM he wants to create a large leather and gold belt. He wants it to permanently boost his STR score to 95 while worn (providing +60 to his STR score). The GM thinks that the STR boost is similar to what a level 6 aid spell could provide. That alone would make it a major power, but the player wants it to be always in effect and therefore it is far superior to the aid spell, which normally only lasts for a limited duration. Therefore the GM determines the STR boost is a wondrous power. Since the device can be worn and is not easily removed, that makes the point total (wondrous +15, wearable +2) 17. The player's jaw drops as he realizes this is simply beyond his ability. He decides to drop the STR boost to only +40 (which would still give him a 75 STR!) and the GM says that's enough to drop it down from wondrous to major in his opinion. The item drops down to (major +7, wearable +2) = 9. It therefore will cost 900gp in mundane ingredients and will require one special ingredient (the GM tells the player the sweat of a giant is required). It will take 4 weeks (normally 9, but the character is a level 5 enchanter) and will carry a -45% penalty to the enchanter skill check. Since the point total is 5 or higher but not quite 10, the GM must specify a drawback associated with the item (the item makes the character very hungry and his food requirements double while wearing the girdle).

POTIONS

A potion is a small vial containing a liquid (often of horrible taste) which, when imbibed, provides a magical effect for a limited duration. It is a one-shot magic item and the consumer doesn't know exactly when the potion duration will expire. Only someone with the enchanter skill can create magical potions. The player describes the desired effect to the GM. The GM decides if the potion is a minor, moderate, or major effect using the guidelines found in magic item creation (there are no wondrous potion powers). If the complexity he chooses lists a number of "special" ingredients, the GM specifies them creatively.

Complexity	Max Duration	Cost of Ingredients	Cauldron Time
Minor	1D turns	2D gold	1D hours
Moderate	1D hours	4D gold +1 special*	2D hours
Major	1D days	2Dx10 gold +2 special*	1Dx10 hours

* Special ingredients are rare, expensive, difficult to obtain, or magical in nature and can be substituted by related ingredients with the GM's permission.

RUNES

Runes are magic symbols containing power. They are created by an enchanter and have a defined trigger which unleashes the stored magic. Runes are one-shot spell effects which disappear after use. To create a rune, the enchanter writes on some surface in a very exact pattern. The enchanter specifies the spell he wishes to scribe and pre-defines any effects (for instance, an Offensive Strike could be fire, ice, electricity, etc.). He specifies a

trigger for unleashing the spell (an action, phrase, situational condition, etc.). The enchanter knows all spells for the purpose of rune creation, and uses his enchanter level as the spellcaster level when determining effects. The rune takes 1D minutes to scribe and requires an enchanter skill check to successfully create it. If in a hurry, runes can be made in 1D turns but this carries a -20 penalty to the skill check.

Permanent Runes - A level 6 enchanter can make permanent runes. This takes 1D days to complete and costs the enchanter 10 points of STR permanently whether he succeeds or fails the enchanter skill check. The rune can be used at a rate described by the "usage" of the spell scribed.

Limits - An enchanter can have a number of un-triggered runes (temporary or permanent) equal to twice his enchanter level. For instance, at enchanter level 3 he can have 6 un-triggered runes. If he dies, all his temporary un-triggered runes fade.

Resistance Checks - Resisting a rune effect carries a penalty equal to 10 x the enchanter's level, similar to spells cast from a spellcaster.

Examples: Preparing for war, a level 2 enchanter purchases a small ivory wand and uses ink & quill to scribe a rune of offensive strike. Since he is level 2 the offensive strike spell will be released as if cast by a level 2 spellcaster. He defines the effect as electrical (lightning called forth from the sky arcs to the wand and then releases at the target) with a horrifying thunderous boom. The trigger will be whenever the word "electrolance" is spoken while pointing the wand at a foe. He creates three such runes on the wand (the GM decides writing space is limited on the wand). Electrolance Wand (3 charges) 4D electrical damage.
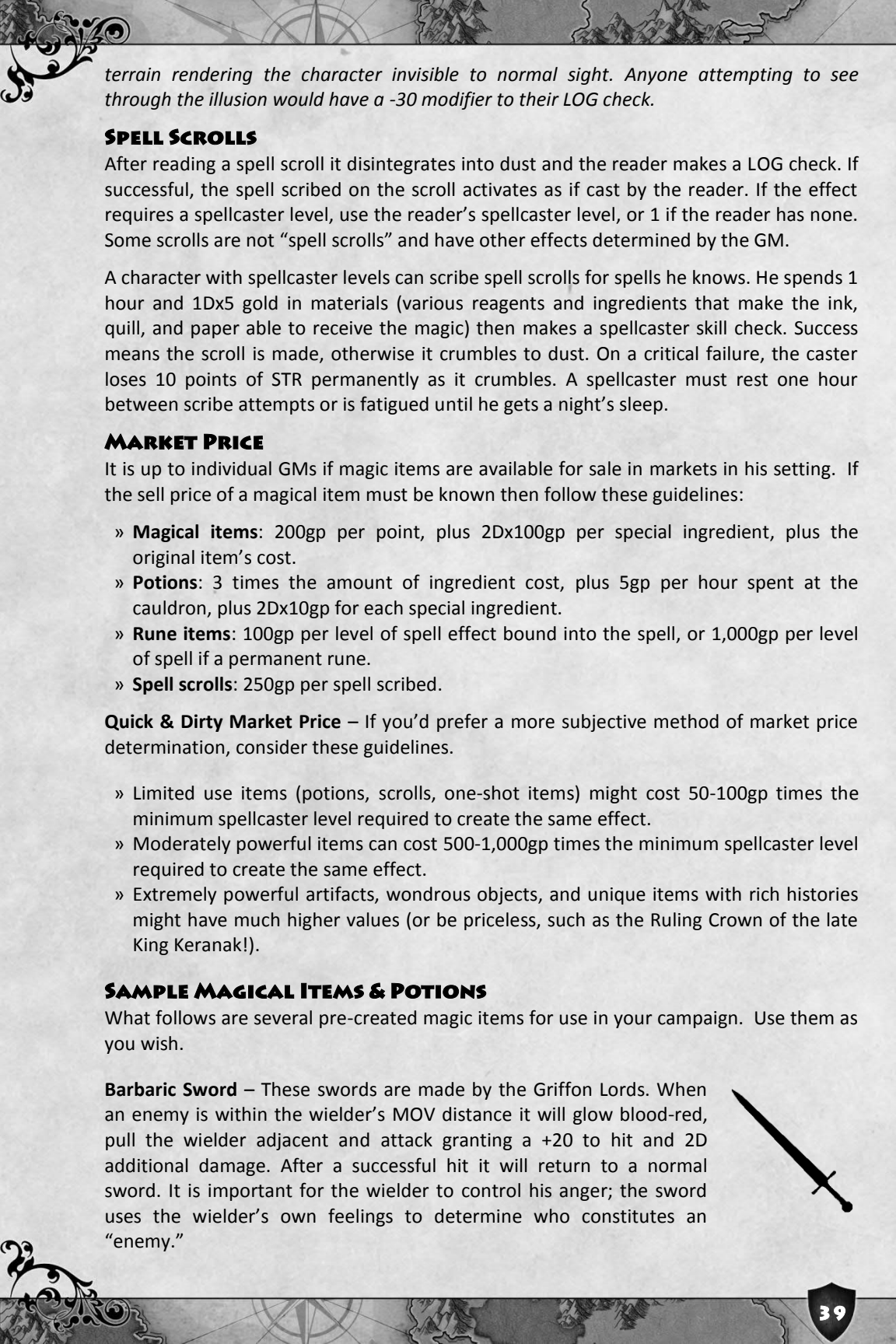
At his home, a level 2 enchanter scribes a rune on one wall of his 10x10 space living area. Whenever someone casts a magical spell in the room, black tentacles are unleashed under the caster holding everyone in a burst 4 area in place as if the entanglement spell was cast. The area affected excludes whoever created the rune.

In preparation for a stealth mission, a level 3 enchanter prepares a rune painted in metallic paint on the hem of his cloak hood. When touched with the smallest finger of the right hand and the thumb of the left, an illusion will be unleashed which resembles the surrounding

terrain rendering the character invisible to normal sight. Anyone attempting to see through the illusion would have a -30 modifier to their LOG check.

Spell Scrolls

After reading a spell scroll it disintegrates into dust and the reader makes a LOG check. If successful, the spell scribed on the scroll activates as if cast by the reader. If the effect requires a spellcaster level, use the reader's spellcaster level, or 1 if the reader has none. Some scrolls are not "spell scrolls" and have other effects determined by the GM.

A character with spellcaster levels can scribe spell scrolls for spells he knows. He spends 1 hour and 1Dx5 gold in materials (various reagents and ingredients that make the ink, quill, and paper able to receive the magic) then makes a spellcaster skill check. Success means the scroll is made, otherwise it crumbles to dust. On a critical failure, the caster loses 10 points of STR permanently as it crumbles. A spellcaster must rest one hour between scribe attempts or is fatigued until he gets a night's sleep.

Market Price

It is up to individual GMs if magic items are available for sale in markets in his setting. If the sell price of a magical item must be known then follow these guidelines:

  » **Magical items**: 200gp per point, plus 2Dx100gp per special ingredient, plus the original item's cost.
  » **Potions**: 3 times the amount of ingredient cost, plus 5gp per hour spent at the cauldron, plus 2Dx10gp for each special ingredient.
  » **Rune items**: 100gp per level of spell effect bound into the spell, or 1,000gp per level of spell if a permanent rune.
  » **Spell scrolls**: 250gp per spell scribed.

Quick & Dirty Market Price – If you'd prefer a more subjective method of market price determination, consider these guidelines.

  » Limited use items (potions, scrolls, one-shot items) might cost 50-100gp times the minimum spellcaster level required to create the same effect.
  » Moderately powerful items can cost 500-1,000gp times the minimum spellcaster level required to create the same effect.
  » Extremely powerful artifacts, wondrous objects, and unique items with rich histories might have much higher values (or be priceless, such as the Ruling Crown of the late King Keranak!).

Sample Magical Items & Potions

What follows are several pre-created magic items for use in your campaign. Use them as you wish.

Barbaric Sword – These swords are made by the Griffon Lords. When an enemy is within the wielder's MOV distance it will glow blood-red, pull the wielder adjacent and attack granting a +20 to hit and 2D additional damage. After a successful hit it will return to a normal sword. It is important for the wielder to control his anger; the sword uses the wielder's own feelings to determine who constitutes an "enemy."

Bracers of Defense – Crafted from the volcanic fires in the Western Reaches these silvered inlaid braces grant the wearer one free resistance check each turn (that is, no multi-action penalty).

Cloak of Passing - When the wearer of this cloak wraps his body in its folds, he is able to pass through non-living, solid material such as rock, stone, wood, etc. However, the cloak will not allow passage through lead. Any portion of the cloak that has passed through solid material will revert to a normal cloak for 1D turns until it draws enough ambient magical energy from the surrounding area to work again. Beware of what's on the other side of that dungeon wall!

Cloak of Trespassing - While worn this cloak masks the wearer's tracks (and those in front of him, as long as he is last in marching order) from almost all forms of detection. Crafted by an enterprising halfling wizard that started a business of hunting exotic game in the forests of the Wylde.

