

# INTO the DARK



**INTO  
the  
DARK**

# CHARACTER CREATION

## ATTRIBUTES

Roll 3d6 and total for each attribute in order from Charisma to Wisdom.

### Strength

Your physical power, frame, and athleticism.

### Dexterity

Your agility, reflexes, and grace.

### Constitution

Your health, stamina, and toughness.

### Intelligence

Your reasoning, memory, and attention to detail.

### Wisdom

Your insight, common sense, and willpower.

### Charisma

Your appearance, personal charm, and force of personality.

## Ability Scores and Modifiers

Score	Modifier
2	-4
3-4	-3
5-6	-2
7-8	-1
9-10	0
11-12	+1
13-14	+2
15-16	+3
17-18	+4

Every two points a score is above 18 adds +1 to the modifier.



## HIT POINTS

The number of Hit Points you start with at Level 1 is the maximum possible for your Hit Die (determined by your Class) modified by your Constitution modifier.

When you advance a Level, roll your Hit Die a number of times equal to your new Level and total the results. If the total is higher than your current maximum Hit Points this becomes your new maximum. If the total is the same or lower, increase your Hit Point maximum by one.

## ARMOR CLASS

Your Armor Class is the Armor Class of the suit of armor you are wearing + any Armor Bonus from shields or other special items + your Dexterity modifier.

## MOVEMENT

Unless stated otherwise, or modified by encumbrance, you have a Movement of 30' (6" on the tabletop when using miniatures).

## ENCUMBRANCE

Total up all of the equipment you are carrying, this is your Encumbrance. Use the following chart to determine how much your Movement is affected by your Encumbrance.

Encumbrance	Movement Adjustment*
Up to 40 pounds	No adjustment
41-60 pounds	-5' (-1")
61-80 pounds	-10' (-2")
81-100 pounds	-15' (-3")
101-120 pounds	-20' (-4")
121-140 pounds	-25' (-5")
141-160 pounds	-30' (-6")
161-180 pounds	-35' (-7")
191-200 pounds	-40' (-8")

\* Each point of your Strength Modifier offsets -5' (-1") of Movement Adjustment.

Example: A Strength Modifier of +2 means you have no Movement Adjustment until 81 or more pounds. At 81-100 pounds the adjustment is -5' (-1"), at 101-120 pounds it is -10' (-2"), etc.



## ALIGNMENT

All creatures are morally and spiritually aligned to the three primal aspects of Light, Shadow, and Dark. Choose which alignment best fits your style of play.

### Light

Characters of this alignment believe...

- \* The needs of the many outweigh the needs of the few.
- \* Self-sacrifice is better than self-protection.
- \* Truth is better than deception.
- \* In showing mercy to a defeated enemy.
- \* It is dishonorable to ambush a foe.

### Dark

Characters of this alignment believe...

- \* The needs of the few outweigh the needs of the many.
- \* Self-protection is better than self-sacrifice.
- \* Deception is always the first choice.
- \* In never leaving an enemy behind.
- \* A blade in the back gets the job done.

### Shadow

Characters of this alignment believe...

- \* There is no one way to live your life.
- \* Sometimes you need to be Light, and sometimes Dark.
- \* All Light and all Dark are extremes to be avoided.

To remain in the Shadow you cannot go too far into the light or the darkness. If the GM feels your actions are consistently Light, or consistently Dark, she may change your alignment to one of these. To keep a Shadow alignment you must balance your actions between Light and Dark beliefs.

## RETAINERS

You may have a maximum number of retainers at any one time equal to your Charisma modifier + 4 (minimum of 1.) Recruiting requires an offer of award plus a successful Charisma Check. Persons hired for a set daily wage do not count toward this limit, but if the pay stops they will leave.

## SAVING THROW

From time to time, a mumble or some other kind of hazard requires you to make a Saving Throw. A successful Saving Throw means that the character (or monster) avoids the threat or lessens its effect. The Saving Throw difficulty number gets easier to beat as a character advances in Level.

To make a saving throw, roll a d20 and add your Wisdom modifier. If the result is equal to or higher than the difficulty, the Saving Throw succeeds. A roll of natural 1 is always a failure, regardless of any modifiers.

Level	-	Save	Level	-	Save
1		15	6		10
2		14	7		9
3		13	8		8
4		12	9		7
5		11	10		6

## MOTIVATION

Complete the following question on your character sheet: *"I risk my life for gold and treasure..."*. This is reason you are willing to enter dark, dangerous places, filled with traps and monsters. When you spend ancient wealth according to your motive you receive Experience Points for each 1 gold coin worth of wealth you spend.