Death Rod - Touching this rod to a living target forces them to make a WIL check or be reduced to 0 BP. At the end of the encounter make a STR check, on a success the target is conscious with 1 body point. Failure results in death. The rod's wielder takes 1D necrotic damage from the rod's foul magic whether the target lives or dies. Regardless of the wielder's actual moral views, possession of this rod causes them to give off an aura of evil.

This single use object may be recharged by slaying undead and capturing their necrotic essence. For 5 ranks of undead slain (one rank 5, five rank 1, etc.) the rod becomes recharged and can be used again. It can hold only one use at a time.

History: Ulysse, a powerful sorcerer, created an unknown number of death rods for his most trusted servants. They were used as assassination devices among nobility.

Death's Ward - This magical jewel repels 1D undead whose ranks are equal to or less than 2, and forces them to flee. Those who cannot flee will be unable to come within 5 spaces of wielder. Undead who cannot flee or whose rank is 3 or greater will be unable to come within 5 spaces of wielder. Rank 1 and 2 undead are destroyed if the wielder successfully hits them with an attack, rank 3 and above take double damage (including ghosts, treat the wielders weapons as magical).

Dove Rune Scroll - Commonly called "dove paper," these magical scrolls are used by wizards to send letters to distant places or by wizards who don't get out of the tower often enough. A wizard simply writes magical writing, rolls and secures the scroll with a string and speaks the name of the person for whom the letter is intended. The scroll blinks out of existence and appears in front of the receiver. Some types of dove paper exists, however rare, that allow anyone who can read and write to dictate a letter and send. Such scrolls are prized by many and considered priceless!

Errorless Weapon - As long as the wielder concentrates on an enemy the weapon will strike true. Usually only ranged weapons are made errorless; if a melee weapon, the wielder will need to make a WIL check to concentrate while adjacent to enemies.

Eye of Truth - When this jewel, shaped like a cat's eye, is held to the wielder's eye, he is able to see the general moral aura of one target. It is also able to see through illusion spells if the wielder peers at one through the jewel.

Healing Bedroll – This elegantly laced bedroll heals 2D each hour a character rests in its warm comfort. The character must remain still. If carried while in the bedroll it will heal only 1D each hour.

Healing Concoction - This blue liquid replenishes 2D lost body points when quaffed.

Horn of Leadership - Blowing this horn during battle grants allies +1 initiative die and +10 to hit adjacent enemies for each turn the horn is blown. If the horn bearer is slain during battle, the bonuses fade.

Namire Weapon - These finely crafted non-magical weapons are made by Namire blacksmiths from Laridian Steel granting +1D damage. The steel and the technique used to forge Namire weapons are both rare and carefully guarded.

Peace Ring - All physical attacks against the wearer fail. However, the wielder cannot cause physical damage (magical forces prevent his muscles from moving in a way that the wielder is aware will harm another living being). These rings were made for use by a monastic order of pacifist healers who used them to safely reach the wounded on the battlefield during the War of Possession.

Potion of Transformation - The drinker concentrates on a person or creature into which he wishes to be transformed and he slowly becomes that person or creature in 2D turns. The transformation lasts while concentrating. If performing complex actions (such as combat or spell-casting), a WIL check is required to maintain concentration on the effect.

Quickening Boots - A transport spell that went awry created these boots that allow a character to move up to double his movement rate. If used while travelling long distances, the wearer will still be fatigued.

Resurrection Band - This wristband revives a fallen comrade if less than 10 minutes dead, target awakens with 1 body point. The target must wear the band for the rest of his natural life, removal of the band causes death in 1D turns. This band was crafted by an unknown high wizard devastated by the loss of his only daughter. He found a way to cheat death, for a time.

Richwood Bow - Crafted by the high elves of Anon these bows (both long and short) are carved from richwood trees and spellbound, allowing the wielder to simply draw back the bowstring and an arrow appears. These summoned arrows cause normal damage.

Ring of Concealment - Once each day the wearer of this ring becomes invisible to living beings. However, creatures of shadow and undead will continue to see him. The effect will last as long as the character concentrates. If while invisible the character is startled (or similar), the GM may request he make a WIL check to maintain his concentration.

Ring of Teleport - When this ring is worn it grants the wielder the use of the transport spell. The wearer's rank (instead of spellcaster level) is used to determine the effects. For instance, a rank 1 character can levitate 1 space each turn.

Sack O' Plenty – This ugly, worn-out and patched burlap sack can hold a cart worth of goods. It attaches easily to any belt and measures 12" by 6". As an item is placed into the sack it shrinks, allowing rather large objects to be stored. Simply retrieve an object from the bag by calling its name and it will pop out. Beware of the bag's top, point it in a safe place!

Shadow Cloak - As long as the wearer of this cloak covers his body he will remain unseen in all but open daylight. Once per day in which the cloak was used at the GM's discretion the wearer makes a LOG check to avoid summoning a shadow stalker (page 54).

Shock Braces – Made from the rarest silver and laced with platinum, these braces become electrified when struck together. Once each turn the wearer can take an action to strike the braces and either channel the lightning into a wielded weapon (which causes its next successful hit to cause +2D damage) or strike at a foe 10 spaces away (causing 2D damage). The lighting remains on the braces until used and have been known to be found still activated, the wielder nothing but a pile of bones.

Stealth Armor - This appears to be a normal suit of armor of any sort. Regardless of how it appears, it protects as if it were chainmail armor. The user can concentrate while not in view of any onlookers and transform the appearance of the armor into any other type of armor. It still protects as if it were chainmail, however. This is useful for rogues wishing to appear unprotected or heavily armored (for purposes of trickery).

Summoner Dagger - This highly-prized and beautifully-carved dagger has been spellbound with a rank 3 summon spell which allows the wielder to summon up to three ranks of creatures. The wielder simply speaks and the summoning takes place. The effect lasts for 3D turns in combat or 3D hours outside of combat and can be used twice each day. An evil copy of this dagger is indistinguishable from the original and will only summon undead versions of the wielder's intended summon.

Torch Scroll – This is an unremarkable blank leather scroll, to the un-magical eye. To those trained to see magical writings it is a scroll of light. When read one of the scroll ends starts to burn and can be used as a torch for 1D days.

Trick Bow - The wielder of this bow is able to make trick shots with no penalty to the attack roll. On a critical failure the bow is useless and cannot be repaired. Clever players can use the Trick Bow to retrieve keys from a distant shelf, knock over sconces on flammable surfaces, or rescue companions before the hangman does them in. The bow offers no bonus to hit a foe, even if aiming at a specific portion of the enemy's body.

Vitality Rod - This rod of life contains 6D worth of healing power. The healing can be broken up into multiple smaller heals. For instance, use 2D during an encounter and save 4D for later. If touched to a recently fallen companion (up to 10 minutes dead) it will cleanse death, (as long as at least 1D healing remains) he will wake with 1 body point. The rod can be recharged by finding a good creature such as a unicorn or pegasus and touching the rod to its horn or wing respectively. It is believed these rods were originally created by the Order of the Rose and given to spiritual leaders of the realm wherever they journeyed. Rods with the Orders symbol are said to be worth 3,000gp.

Wand of Low Wizardry - Allows wielder to perform any one of the following: Create a 5-space globe of light; create an audible illusion; create a small (obviously magical) illusory effect; cause small objects to perform their tasks - such as mops, brooms, etc.; enhance the volume and impressiveness of the wielder's voice or the voice of another within 5 spaces; mend small rips and tears in common items; or perform other simple wizardry tasks permitted by the GM. If used by someone with levels in the spellcasting skill (who can already perform low wizardry), the wand can be used with high wizardry to add +20 to spellcasting checks.

Warding Sash - While worn, this beautifully-colored sash protects the wearer from spells cast directly at the wearer. It must be worn on the outside of clothing otherwise it becomes a normal fancy sash. Treat it as if a Dispel spell (see page 14) was cast by a level 3 spellcaster.

Weapon of Draining - When this weapon pierces a target, the attacker can make a STR or DEX check to keep the weapon lodged in the target. Each turn the weapon drains 5 BP from the target. If a ranged weapon is made a weapon of draining (like an arrow or spear) it is assumed to be lodged (if it hits) until removed.

Weapon of Piercing - These weapons have been enchanted to ignore DR. If the target does not have DR, the weapon does double damage.

Weathering Stone - This unremarkable stone allows the holder to control the weather up to 5 miles away as long as he concentrates. He simply concentrates on a location he can see and the effects will brew over time; if the conditions allow, the wielder can invoke lighting storms or tornadoes almost immediately. The stone can be used once each day. If the stone is placed on an outdoor altar, weather effects can be made permanent until the stone is removed from the altar. Sorcerers in the Vale of Shadows spellbound stones to be used against the Order of the Rose many decades ago.

Minor NPC

Typically major NPCs have a full stat block due to their importance to the story. Most NPCs are not as important and use these basic guidelines.

» **One Score/Descriptor** - A minor NPC has a single score and a descriptor describing his race and profession. Any task associated with his descriptor has the listed chance of success. Any task unassociated with his descriptor has half the listed chance of success. For instance, "Human Guard 45" has a 45% chance to spot hidden foes or attack intruders, but only a 23% chance to attempt unrelated action checks. Unless the descriptor says otherwise, the minor NPC cannot cast magical spells.
» **Body Points** - Minor NPCs have 10 body points.
» **Initiative** - Assume all minor NPCs rolled 5.
» **One Attack** - A minor NPC can perform multi-actions, but only attack once each turn.
» **Gear** - A minor NPC only has necessary gear to perform routine tasks of his profession. Weapons, armor, and gold should be listed.

Examples:
Human Tomb Raider 55 (maul 2D+2, hide-armor DR2)
Lowland Dwarf Brigand 45 (mace 1D+3, dagger 1D, 5gp)
Halfling City Thief 50 (stolen Namire shortsword 2D+3, leather armor DR2, 50gp diamond)

Travel

Characters travel at a rate shown on the table at right. GMs can modify as needed. Characters may double travel rate but are fatigued until they rest. Creatures have their own travel rates and are generally unaffected by terrain.

Mode of Transport*	Plains/ Desert	Hills/ Desert	Forest/ Jungle	Marsh/ Mountains
Walking	10	10	8	5
Mounted	20	15	10	5
Cart/Wagon	15	15	10	--
River	15 downstream, 5 upstream			
Ship	40 with trade-winds, 20 against			

*All travel rates in leagues per day.

Creatures

Skill Checks: Creatures do not have skills. However, that is not to say they can't use skills such as scout, thief, etc. If the GM requires a creature to make a skill check, consider a creature's score as follows: half ability, +10 per rank. For example, the GM wants to build tension on the party after they fled with a chieftain's crown. He decides a pack of hobgoblins will follow the party using the scout skill. A hobgoblin is rank 2 and has a 45 LOG, therefore it will have a 43% chance to track the party (45/2 + 20, rounded up).

Creature Creation: There is no a structured process for creating creatures, but you can create your own by considering the concepts shown in these steps:

1) Describe creature in a sentence or paragraph.
2) Select a "plant eater" or "meat eater" below as a base.
3) Adjust the statistics as desired (STR, BP, INIT, etc.)
4) Define named abilities (Bite, Claw, etc.), see page 34 for conditions and effects.

Example: Tammy creates a creature that is vapor-like, can take on solid form, is evil and is a challenge for mid-ranked players. First she picks a name, "shadow stalker." Then she reviews rank 3, 4 and 5 creatures to get a general idea of their statistics. Next she lists the creature's rank as "4" and decides they are physically weak (being vapor-like), but are highly dexterous and intelligent. Since they have a high dexterity she decides on "3" for the initiative dice. Next she assigns 30 to STR, 80 to DEX, 70 to LOG and 65 to WIL. She then assigns 60 BP, DR 0 and a MOV of 12 (faster than characters). These and other statistics she bases on other rank 3-5 creatures. See the final creature on page 54.

Creature Templates: The following creatures are provided as templates to build other types of creatures for your adventures.

Badger-sized Plant Eater

STR:	10	BP:	5	Rank:	1
DEX:	15	INIT:	1	Nature:	Neutral
LOG:	10	DR:	0	Attack:	45% damage 1D
WIL:	10	MOV:	12	Travel:	5 leagues

Dog-sized Plant Eater

STR:	20	BP:	15	Rank:	1
DEX:	35	INIT:	1	Nature:	Neutral
LOG:	10	DR:	0	Attack:	45% damage 2D
WIL:	10	MOV:	15	Travel:	10 leagues

Horse-sized Plant Eater

STR:	40	*BP:*	30	*Rank:*	2
DEX:	55	*INIT:*	1	*Nature:*	Neutral
LOG:	10	*DR:*	0	*Attack:*	45% damage 3D
WIL:	25	*MOV:*	14	*Travel:*	15 leagues

Elephant-sized Plant Eater

STR:	80	*BP:*	50	*Rank:*	3
DEX:	45	*INIT:*	1	*Nature:*	Neutral
LOG:	40	*DR:*	5	*Attack:*	55% damage 4D
WIL:	40	*MOV:*	14	*Travel:*	10 leagues

Badger-sized Meat Eater

STR:	15	*BP:*	10	*Rank:*	1
DEX:	25	*INIT:*	1	*Nature:*	Neutral
LOG:	15	*DR:*	0	*Attack:*	55% damage 1D
WIL:	15	*MOV:*	12	*Travel:*	5 leagues

Dog-sized Meat Eater

STR:	30	*BP:*	20	*Rank:*	1
DEX:	45	*INIT:*	1	*Nature:*	Neutral
LOG:	20	*DR:*	0	*Attack:*	60% damage 2D
WIL:	10	*MOV:*	15	*Travel:*	10 leagues

Horse-sized Meat Eater

STR:	50	*BP:*	40	*Rank:*	2
DEX:	65	*INIT:*	1	*Nature:*	Neutral
LOG:	20	*DR:*	0	*Attack:*	65% damage 4D
WIL:	25	*MOV:*	15	*Travel:*	15 leagues

Elephant-sized Meat Eater

STR:	90	*BP:*	55	*Rank:*	3
DEX:	55	*INIT:*	1	*Nature:*	Neutral
LOG:	45	*DR:*	5	*Attack:*	75% damage 8D
WIL:	40	*MOV:*	14	*Travel:*	10 leagues

Named abilities such as "gore", "hoof", "claw", etc. have a damage value that accounts for the creature's STR. The named ability "By Weapon" lists addition damage caused and is based on the creatures STR or DEX score. For instance a minotaur has a STR of 75 causing +4 damage to any melee weapon it wields. Abilities that have a score require a successful D00 check; abilities that do not have a score do not require a check (however they may have a usage limit). GMs should use their own judgment on how often a creature can use abilities if it does not have a usage.

The statistics and abilities listed for creatures on the pages which follow are guidelines. Use your own ideas to create fantastical creatures and memorable encounters!

BASILISK

Large reptile that can petrify living creatures with a mere gaze.

STR:	75	BP:	42	Rank:	2
DEX:	50	INIT:	1	Nature:	Neutral
LOG:	35	DR:	5		
WIL:	40	MOV:	7	Travel:	10 leagues

» **Bite** - 75%, damage 3D

» **Stonegaze** - range sight, resist STR, duration continuous, effect paralyzed. If target is paralyzed twice in the same encounter he is petrified.

» **Tail Slap** - 75%, effect 2D and knocked prone.

BUGBEAR

Large, hairy cousins of goblins.

STR:	65	BP:	25	Rank:	2
DEX:	55	INIT:	1	Nature:	Evil
LOG:	45	DR:	5		
WIL:	45	MOV:	8	Travel:	10 leagues

» **By Weapon** - 80%, damage +3

CENTAUR

Head, arms and torso of a man and the body and legs of a large horse.

STR:	65	BP:	40	Rank:	3
DEX:	60	INIT:	2	Nature:	Neutral
LOG:	55	DR:	0		
WIL:	50	MOV:	14	Travel:	15 leagues

» **By Weapon** - 75%, damage +3

» **Hoof** - 80%, effect 3D and knocked prone.

CHIMERA

Heads of a lion, goat and dragon, body and front paws of lion, feet of bull, tail of serpent.

STR:	90	BP:	80	Rank:	5
DEX:	80	INIT:	2	Nature:	Evil
LOG:	60	DR:	10		
WIL:	50	MOV:	16 (30 fly)	Travel:	30 leagues

» **Bite** - 95%, damage 6D

» **Dragonbreath** - range 15 (burst 3), usage 1/2 turns, resist DEX (for half damage), effect 5D fire damage.

» **Serpent's Tail** - 85%, duration continuous, resist STR-20 (poison only), effect 2D and poisoned (slowed and weakened).

» **Fearful Roar** - range 0 (burst 10), usage 1/turn, duration continuous, resist WIL, effect stunned.

DIRE RAT

Large omnivorous scavengers.

STR:	25	BP:	3	Rank:	1
DEX:	55	INIT:	1	Nature:	Neutral
LOG:	25	DR:	0		
WIL:	25	MOV:	6	Travel:	5 leagues

» **Bite** - 45%, damage 1D, effect on a critical success target contracts rabies; after 1 day the target is dazed until cured.

DOPPELGANGER

Humanoids that are able to take on the shapes of those they encounter.

STR:	45	BP:	24	Rank:	2
DEX:	50	INIT:	1	Nature:	Varies
LOG:	65	DR:	0		
WIL:	60	MOV:	8	Travel:	10 leagues

- » **By Weapon** - 55%
- » **Shape Shift** - can transform into likeness of living target that has been touched. Lasts 2D hours unless target killed, then duration permanent!

DRAGON

Intelligent reptilian beast that hoards treasure.

STR:	150	BP:	240	Rank:	6
DEX:	80	INIT:	3	Nature:	Varies
LOG:	100	DR:	20		
WIL:	90	MOV:	20 (60 fly)	Travel:	60 leagues

- » **Bite** - 140%, damage 10D
- » **Claw** - 120%, effect 6D and knocked prone.
- » **Tail Slap** - 100%, effect 5D and knocked prone.
- » **Dragonbreath** - range 20 (burst 5), usage 1/2 turns, resist DEX (for half damage), effect 2Dx10 fire damage.
- » **Magical** - charm and hinder as level 3 spellcaster (120%), immune to charm and transform, DR applies against normal and magical damage.

DRYAD

Humanoids with bark skin and leaf-like hair.

S TR:	45	BP:	23	Rank:	2
DEX:	60	INIT:	1	Nature:	Good
LOG:	75	DR:	5		
WIL:	65	MOV:	7	Travel:	10 leagues

- » **By Weapon** - 65%
- » **Magical** - charm, entangle and transform (self only, and only into a naturally occurring animal) as level 2 spellcaster (60%). Cannot be charmed.
- » **Treestep** - if dryad enters a hollow tree, it can step out of any other hollow tree within 100 leagues.

ELEMENTAL (AIR)

Comprised of thick air, remaining unseen until it's too late!

STR:	35	BP:	50	Rank:	3
DEX:	70	INIT:	2	Nature:	Evil
LOG:	55	DR:	5		
WIL:	55	MOV:	33 (fly)	Travel:	30 leagues

- » **Hurled Object** - 80%, damage 3D
- » **Whirlwind** - range 0 (burst 1), resist STR (knock back), effect 2D, knocked back 2D spaces and knocked prone.
- » **Lightning Chaos** - range 0 (burst 3), resist none, effect 3D electrical damage, knocked back one space and knocked prone, creature loses 1D BP each use.
- » **Affect Weather** – elemental has an uncontrolled random/chaotic effect on weather patterns in its surrounding area.
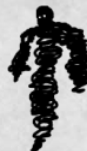
Elemental (Earth)

Consisting of dirt, stones, crystal, etc.

STR:	60	BP:	45	Rank:	3
DEX:	50	INIT:	1	Nature:	Evil
LOG:	35	DR:	10		
WIL:	50	MOV:	6 (burrow 8)	Travel:	5 leagues

» **Slam** - 80% effect 3D and knocked prone.
» **Earth Wave** - range 0 (line 10), resist DEX, effect 1-space-wide wave of dirt, anyone in path takes 1D damage and is knocked prone.

Elemental (Fire)

Intelligent scourging fire.

STR:	40	BP:	60	Rank:	4
DEX:	60	INIT:	2	Nature:	Evil
LOG:	40	DR:	5		
WIL:	55	MOV:	16	Travel:	15 leagues

» **Fireball** - 85%, damage 3D
» **Fire Storm** - range 10 (burst 3), resist DEX (for half damage), effect 3D, creature loses 1D BP each use.
» **Fire Torrent** – 95%, range 0 (burst 5), resist none, effect 2D fire damage.
» **Healing** - fire heals elemental 1D per turn of exposure.

Elemental (Water)

Intelligent roaring waves.

STR:	65	BP:	30	Rank:	2
DEX:	85	INIT:	2	Nature:	Evil
LOG:	40	DR:	5		
WIL:	60	MOV:	10 (60 swim)	Travel:	10 leagues

» **Smack** - 50%, damage 2D
» **Ice Spikes** - 65%, range 20, effect 2D damage, creature loses 1D BP per use.
» **Engulf** - duration continuous, resist DEX, effect suffocation.

Ettin

Two-headed vicious giants with an appetite for humanoid flesh.

STR:	90	BP:	60	Rank:	4
DEX:	50	INIT:	1	Nature:	Evil
LOG:	25	DR:	5		
WIL:	45	MOV:	14	Travel:	15 leagues

» **Club** - 95%, 6D+7
» **Twin Attack** - 85%, usage 1/turn, effect damage +7, make two attacks.

Gargoyle

Silent, winged horrific living statues.

STR:	65	BP:	45	Rank:	3
DEX:	65	INIT:	2	Nature:	Evil
LOG:	60	DR:	10		
WIL:	75	MOV:	8 (16 fly)	Travel:	15 leagues

» **Claws** - 75%, damage 3D
» **Silent Perch** - +20 against foe if gargoyle has not moved since encounter began.
» **Stoneshape** - shift into stone gaining DR20, but cannot move or attack.

Genie

Enslaved humanoid bound to an object.

STR:	55	BP:	40	Rank:	4
DEX:	65	INIT:	1	Nature:	Varies
LOG:	70	DR:	0		
WIL:	90	MOV:	8 (20 fly)	Travel:	20 leagues

» **Slam** - 65%, damage 3D
» **Lightning Bolt** - 80%, range 25, resist DEX-40, effect 3D lighting damage.
» **Wish** - captured genie will grant one wish (GM's discretion).

Ghost

Spectral remnants that cannot rest easily in their graves.

STR:	0	BP:	20	Rank:	2
DEX:	50	INIT:	1	Nature:	Evil
LOG:	35	DR:	0		
WIL:	50	MOV:	10 (fly)	Travel:	10 leagues

» **Resistance** - half damage from non-magical weapons.
» **Psychic Drain** - 65%, duration 1 turn, resist WIL, effect 1D necrotic damage (bypass DR) and dazed.
» **Deadly Howl** - range 10, usage 1/2 turns, duration continuous, resist WIL, effect paralyzed.
» **Corruption** - 50%, resist WIL, effect 1D necrotic damage (bypass DR).

Giant

Huge humanoids of great strength and hot tempers.

STR:	140	BP:	140	Rank:	5
DEX:	60	INIT:	2	Nature:	Evil
LOG:	35	DR:	10		
WIL:	65	MOV:	18	Travel:	20 leagues

» **By Weapon** - 140%, damage +18

Gnoll

Twisted hyena-like humanoids wearing fur and skins of their slain.

STR:	60	BP:	20	Rank:	2
DEX:	55	INIT:	1	Nature:	Evil
LOG:	50	DR:	0		
WIL:	40	MOV:	8	Travel:	10 leagues

» **By Weapon** - 65%, damage +1

Gnome

Small humanoids, deceptive and tricky.

STR:	35	BP:	10	Rank:	1
DEX:	60	INIT:	1	Nature:	Good
LOG:	70	DR:	0		
WIL:	50	MOV:	4	Travel:	5 leagues

» **By Weapon** - 45%
» **Illusionist** - Illusion spell as level 3 spellcaster (70%).
» **Sneak** 60% to remain unseen and unheard.

Goblin

Short vile green humanoids.

STR:	45	BP:	8	Rank:	1
DEX:	50	INIT:	1	Nature:	Evil
LOG:	35	DR:	0		
WIL:	30	MOV:	6	Travel:	5 leagues

» **By Weapon** - 45%

Golem

Magically created automatons.

STR:	75	BP:	60	Rank:	3
DEX:	45	INIT:	1	Nature:	Neutral
LOG:	0	DR:	10		
WIL:	100	MOV:	6	Travel:	5 leagues

» **Slam** - 65%, damage 3D

Griffon

A majestic creature, with the body/tail of a lion and the wings/head of an eagle.

STR:	60	BP:	70	Rank:	4
DEX:	55	INIT:	3	Nature:	Neutral
LOG:	45	DR:	5		
WIL:	60	MOV:	14 (30 fly)	Travel:	30 leagues

» **Claw** - 85%, damage 3D

» **Mount** - can carry approximately 350 lbs.

Harpy

A horrific mix between vultures and the top half of a human woman.

STR:	70	BP:	15	Rank:	2
DEX:	60	INIT:	1	Nature:	Evil
LOG:	40	DR:	0		
WIL:	50	MOV:	6 (14 fly)	Travel:	15 leagues

» **Claw** - 55%, damage 2D

» **Alluring Song** - range 0 (burst 1 mile), resist WIL-10, effect target follows song to its source.

Hell Hound

Large black dogs that hunt in packs.

STR:	35	BP:	25	Rank:	3
DEX:	55	INIT:	1	Nature:	Evil
LOG:	15	DR:	0		
WIL:	25	MOV:	13	Travel:	15 leagues

» **Fiery Bite** - 60%, damage 2D plus 1D fire damage.

» **Fiery Breath** - 70%, range 0 (burst 3), 1/3 turns, resist DEX (for half damage).

Hobgoblin

Brutish bullies of goblin minions.

STR:	60	BP:	18	Rank:	2
DEX:	55	INIT:	1	Nature:	Evil
LOG:	45	DR:	2		
WIL:	45	MOV:	8	Travel:	10 leagues

» **By Weapon** - 60%, damage +1

Hydra

Multi-headed reptilian beast.

STR:	85	BP:	60	Rank:	4
DEX:	70	INIT:	2	Nature:	Neutral
LOG:	45	DR:	10		
WIL:	60	MOV:	10 (20 swim)	Travel:	10 leagues

» **Bite** - 75%, damage 4D+6
» **Tough** - As long as 1 head remains regain 2D body points each turn and one head.

Kobold

Beady eyed smallish reptilian humanoids who worship dragons.

STR:	30	BP:	5	Rank:	1
DEX:	60	INIT:	1	Nature:	Evil
LOG:	35	DR:	0		
WIL:	25	MOV:	6	Travel:	5 leagues

» **By Weapon** - 45%

Lizardmen

Primitive reptilian humanoids with tails who build near rivers and lakes.

STR:	55	BP:	10	Rank:	1
DEX:	60	INIT:	1	Nature:	Evil
LOG:	45	DR:	0		
WIL:	55	MOV:	8	Travel:	10 leagues

» **By Weapon** - 50%

Medusa

Female humanoids with snakes for hair.

STR:	50	BP:	25	Rank:	2
DEX:	50	INIT:	1	Nature:	Evil
LOG:	55	DR:	0		
WIL:	65	MOV:	8	Travel:	10 leagues

» **By Weapon** - 70%
» **Stonegaze** - range sight, resist STR, duration continuous, effect paralyzed. If target is paralyzed twice in the same encounter he is petrified.

Minotaur

Bestial humanoid, half man, half bull.

STR:	75	BP:	55	Rank:	3
DEX:	50	INIT:	1	Nature:	Varies
LOG:	55	DR:	0		
WIL:	45	MOV:	10	Travel:	10 leagues

» **By Weapon** - 75%, damage +4

Mummy

Guardians of the dead and their treasure.

STR:	80	**BP:**	65	**Rank:**	4
DEX:	40	**INIT:**	1	**Nature:**	Evil
LOG:	0	**DR:**	5		
WIL:	90	**MOV:**	6	**Travel:**	5 leagues

» **Slam** - 90%, damage 4D
» **Vulnerability** - when caught on fire, ongoing 5 damage.
» **Immunities** - immune to poison and charm.

Ogre

Large, strong, dull-witted humanoids.

STR:	85	**BP:**	40	**Rank:**	2
DEX:	55	**INIT:**	1	**Nature:**	Evil
LOG:	25	**DR:**	0		
WIL:	40	**MOV:**	12	**Travel:**	10 leagues

» **By Weapon** - 60%, damage +6

Orc

Yellowish lupine eared humanoids craving war.

STR:	55	**BP:**	12	**Rank:**	2
DEX:	50	**INIT:**	1	**Nature:**	Evil
LOG:	40	**DR:**	5		
WIL:	40	**MOV:**	7	**Travel:**	10 leagues

» **By Weapon** - 50%

Pegasus

A majestic, winged horse (typically white).

STR:	70	**BP:**	60	**Rank:**	4
DEX:	65	**INIT:**	3	**Nature:**	Good
LOG:	70	**DR:**	5		
WIL:	90	**MOV:**	20 (40 fly)	**Travel:**	40 leagues

» **Hoof** - 70%, damage 5D
» **Detect Aura** - detect moral auras.
» **Dispel** - 90% to cancel any one spell effect created by another caster.

Pixie

Tiny winged mischievous humanoids.

STR:	15	**BP:**	2	**Rank:**	3
DEX:	80	**INIT:**	2	**Nature:**	Good
LOG:	70	**DR:**	0		
WIL:	55	**MOV:**	4 (16 fly)	**Travel:**	15 leagues

» **By Tiny Weapon** - 65%
» **Sneaky** - 70% to remain unseen and unheard.
» **Magical** - charm, dispel and illusion as rank 3 spellcaster (80%).

Satyr

Woodland dwelling half man half goat.

STR:	45	BP:	15	Rank:	2
DEX:	45	INIT:	1	Nature:	Good
LOG:	65	DR:	0		
WIL:	50	MOV:	9	Travel:	10 leagues

- » **By Weapon** - 45%
- » **Magical** - charm as rank 2 spellcaster (60%, must have musical pipes).

Skeleton

Animated bones of the dead.

STR:	40	BP:	10	Rank:	1
DEX:	50	INIT:	1	Nature:	Evil
LOG:	0	DR:	0		
WIL:	0	MOV:	6	Travel:	5 leagues

- » **By Weapon** - 45%
- » **Bony** - immune to charm and cold, vulnerable to lightning (damage x2).

Shadow Stalker

Vaporous servant of the dark.

STR:	30	BP:	60	Rank:	4
DEX:	80	INIT:	3	Nature:	Evil
LOG:	70	DR:	0		
WIL:	65	MOV:	12	Travel:	15 leagues

- » **Chill Touch** - 80%, duration continuous, resist WIL, effect 2D (bypass DR) and fatigued.
- » **Shadow Touched** - immune to cold, heat, transform and charm. Half damage from non-magical weapons.
- » **Transmute** - creature becomes solid, loses Chill Touch and Shadow Touched, gains DR10 and can strike physically at foes: 100%, damage 4D.

Spider (huge)

Multi-eyed, eight legged horror.

STR:	45	BP:	35	Rank:	3
DEX:	80	INIT:	2	Nature:	Evil
LOG:	40	DR:	2		
WIL:	60	MOV:	16	Travel:	15 leagues

- » **Poison Bite** - 75%, duration continuous, resist STR-10 (poison), effect 2D and poisoned (slowed and dazed).
- » **Web Sling** - 70%, range 10, resist DEX, effect immobilized, STR-20 breaks webs.

Treant

Huge living trees shaped like humanoids.

STR:	115	BP:	90	Rank:	5
DEX:	50	INIT:	1	Nature:	Neutral
LOG:	60	DR:	15		
WIL:	70	MOV:	20	Travel:	20 leagues

- » **Stomp** - 105%, damage 10D
- » **Summon Trees** - range 1 mile, usage 1/2 turns, animate 1 tree, stats half of treant.

Troll

Huge scaly humanoids with a taste for dwarves.

STR:	80	BP:	60	Rank:	4
DEX:	55	INIT:	2	Nature:	Evil
LOG:	40	DR:	10		
WIL:	45	MOV:	10	Travel:	10 leagues

» **By Weapon** - 80%, damage +5
» **Regeneration** - regain 1D BP each turn. Exposure to dusk, daybreak, or bright light nullifies regeneration.
» **Stoneskin** - becomes stone if exposed to direct sunlight.

Unicorn

Elegant horses with a magical horn.

STR:	60	BP:	50	Rank:	4
DEX:	70	INIT:	2	Nature:	Good
LOG:	80	DR:	5		
WIL:	65	MOV:	20	Travel:	20 leagues

» **Hoof** - 75%, damage 3D
» **Gore** - 85%, damage 4D
» **Detect Aura** - detect general moral auras.
» **Heal** - heal 3D BP per target each day, recharged by exposing horn to moonbeams.
» **Suppress Evil** - range 0 (burst 15), negate evil effects.
» **Teleport** – Once per day, may blink to any space within sight.

Vampire

Undead humanoid creature of the night who drinks blood from living beings.

STR:	90	BP:	40	Rank:	3
DEX:	60	INIT:	2	Nature:	Evil
LOG:	70	DR:	5		
WIL:	70	MOV:	8	Travel:	10 leagues

» **By Weapon** - 70%, damage +7
» **Dominate** - range 10, usage 1/2 turns, duration continuous, resist WIL-10, effect target follows one basic command.
» **Drain** - drain 5BP from a grappled target and gain 5BP.
» **Summon** - usage 1/day, effect summon 6 ranks of wolves, bats and skeletons.

Werewolf

Humanoid wolf taking form of either.

STR:	65	BP:	30	Rank:	3
DEX:	60	INIT:	1	Nature:	Evil
LOG:	50	DR:	5		
WIL:	65	MOV:	8 (wolf 14)	Travel:	15 leagues

» **Claws** - 65%, damage 3D
» **Bite** - 55%, damage 2D
» **Wolf Empathy** - usage 1/day, call and communicate with 3D wolves or 1D worgs who will obey until death.

Wight

Twisted reflection of its living form.

STR:	70	**BP:**	45	**Rank:**	5
DEX:	60	**INIT:**	2	**Nature:**	Evil
LOG:	40	**DR:**	5		
WIL:	75	**MOV:**	8	**Travel:**	10 leagues

- » **Psyche Drain** - 130%, duration continuous, resist DEX-40, effect 3D necrotic damage and slowed and fatigued.
- » **Grave Touch** - 80%, duration continuous, resist WIL-40, effect immobilized.
- » **Horrific Bolt** - range 20, usage 1/2 turns, resist DEX (for half damage), effect 2D necrotic damage and slowed.
- » **Shroud of Terror** – range 0 (burst 2), resist WIL-40, effect knocked prone.

Worg

Large intelligent wolves, sometimes the mounts of goblins and orcs.

STR:	70	**BP:**	25	**Rank:**	3
DEX:	50	**INIT:**	1	**Nature:**	Evil
LOG:	35	**DR:**	0		
WIL:	45	**MOV:**	14	**Travel:**	15 leagues

- » **Bite** - 65%, damage 3D

Zombie

Shambling mounds of flesh and bone of the slain.

STR:	65	**BP:**	15	**Rank:**	1
DEX:	40	**INIT:**	1	**Nature:**	Evil
LOG:	25	**DR:**	2		
WIL:	70	**MOV:**	5	**Travel:**	5 leagues

- » **Slam** - 45%, damage 2D
- » **Disintegrate** - if hit by a critical success, zombie is immediately reduced to 0 BP.

Adventure Idea Generation

What follows is a system for developing memorable adventures, but these are just the nuts & bolts. The most important step is an exercise in creativity, the juice that makes you a good GM: you must weave the tale that links this all together.

1 **Determine Areas** – Roll on the number of areas table on the following page for the number of areas in which the adventure will take place. Areas are like acts in a play, or chapters in a story. They will help define where the adventure takes place, and each area will have its own goal and obstacles.

2 **Specific Areas** - Next, for each area, you must roll on the specific area table to determine on which areas your adventure will focus. This is not to say there will not be other areas in your story, but these should be detailed.

The areas rolled are merely the places where action and story should take place. When you roll an area, begin to ask yourself questions, such as "what kind of castle?" or "how did the characters get here?" or "what interesting event can I place in this area?"

3 **Determine Area Descriptor** - You're bound to roll the same area more than once now and then. Area descriptors help to make one area unique compared to another. Descriptors also help drive your imagination to a place you might not have considered. Roll an area descriptor for each area.

4 **Determine Area Objective** - Each area will have a primary objective that the players are trying to accomplish. Roll once for each area. Then use your imagination to ask yourself the obvious questions, such as "why do the characters need to activate or deactivate something?" or "who stands to gain the most if the heroes succeed or fail?" or "how does this objective specifically relate to the area in which it was rolled?"

5 **Determine Area Obstacle** - Obstacles stand in the way of the objective. Some will be downright deadly. For each objective in each area, roll on the area obstacle table. Then use your imagination to turn the obstacle into a great scene of action and memorable adventure.

Number of Areas Table

D00	Number of Areas
00-09	2 Areas
10-59	3 Areas
60-89	4 Areas
90-99	5 Areas

Specific Areas Table

D00	Specific Area
00-01	ancient ruins
03-05	burrows
06-07	canyon, rift
08-10	castle, keep
11-12	catacomb
13-15	cave, system
16-17	city
18-20	delta
21-22	desert, wasteland
23-25	dock warehouses
26-27	dungeon
28-30	forest, jungle
31-32	harbor/port
33-35	hideout
36-37	hilly terrain
38-40	laboratory
41-42	magical anomaly
43-45	manmade wonder
46-47	mansion, manor
48-50	military base
51-52	mining complex
53-55	monastery, temple
56-57	mountain
58-60	natural anomaly
61-62	alleyway network
63-65	open tundra
66-67	outpost
68-70	pyramid
71-72	river, beach
73-75	ruins
76-77	sewer system
78-80	ship at sea
81-82	swamp, marsh
83-85	tavern, inn
86-87	tomb, crypt
88-90	tower
91-92	underground
93-95	underwater
96-97	valley
98-99	village, hamlet

Area Descriptor Table

D00	Area Descriptor
00-02	beautiful
03-05	bloodstained
06-07	breezy
08-10	buzzing
11-12	choked, plants
13-15	clicking sound
16-17	cluttered
18-20	cold
21-22	cramped
23-25	damp and dank
26-27	debris
28-30	dilapidated
31-32	dim-light
33-35	dirty
36-37	dripping sound
38-40	dung
41-42	dusty
43-45	foggy, misty
46-47	forgotten
48-50	howling
51-52	infested
53-55	jagged, rocky
56-57	light-shafts
58-60	locked
61-62	moldy
63-65	motion
66-67	pristine, clean
68-70	safe area
71-72	scraping sound
73-75	shiny new
76-77	skeletons
78-80	smell-of-gas
81-82	smell-of-spices
83-85	sparkling
86-87	stale
88-90	sticky
91-92	unclaimed
93-95	waterlogged
96-97	wild
98-99	worn-away

Area Objective Table

D00	Area Objective	Description
00-04	Activation	Activate or deactivate something. What are the characters going to activate? Why do they need to activate it? What happens when they do? What happens if they don't?
05-10	Cessation	Stop something that either is about to happen, or is in process now. This objective might require role-playing, combat, or skill use. Someone or something may not wish to be stopped and might work actively against the characters.
11-15	Collection	Several items, creatures, or people are scattered around. Seek and collect; perhaps it's criminals, survivors, or rare items.
16-21	Communication	PCs may need to call for backup or need to report something important. Perhaps they need to contact a mercenary group to help clean up a mess they made. Or maybe someone is hurt and they need to contact a distant healer.
22-26	Confiscation	The characters have to take something that is in the possession of someone (or something?) else.
27-32	Creation	Build or assemble something with materials on hand. Random events might be necessary to create dramatic situations.
33-37	Desertion	Flee from this area. The characters might have to sneak, sprint, coerce, or fight their way out of the area.
38-43	Destination	Cross or pass through an area. In a twist, there might be multiple destinations without knowing which path is correct.
44-48	Destruction	Something has to be broken, disabled, blown-up, or caught on fire. The item or place to be destroyed will be known, and the method of destroying it should be known (or must present itself).
49-53	Elimination	Defeat someone. Elimination doesn't necessarily mean kill – it may mean you must capture, bind, arrest, or disarm them.
54-58	Exploration	An area where nobody has ever been or has not been for a very long time. Mapping the unknown and searching for new things. In some ways it is similar to an information objective, except the player's don't really know what it is they need to learn – they're searching for whatever they might find.
59-63	Information	Learn some fact(s): evidence to solve a mystery, acquire secret plans, record someone's appearance, find the location of someone, etc.
64-68	Liberation	Liberate a person or group by force or stealth… or help to edify a person or group to perform their own self-liberation.
69-73	Protection	Protect someone or something, guard duty, root out an assassin, deliver something, protect from invasion, etc.
74-79	Relation	Settle/create a dispute, deliver a treaty/threat, or affect the political climate of a region.
80-86	Salvation	Spread your fame by rescuing someone who has been captured. Different than the confiscation objective, you must help a sentient person(s).
87-92	Sanction	Law has been broken or rule violated, PCs empowered to make arrests or bring justice (but are not totally above the law!).
93-99	Survival	The PC's must survive something. It might be important how they arrived in this area to know what they must survive.

Area Obstacle Table

D00	Area Obstacle	Description
00-04	Against the Clock	Accomplish objective in a short amount of time, requiring creative thinking on the part of the players.
05-10	Captured	PCs are captured and must escape while still trying to meet their objective. Keep in mind it's not fun to continually be captured.
11-15	Easy Mistake	Present a situation where the obvious choice isn't the correct one. It would be easy for them to make the wrong choice, side with the wrong combatant, help a bad guy, etc. Then how do they make things right?
16-21	Endangered Innocents	There are innocent people that are endangered… players have a moral choice to make: pursue the objective or save/aid the innocent people.
22-26	Enemy Character(s)	Either many NPC minions or fewer major characters trying actively to prevent characters from meeting their area's objective.
27-32	Enemy Creature(s)	Creatures are everywhere - or perhaps PCs are being stalked by one creature or a small pack. Must defeat, avoid, or bypass in some manner.
33-37	Limitation	The character's gear is either limited or lacking; they must improvise or obtain what they need.
38-43	Have to Go Around	The path through this area to achieve the objective has a major physical obstacle preventing passage.
44-48	Outgunned	Force is not the answer, weapons would mean death, yet the NPC force that wants them dead isn't going to stop. How do the PCs handle such impossible odds?
49-53	Hostile Environment	The environment itself is lethal with deadly plants, toxic air, pitfalls, loose footing, quick sand, lava beds, etc.
54-58	Infection	Avoid being afflicted with an effect or disease while trying to accomplish the objective… or perhaps PCs get infected and must seek vaccination!
59-63	Lost	Navigate a labyrinthine area which slows the characters down while trying to accomplish their objective.
64-68	Middle of Things	Something big takes place in the area, all around the characters. It gets in the way of the PCs objective. Examples: war, revolution, competition, celebration, etc.
69-73	Mistaken Identity	Mistaken for someone else or another group. Could be criminals, a child considering them guardians, etc.
74-79	Morale Problems	Because of a past problem or one they just endured, begin suffering from low morale. One character might start bickering, holding grudges, etc. Party combat is possible.
80-86	Natural Disaster	An extreme disaster of natural origin: sand storms, lava eruptions, landslides, etc. make the objective difficult to accomplish.
87-93	Persuade Other	An NPC who is vital to the area's objective in some way must be persuaded to help.
94-99	Unnatural Disaster	Caused by someone using a force that has enormous repercussions.

Random Dungeon Generation

A dungeon is an area for adventuring. It could be ruins, buildings, castles, caverns, etc. Delving into a dungeon should have a purpose; otherwise it's just a bunch of random encounters. The following tables are provided to inspire your imagination.

1. Determine the difficulty of the area by choosing a rank (1-6). Use this when rolling traps and creatures.
2. Roll a descriptor for the entire map to describe the overall setting. (see area descriptors on page 58)
3. Use the dungeon construction table below or your own imagination to draw your dungeon. Remember to place entrances, exits, stairs, etc.
4. For each room, major hallway, entrance, etc.:
   » Roll a descriptor (see area descriptors, page 58).
   » Roll a feature.
   » Roll for contents. If result is a trap, treasure, or creature roll on the appropriate tables provided.

In all cases, you may roll or choose the results. This should inspire your imagination, not replace it. Enjoy the process, apply common sense and make decisions to craft an exciting dungeon that is fun for everyone.

Dungeon Construction Table

First roll 1D on the top and 1D on the left and cross-reference. Note that caverns are just rooms with irregular walls; you can use the same images.

Feature Table

D00	Area Feature				
00-01	apartment	34-35	garden	68-69	restroom
02-03	armory	36-37	gatehouse	70-71	secret
04-05	audience chamber	38-39	graveyard	72-73	shrine
06-07	barely furnished	40-41	great hall	74-75	special
08-09	bedroom	42-43	guard post	76-77	stable
10-11	cave	44-45	hole	78-79	Storage
12-13	cell	46-47	kitchen	80-81	storeroom
14-15	cellar	48-49	library	82-83	throne
16-17	chamber	50-51	livestock	84-85	tomb
18-19	chapel	52-53	lobby	86-87	torture chamber
20-21	chasm	54-55	oratory	88-89	tower
22-23	closet	56-57	pantry	90-91	treasury
24-25	common room	58-59	parlor	92-93	undertaker
26-27	dining	60-61	pit	94-95	visitor room
28-29	dungeon	62-63	prison	96-97	refuse
30-31	empty	64-65	privy	98-99	water well
32-33	foyer	66-67	quarters		

Contents Table

D00	Contents	Comments
00-16	Traps	Refer to Traps section below.
17-33	Treasures	Refer to Treasures section on following page
34-50	Creatures	Refer to Creatures section on following page
51-67	Roll twice	More to it than meets the eye! Reroll results of 68-99
68-84	Empty	Feel free to litter even empty rooms with false clues, etc.
85-99	Special	Illusion, talking object, teleporting room, secret door, etc.

Traps

Traps are used to inconvenience characters, cause damage, protect rooms or valuables, etc. Consider the purpose of a trap before placing in dungeons and wilderness areas. A deadly fire trap in a room that does not protect something important or valuable may not make sense. Steer clear of placing too many traps in expected places or out of place traps such as ice-traps in hot, fiery places. What character would think to prepare for that? Be wary of placing traps in unexpected places such as the middle of a room. If characters come across these, they might start slowing the game down to a crawl while they check each inch of a room for traps.

Like effects on page 34, traps have standardized definitions of how characters can be affected. After the name (poisoned dart trap, spiked pit trap, etc.) is how to completely avoid the trap, followed by notice, disarm, range, usage, duration, resistance (if the trap was triggered), effect (a list of conditions, damage values, special rules, etc.) and a description (if any). Note that conditions and effects have not been repeated here, see page 34.

» **Avoid** - a listed ability and modifier to completely avoid a trap. If "none" then the trap cannot be avoided. In order to avoid the trap, the character must be aware of it. In some cases GM's will want to explain how to avoid the trap if it's not obvious.

Remember that failure to avoid a trap will trigger it and the target will have a multi-action penalty if he tries to resists its effects.

» **Notice** - a modifier to a scout (natural), thief (mechanical) or spellcaster (magical) skill check to notice a trap. Some traps have the potential to be noticed by anyone and will specify an ability rather than a skill. In rare cases some traps may list two different skills to notice, for instance a magical dart trap might be noticed by a thief or if a spellcaster if actively searching for magic. If "none" then it cannot be perceived.

» **Disarm** - a modifier to a scout (natural), thief (mechanical) or spellcaster (magical) skill or ability check to disarm or disable traps. If "none" then the trap cannot be disarmed.

Damage is assumed to happen immediately (like damage from a sword) and does not have a lasting duration, unless otherwise specified (typically listed as "ongoing" damage).

How to build a better character trap

1. Select one of ten categorical traps and then give the trap a name.
2. Determine the trap's rank.
3. Determine how the trap will be triggered.
4. Determine which abilities are used to avoid, notice and disarm.
5. Determine the trap's range, usage, duration, resistance and effect.

William selects "shooting dart" from the rank 1-2 table and names his trap "Poison Dart Trap". He decides the trap will be triggered by a pressure plate located on the floor and determines it will be avoided by DEX-10, noticed by the thief-20 skill and disarmed by the thief skill. He then reads the statistics provided in the rank 1-2 table and modifies accordingly.

Poison Dart Trap
Avoid *DEX-10;* ***Notice*** *Thief-20;* ***Disarm*** *Thief+0;* ***Range*** *10;* ***Usage*** *1/turn;* ***Duration*** *continuous;* ***Resist*** *STR-10 (resist poison, not damage);* ***Effect*** *2D, slowed and stunned. If DR absorbs all damage poison has no effect.*

Categorical Trap Descriptions

Below you will find descriptions of traps, how they can be triggered and three separate tables depending on the rank of the trap (note: the 1D die roll is optional).

1D	Name	Description*
1	Crush/Slam	Something (perhaps mechanically aided) falls or slams into characters.
2	Detainment	A device designed to slam shut and hold the victim, like a bear trap. Or could be some other physically entangling substance.
3	Gate/Wall	A wall, gate or door closes and cannot be opened through normal means.
4	Needle/Razor	Poison needle or razor placed somewhere to puncture the unwary.
5	Pit	A pit is concealed or hidden and designed to trap victims, or if fall is high enough, kill them. May have spikes and spikes could be toxic.
6	Shooting Dart	Darts shoot out of wall coated with some sort of toxin.
7	Sliding/Shifting Floor	A section of floor or set of stairs becomes a slide, to deposit victims somewhere dangerous.
8	Spear/Arrow	A spear or arrow shoots out of the wall or other location, could be toxic.
9	Substance	Toxin-ridden air or liquid gusts, pours, or sprays out onto the victim.
10	Blade	A blade swings or chops at the victim. The blade could be toxic.

* Note that there are special/unique traps that require more complex explanations and will exist in published adventures.

Trap Triggers

Here are five ways a trap can be triggered, other ways may exist determined by the GM.

1D	Trigger	Description
1-2	Manual	By pulling a lever or turning a crank or pushing a button, etc. Sometimes this is in a place meant to fool people, such as a false door that when pulled, reveals only wall behind it but triggers the trap.
3-4	Trip wire	Designed to detect walking past a certain point.
5-6	Pressure switch	Designed to detect someone stepping in a specific location.
7-8	Concealed	Trap isn't triggered; it already exists but cannot be easily spotted because of its placement or the existence of obstacles.
9-10	Magical	Might detect specific people or those matching certain descriptions, might require a spoken pass phrase to bypass, etc.

Rank 1-2 Traps

These traps have the following common statistics; Avoid +0, Notice +0, Disarm +0.

Trap	Range	Usage	Duration	Resist	Effect
Crush/Slam	Range 0, burst 1	1/encounter	immediate	DEX-10	2D damage and dazed for 1D hours
Detainment	Range 0, burst 2	1/2 turn	continuous	DEX	1D damage and 1D/2 each turn trapped (bypass DR)
Gate/Wall	--	--	1/encounter	continuous	--
Needle/Razor	Range 10	unlimited	immediate	DEX-10	1D+2 damage (bypass DR)
Pit	--	unlimited	immediate	DEX-10	1D damage (bypass DR)
Shooting Dart	Range 10	1/turn	immediate	STR-10	2D damage and fatigued
Sliding/Shifting Floor	Range 0, burst 2	unlimited	immediate	DEX-10	Prone
Spear/Arrow	Range 10	1/encounter	immediate	DEX-10	2D+2 damage and surprised
Substance	Range 0, burst 1	1/2 turn	continuous	STR-10	1D damage (bypass DR) and dazed
Blade	Range 0, burst 1	1/encounter	immediate	DEX-20	2D+3 damage and prone

Rank 3-4 Traps

These traps have the following common statistics; Avoid -20, Notice -20, Disarm -20.

Trap	Range	Usage	Duration	Resist	Effect
Crush/Slam	Range 0, burst 2	1/encounter	immediate	DEX-20	3D damage and dazed for 1D hours
Detainment	Range 0, burst 2	1/2 turn	continuous	DEX-10	2D damage and 1D/2 each turn trapped (bypass DR)
Gate/Wall	--	1/encounter	continuous	--	Cannot be opened.
Needle/Razor	Range 10	unlimited	immediate	DEX-20	2D damage (bypass DR)
Pit	--	unlimited	immediate	DEX-20	2D damage (bypass DR)
Shooting Dart	Range 10	1/turn	immediate	STR-20	2D+3 damage and fatigued
Sliding/Shifting Floor	Range 0, burst 3	unlimited	immediate	DEX-20	Prone and stunned
Spear/Arrow	Range 10, burst 1	1/2 turn	immediate	DEX-20	2D+2 damage and surprised
Substance	Range 0, burst 2	1/turn	continuous	STR-20	2D damage (bypass DR) and fatigued
Blade	Range 0, burst 2	1/2 turns	immediate	DEX-30	3D damage and prone

RANK 5-6 TRAPS

These traps have the following common statistics; Avoid -30, Notice -30, Disarm -30.

Trap	Range	Usage	Duration	Resist	Effect
Crush/Slam	Range 0, burst 3	1/2 turns	immediate	DEX-30	4D damage and dazed for 1D hours.
Detainment	Range 0, burst 3	1/turn	continuous	DEX-20	3D damage and 1D/2 each turn trapped (bypass DR)
Gate/Wall	--	1/encounter	continuous	--	Cannot be opened.
Needle/Razor	Range 15	unlimited	immediate	DEX-30	2D+2 damage (bypass DR)
Pit	--	unlimited	immediate	DEX-30	3D damage (bypass DR)
Shooting Dart	Range 15	1/turn	continuous	STR-30	3D damage and fatigued
Sliding/Shifting Floor	Range 0, burst 5	unlimited	immediate	DEX-30	Stunned, prone and dazed
Spear/Arrow	Range 15, burst 3	1/turn	immediate	DEX-30	2D+2 damage and surprised
Substance	Range 0, burst 3	1/turn	continuous	STR-30	3D damage (bypass DR) and fatigued
Blade	Range 0, burst 3	1/turn	immediate	DEX-40	4D damage, prone and surprised

HAZARDS

Hazards are fairly straightforward and should only require some common sense and an ability check. The rickety bridge is a hazard because it's old and dilapidated; if you decide the bridge collapses due to excessive weight have the character make a DEX check or fall, barely able to grab a loose rope. A falling rock hazard can be set off on purpose by an enemy or perhaps simply the clanging of cooking gear strapped to a backpack. Perhaps characters succeeding in a DEX check take 1D damage while failure results in 2D damage. Falling rock slides or weakened building structures bring realistic hazards to any game. It's a dangerous world out there!

TREASURE TABLES

When a treasure is found, think about the room/hall feature(s) and content(s). The treasure may or may not be guarded, and might be hidden. As always, these collections of tables is meant to help you get your creativity flowing not restrict you. Roll on the tables or select a result yourself. Use the table relevant to the dungeon's rank.

D00	Treasures	Rank:1-2	Rank:3-4	Rank:5-6
00-15	Jewels[1]	4Dx10gp	1Dx100gp	5Dx100gp
16-30	1D/2 Gems[2]	2Dx10gp ea.	5Dx10gp ea.	1Dx100gp ea.
31-45	Gold Pieces	2Dx10gp	5Dx10gp	1Dx100gp
46-60	Art[3]	4Dx10gp	5Dx100gp	1Dx100gp
61-75	1D/2 Normal Items	varies	varies	varies
76-85	Magic Item	varies	varies	varies
86-95	Deed[4]/treasure map	1Dx100gp	5Dx100gp	2Dx1000gp
96-99	Roll Twice	--	--	--

[1] amulet, tiara, bracelet, ring, necklace, pin, earrings, brooch, arm cuff, anklet, etc.
[2] azurite, pearl, onyx, quartz, amber, garnet, jade, topaz, emerald, sapphire, diamond, etc.
[3] statuette, bone carvings, gold idol, cutlery, painting, sculpture, tapestry, rare cloths, etc.
[4] deed to business, building, farm, livestock herd, gold claim, letter of marque, ship, etc.

D00	Magic Item	D00	Magic Item
00-04	Barbaric Sword	48-50	Resurrection Band
05-07	Braces of Defense	51	Richwood Bow
08	Cloak of Passing	52	Ring of Concealment
09-13	Cloak of Trespassing	53-55	Ring of Teleport
14	Death Rod	56	Sack O' Plenty
15	Death's Ward	57	Shadow Cloak
16-20	Dove Rune Scroll	58	Shock Braces
21-23	Errorless Weapon	59-66	Spell Scroll (choose spell)
24	Eye of Truth	67-69	Stealth Armor
25-27	Healing Bedroll	70	Summoner Dagger
28-32	Healing Concoction	71-75	Vitality Rod
33-35	Horn of Leadership	76-78	Wand of Low Wizardry
36-40	Namire Weapon	79	Warding Sash
41	Peace Ring	80	Weapon of Piercing
42-44	Potion of Transformation	81-90	Cursed item (GM decides)
45-47	Quickening Boots	91-99	New Magic item (GM decides)

CREATURE TABLES

Any of the creatures in this game can be found in dungeons, but if you're stumped for ideas consider rolling on the following tables. The number appearing are suggestions only; balance the encounter based on the situation, story, and rank of the characters.

2D	Rank 1-2 Creatures
02	1D hairy legged huge spiders
03-04	1D blood-matted fur gnolls
05-06	2D zombies dressed in monk robes
07-08	2D beady-eyed dire rats
09-10	2D skeletons wearing tattered hides
11-12	2D olive skinned goblins
13-14	2D sniveling kobolds
15-16	2D dripping wet lizardmen
17-18	1D foul mouthed bugbears
19	1D hobgoblins brutes with 1D goblin slaves
20	1D ogre savages

2D	Rank 3-4 Creatures
02	1D scaly trolls
03-04	1D gazing basilisk
05-06	1D stinky & smelly worgs
07-08	1D goblin worg-riders
09-10	2D hell hounds
11-12	3D hobgoblins wearing bibs
13-14	2D grubby orcs
15-16	1D long-necked hydras
17-18	vampire controlling 2D zombies & 1D skeletons
19	2D mucus covered minotaurs
20	2D werewolves with pack of worgs

2D	Rank 5-6 Creatures
02	1D hungry giants
03-04	2D stampeding centaurs
05-06	1D minotaur's with 2D gnoll slaves
07-08	4D orcs with 1D/2 ogres in chains
09-10	2D smelly chimeras
11-12	2D irritated trolls
13-14	2D grumpy ettins
15-16	2D wights with cold dark eyes
17-18	2D mummies wrapped in fine cloth
19	2D red-eyed bloodthirsty vampires
20	3D nest of hungry hydras

Rewards

Don't think gold and magic items are the only way you can reward the players for accomplishing objectives. In addition to ever-valuable development points, player's characters can be granted all sorts of recognition, titles, property deeds, followers, and even divine favor.

If you're creating an adventure and/or dungeon and are stumped for an idea, consider rolling on the following table and weaving the result into your story.

Adventure Rewards Table

D00	Reward	Comments
00-20	Recognition	Receive a hero's welcome whenever you pass this way.
21-28	Honorary Title	Receive a title that has local significance or wide-spread significance over the realm.
29-36	Property	Receive land, lake shore, ship, or some other type of physical property. Note that giving a player property where people live might require the player to protect, support and fund his new responsibility.
37-44	Authority	The character is given specific authority, such as judging crimes, commanding people, or exacting obedience from the populace.
45-52	Blessing	A deity blesses the character in some beneficial way. Perhaps its luck (works like the Halfling racial ability), or a special ability (intuitively knows when bad weather is approaching, if someone is lying, etc.) Or the character can summon help when the odds are against him.
53-60	Favor	The character is granted a single favor by someone with significant funds, ability, or political power.
61-68	Wealth	Reward(s) in the form of gold pieces, gems, artifacts, fine art, etc.
69-76	Followers	The character is given command (and responsibility) of one or more lower-rank or minor NPC individuals such as soldiers, mercenaries, scholars, navigators, merchants, etc.
77-84	Expert	The character becomes known as an expert in a field of study. Whether it's combative study, magical, scholarly or whatever, this character will forever be sought for his skills in whichever field in which he is an expert.
85-92	Stock	The character is given stock in something tangible that increases his wealth and prestige. Note that stock can lose value, depending on the market, drought in the case of livestock or farming, etc.
93-99	Statue	The town erects a statue in the character's honor. This may be immediate or the character may find out later.

Keranak Kingdoms

A land of adventure and intrigue, calling out for new heroes!

History

Long ago, before the gods were banished from the realm but after they exiled the giants to the islands beyond the Northwaters, they crafted the Ruling Crown: a silver circlet set with nine stones. This

was a gift to the races of the realm who would inherit the lands they freed from these tyrants. The gods chose the bearer, and he was blessed with wisdom and justice and was bound to the people through a force of duty. The Ruling Crown could only be passed from father to son, and so the family to bear the burden and honor of the crown was chosen carefully.

For generations the kingdom was united under the Keranak family line, keepers of the Ruling Crown. When King Rahvan Keranak III died without an heir, there was much conflict in the land. This sparked the time known as the War of Possession, where every elven clave, halfling warren, dwarven underkingdom, and human barony and duchy claimed some right to ascension.

It was during the last moments of the Battle at Kingsbridge, when the lords of the realm stood with weapons drawn in the very throne room of the former Keranak Kingdom that the knights of the Order of the Rose finally took matters into their own hands. Keeping the lords at bay with sword and shield, their high general seized the crown and spoke words of power taught in secrecy to him during his knightly coronation. The crown was banished from this land, and only the council of the Order of the Rose can call it back when they deem someone is worthy to bear the Crown again.

The realm still knows much conflict. Tension exists between the lords of the realm, yet their quarrels no longer take place on the battlefield. Each lord fears and respects the Order of the Rose, thus they rule their province in a manner that doesn't draw unwanted attention.

The giants beyond the Northwaters have begun to stir up trouble. Knowing the gods are not here to protect the realm or its people, and seeing the people divided and bickering, the giants plan their return. Already the Highland Valley holds a stronghold to these brutes. The knights of the Order of the Rose have begun to prepare for this threat, and so thieves and highwaymen have begun to take advantage of the knights' absence. Some of the lords of the realm have begun to quarrel more overtly, and their spies stalk ever more boldly in the shadows of the great palaces of the lands.

THE NORTHWATERS

HIGHLAND VALLEY

THE PLAINS OF THE GRIFFON LORDS

VALE OF LOST SOULS

WESTERN REACHES

MERIDIAN STRAITS

LARIDIAN WASTES

LOST ELVEN CLAVE

DUL'URICH UNDERKINGDOM

FAR VANDIMIR

SEVENSTONE ISLANDS

EMONDRAN CLAVE

ISLE OF NETHARAK

THE SHIELDING WALL

KERANAK

TARKONIAN SEA

THE AARIMIRA CLAVE

JUNGLES OF RAVENREACH

KERANAK KINGDOMS
Fantasy Setting
100 LEAGUES

VALE OF SHADOWS

THE WYLDE

ROCK POINTE

LOR WARREN

KEEPER'S ISLAND

GAROT'S ROCK

NYSLE

KAVEN'S ISLE

FENDRAKE ISLAND

SEA OF STONES

STAVENGAARD PROVINCE

RUE WARREN

DUL'GATH UNDERKINGDOM

TIDEWATER BAY

REINARIS BARONY

BOTH

THE SOUTHWATERS (OCEANIC EXPANSE)

Although the king is dead, all of the lands shown on this map (except the wilds of the Jungles of Ravenreach) are a part of a single kingdom. The term "Keranak Kingdom" refers to all the lands collectively. The Keranak province (located in the southern land mass) is the capital seat of power for the kingdom.

Regions

Arimira Clave
High elves of Anon rule here. They built bridges connecting most of the clave that span tens of miles and are supported at intervals by richwood trees that grow hundreds of feet into the air. The Aarimira elf-lord often travels by pegasus to visit Emondran Clave across the Shielding Wall.

Both
Both is an enchanted forest, the dwelling of pixies and satyr folk. Travelers are welcome to rest and recuperate but are warned not to travel too deep into the forest. It is rumored the trees are alive.

Dul'Gath Underkingdom
Supplying the surrounding area with copper, tin and other utility metals, Dul-Gath is famed for its city spires cut from the tallest mountain peaks.

Dul'Urich Underkingdom
Under these mountains is a vast dwarven kingdom, a fantastic land of dwarf cities and settlements interconnect by long tunnel roads. Creatures of shadow dwell beneath the mountain as well, and the Dul'Urich dwarves keep them from plaguing the lands.

Emondran Clave
A reclusive, secretive society of high elves. Not much is known of this area, seldom do people return from their forests. Far Vandimir ships often pass the mighty galleons of the Emondran Clave, but no one knows their destination or purpose.

Far Vandimir
This is an exotic and distant land rich in silks, furs, and all manner of spices and jewels. Merchants from this area travel the realm and trade their wares. Slavery is both accepted and common here, sold alongside cloths and foodstuff.

Fendrake Island
This is the ancestral home to a noble family line claiming lineage all the way back to the gods who once walked the realm.

Garot's Rock
The famous pirate Garot Blackheart was hung here when caught by agents of King Kenarak. The island is said to be haunted by the dread pirate and his ghostly crew.

Highland Valley
This is a cold northern region populated by nomadic clans who migrate with various native animals. This is the location of Steepreach Keep, the first stronghold of the return of the giants to the realm.

Isle of Netherak
These mucus-covered island hills are the known breeding grounds of hydras who return once each summer to mate. Lizardmen dwell here, living off the sea and hunting young hydra during mating season.

Jungles of Ravenreach

It is said that the birth of unicorns sucked all goodness from these lands. Left behind is a hot, humid, bothersome place full of goblins, insects, huge spiders, and other woeful beasts. Ruins full of untold riches litter the landscape.

Kaven's Isle

Here are beautiful rock formations and exotic mineral deposits. Ancient unknown ruins of a race of astronomers famed for far-seeing technological wonders dot the landscape.

Keeper's Island

Here is a large eastern port which supplies the realm with fresh exotic seafood. The island is famed for its lighthouses and statuary.

Keranak

This is the land of the ruling family of the kingdom. Its capital (Kingsbridge) is a marvel of architecture, easily the highest populated city in the kingdom. Many cities conduct trade and commerce here. Peace is maintained by the knights of the Order of the Rose from their base at Thorn Keep, a few days ride from most cities. Despite the ruling family losing its crown, economic decisions and matters of judicial importance are still reviewed by Lady Maran Keranak (whose title of Queen was lost with the death of her husband).

Laridian Wastes

This is a vast, harsh desert where harpies and hellhounds roam unchecked. A few scattered oases rich in water and gold can be found. Famed for Laridian Steel, whose construction is held secret by the ironforgers of these lands.

Lor Warren

This is an eastern halfling island paradise. Despite its northern location, hot springs keep it temperate and inviting to outsiders, known for Lorwine (a pleasant popular beverage).

Lost Elven Clave

This was once a sprawling clave of elves whose arrogance mocked the gods. A great curse was beset upon this place, scattering them into shattered fragments of their once-proud culture. Wild dark elves roam here now, staking claim over spiraling city ruins.

Meridian Straits

This stretch of sea is riddled with reefs, but well-known and shared routes exist to allow merchants to sail from Far Vandimir and raiders to sail north to the Western Reaches. Sunken ships may hold wealth or secrets of times long ago.

Northwaters

The cold waters that divide the realm from the giants exiled to the north. Sea serpents can sometimes be seen skimming the surface, threatening the ships of those who have tried to sale northward.

Nysle

This is an inactive volcano surrounded by magnetic stones. It is rumored to be riddled with caves and crevasses reaching well beneath sea level.

Plains of the Griffon Lords

This is the homeland of a proud race claiming dominion over the air. This land is plagued by bugbears and orcs who have carved out a loosely organized existence.

Reinaris Barony

This is a fairly typical medieval barony ruled by the Reinar family. Only nobles are permitted to own land here, and commoners are often found indentured to land owners (as servants, not slaves). The Templars of the Church of the One are found here, whose efforts to seek out evil often border on oppression.

Rock Pointe

This is the known location of Stornhall, a monastery of mysterious earth mages.

Rue Warren

This is a vast network of halfling warrens stretching for miles. Some of the larger warrens are interconnected by tunnels filled with ever-glow moss and eatable chocrooms.

Sea of Stones

This is a calm and fairly shallow sea, said to be made from the teardrop of Eleroth just before he was banished from the realm.

Sevenstone Islands

Each of these islands is ruled by its own lord, with several villages and towns on its coasts. The easternmost of these is Eyslantha, an island with a single free city (Port Blackheart) ruled by cutthroats and ruffians.

Shielding Wall

This is a high mountain range which separates the lower, more settled lands from the northern, less settled ones. Scouts who learn of passes through this place can earn a hefty coin selling that knowledge to merchants from Far Vandimir or Keranak.

Southwaters

This is a large divide between the realm and the south lands ruled by unmentionable beasts of renown. Great sea storms occasionally hit the southern and eastern shores of the land, swept in by the tides. Rough seas prevent casual sailing too far to the south or east.

Stavengaard Province

This province is not ruled by a single man but by a council comprised of a representative from each of the free cities. More like a

collection of many minor city states, the Stavengaard Province nonetheless maintains a sizable protective army. There is less of a divide between the wealthy and the poor, and most citizens enjoy a comfort unknown in other lands.

Tarkonian Sea

These waters are very clear and smooth, holding few dangers to travelers other than Tarkonian Raiders, an enigmatic tribe of humans who live at sea and are rarely seen.

Tidewater Bay

This is a large delta where several rivers deposit rich soil. The soil is gathered and shipped by land and sea across the realm. Lor Warren halflings covet the soil to grow wheat for their infamous Lorwine.

Vale of Lost Souls

The gods set this land aside to be the earthly prison for the souls of the wicked and condemned, ghosts held prisoner by a legion of pegasus wardens.

Vale of Shadows

Light seldom touches this ominous valley. It is said to be home to reclusive powerful beings whose magic fouls the landscape.

Western Reaches

Sorcerer kings of long ago damaged these lands in their attempts to unlock powerful magic of creation. Today it is a place where time and distance stretch and warp. Several magical creatures are attracted to this place.

Wylde

This northern evergreen forest is too untamed for even the elven lords to claim. It is rumored to be infested with foul creatures in service to a dragon.

Pantheon

The gods of the Keranak Kingdom once walked among men, but were banished long ago by the dragon high lords. They are still honored throughout the lands.

» **Eleroth** - God of the sea, wrath, and secrets dark and deep.
» **Beoth** - God of the hunt, shadows, and finding one's way.
» **Mangrilar** - Goddess of war, justice, and peace.
» **Yoshimir** - Goddess of nature, elemental mother, life giver, patron of the elves.
  » **Karis-mar** - Lady of earth and strength, Yoshimir's daughter, patron of the dwarves.
  » **Ray-lak** - Lady of air and wisdom, daughter of Yoshimir, patron of the griffon lords.
  » **Zibal** - Lord of fire and rage, son of Yoshimir, keeper of the secret fire.
  » **Urishor** - Lord of water and spirit, son of Yoshimir, herald of mirth.
» **Dominar** - Keeper of the dead, hunter of lost souls, avenger, patron of pegasi.
» **Tomayah** - Storm goddess of change, chaos, order, and their balance.
» **Serena** - Goddess of magic, luck, and great fortune, patron goddess of humans.
» **Obedon** - God of the sun and light, one of the two patrons of halflings.
» **Jenek** - Goddess of the moon and silver, one of the two patrons of halflings.

Note: This setting was designed to be open, painted with broad brushstrokes. Use it as a guide for your imagination. Future supplements and adventures may detail areas and power groups of this setting.

Name: _____ **Rank:** _____

Race: _____ **DP:** _EARNED_ _____ _SPENT_ _____

Hair/Eyes: _____ **Gender:** _____

Descriptors: _____

STR ⬡

DEX ⬡

LOG ⬡

WIL ⬡

BP ◯

INIT ☐

DR ☐

MOV ☐

Moral Code

Aspect *(circle one)*

	Somewhat	Very	Totally
Kind/Cruel	☐	☐	☐
Focused/Unfocused	☐	☐	☐
Selfless/Selfish	☐	☐	☐
Honorable/Deceitful	☐	☐	☐
Brave/Cowardly	☐	☐	☐

Skills

Skills	Ability	Level	P/S	Score*	Notes
Cleric**	WIL/2	x10		%	*Blessings, Detect Aura, Miracles, Smite*
Enchanter**	LOG/2	X10		%	*Alchemy, Enchantment, Runecraft, Familiar*
Leader**	WIL/2	x10		%	*Battle Commander, Guardian, Leader, Warlord*
Scholar**	LOG/2	x10		%	*Diplomat, High Scholar, Historian, Signs & Portents*
Scout	LOG/2	x10		%	*Animal Handling, Navigation, Survival, Tracking*
Spellcaster**	LOG/2	x10		%	*High Wizardry, Low Wizardry, Wizard Eye, Wizard Hand*
Thief	DEX/2	x10		%	*Deception, Security Systems, Sleight of Hand, Stealth*
Warrior (melee)	STR/2	x10		%	*Melee, Unarmed combat*
(ranged)	DEX/2			%	*Marksman, Thrown weapons*

* Half the listed Ability, +10 per Level, +20 if Primary skill, +10 if Secondary skill.

** These skills cannot be used unless you have at least one Level.

Abilities / Notes

_____
_____
_____
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Equipment

_____
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_____

Gold [_____]

Record spells on reverse side

Weapon

Weapon	Range	Score	Damage	Notes
		%		
		%		
		%		
Unarmed	--	%	1D/2	

Glossary

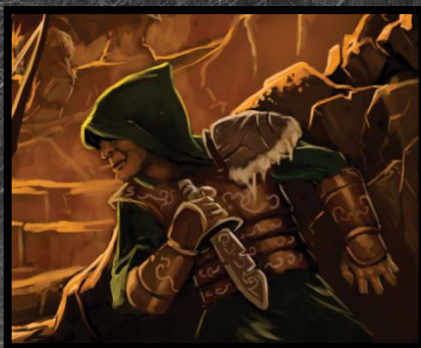| Term	Meaning
BP	Body points, the amount of damage sustained before falling.
Cleric	A worshipper of deities, healer, and righteous warrior.
Darkvision	Black & white sight in all but total darkness. If even a single star's worth of light is present, darkvision allows normal sight.
Descriptor	Phrase or word describing something prominent about a character.
DEX	Dexterity, agility, coordination, balance, grace.
Dodge	Just a typical way to describe a DEX-based resistance check.
DP	Development points granted by GM after an adventure session. Spent to improve character.
DR	Damage reduction, the amount of damage absorbed.
Enchanter	A creator of magic items, potions, and runes of magic.
GM	The game master is a player who acts as narrator, judge, host, etc.
Infravision	Vision showing contrasting hot and cold surfaces, permitting ability to see in total darkness.
INIT	Initiative, determines who gets to act first in a situation.
Leader	Experience and training on the battlefield both personal and epic.
Level	Experience and talent in a given skill. Not to be confused with Rank.
LOG	Logic, knowledge, intelligence, and perception.
Moral Code	Alignment system to guide character's moral choices. A form of behavioral alignment possessed by character races, all of which possess self-will.
MOV	Move, represents how many spaces a character can move in a turn.
Nature	Dictates creature actions; good, evil or neutral. A form of behavioral alignment possessed by creatures lacking self-will.
NPC	A non-player character is played by the GM rather than a player.
PC	A player character is played by a player rather than the GM.
Rank	Relative experience of a character.
Resistance Check	Ability check to avoid or reduce a threat to your character.
Scholar	Knowledge and skill gleaned through a weighty education, steady access to books, legends, and lore.
Scout	Training or experience as an outdoorsman, ranger, etc.
Score	The percent chance to succeed in a skill or ability.
Skilled	Having at least one level in a skill.
Spaces	Abstract unit of measurement for range or movement.
Spell	Magical arcane incantation, divine granted miracle, or any other supernatural effect.
Spellcaster	Knowledge and use of magical powers.
STR	Strength, endurance, health, fitness, stamina, constitution.
Thief	Expertise a rogue or thief learns through use of talent and opportunity.
Tradespeak	Common language used throughout civilized lands.
Travel	Moving long distances, measured in leagues rather than spaces.
Unskilled	Lacking at least 1 level in a skill (some skills require at least 1 level).
WIL	Willpower, bluff, finesse, persuade, intimidate, resist certain spells.

Index

BareBones Fantasy
Role-playing Game

It may be small, but what you hold in your hands is a complete and unique fantasy role playing game. Add pencils and dice and you'll have everything you need! Create your character and embark on an epic journey wrought with peril and rewards limited only by your imagination. Flip through the pages and you'll see:

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» Adventure generation: we give you the nuts & bolts for developing memorable adventures, you sprinkle with creativity
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A complete fantasy role-playing game
by Larry Moore and Bill Logan