## PERSONAL CHARACTERISTICS

Fleshing out your character's personality—the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity—will help you bring him or her to life as you play the game. Four categories of characteristics are presented here: personality traits, ideals, bonds, and flaws. Beyond those categories, think about your character's favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine.



## Personality Traits

Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self-descriptions that are specific about what makes your character stand out. “I’m smart” is not a good trait, because it describes a lot of characters. “I’ve read every book in Zandor Keep” tells you something specific about your character’s interests and disposition.

Personality traits might describe the things your character likes, his or her past accomplishments, things your character dislikes or fears, your character’s self-attitude or mannerisms, or the influence of his or her ability scores.

A useful place to start thinking about personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one could be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.

## Ideals

Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system.

Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for?

You can choose any ideals you like, but your character’s alignment is a good place to start defining them

## Bonds

Create one bond for your character. Bonds represent a character’s connections to people, places, and events in the world. They tie you to things from your background. They might inspire you to heights of heroism, or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character’s motivations and goals.

Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession?

Your bonds might be tied to your class, your background,

your race, or some other aspect of your character’s history or personality. You might also gain new bonds over the course of your adventures.

## Flaws

Finally, choose a flaw for your character. Your character’s flaw represents some vice, compulsion, fear, or weakness—in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests. More significant than negative personality traits, a flaw might answer any of these questions: What enrages you? What’s the one person, concept, or event that you are terrified of? What are your vices?

## INSPIRATION

Inspiration is a rule the Game Master can use to reward you for playing your character in a way that’s true to his or her personality traits, ideal, bond, and flaw. By using inspiration, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the Beggar Prince. Or inspiration can let you call on your bond to the defense of your home village to push past the effect of a spell that has been laid on you.

## Gaining Inspiration

Your GM can choose to give you inspiration for a variety of reasons. Typically, GMs award it when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. Your GM will tell you how you can earn inspiration in the game.

You either have inspiration or you don’t—you can’t stockpile multiple “inspirations” for later use.

## Using Inspiration

If you have inspiration, you can expend it when you make an attack roll, saving throw, or attribute check. Spending your inspiration gives you a bonus die on that roll.

Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.

## BACKGROUND

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a courageous knight or a grizzled soldier. Your haxor could have been a sage or an artisan. Your thief might have gotten by as a guild thief or commanded audiences as a jester.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

## EQUIPMENT

You begin the game with 125 gold coins. You may spend them at this time as you wish to buy gear from the lists in the Equipment section of these rules.

## CHARACTER ADVANCEMENT

All characters require the same number of experience points (XP) to advance in Level. Characters gain 1 XP per gold piece of recovered treasure they spend on their motivation. They also gain some XP from killing monsters.

## ADVANCEMENT

### Level Experience Points

1	0
2	1,500
3	3,000
4	7,000
5	15,000
6	30,000
7	70,000
8	150,000
9	250,000
10	370,000





# RACES

## DWARF

Dwarves are short, stout, hardy people who come from massive caverns in the high mountains. They are a proud, warlike race, usually made so by frequent contact with savage dark-tainted races such as orcs and goblins.

Dwarves usually live upwards of 200 years. They have skin tones of earth and rock and all typical hair colors. They are a Fae race and have the long pointed ears and strange eyes common to their kind. A dwarf's eyes are faceted precious gemstones. A height of 5' is tall for a dwarf. Dwarves live for 200 years and then they transform into a large boulder called an Father or Mother Stone depending on the gender of the dwarf.

**Attribute Adjustment:** Constitution +2, Dexterity -2.

- **Darkvision:** Dwarves can see in the dark to a limit of 60 feet.

- **Stone Sense:** Dwarves easily takes note of certain features of stonework: sloping corridors, moving walls, and traps made of stone – in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts. They can also identify whether stonework is recent or not. There is no established die roll or rule for using these abilities; exactly what a Dwarf does or does not perceive is up to the GM.

- **Arcane Resistance:** Dwarves gain a +4 to Saving Throw rolls made verses mumbles, miracles, or other supernatural effects.

- **Short:** Dwarves cannot use two-handed pole weapons nor longbows. They have a Movement of 25' (5").



## ELF

Elves are tall, thin Fae with pointed ears and deep-set dark eyes with moving stars in them. Whether they hail from the forests or hidden valleys, they are all born more graceful than humans, though somewhat slighter. They have golden colored skin and their hair includes all typical colors, plus shades of silver and blue. Elves live for 500 years and then they fade away to become a whispering wind.

Elves will go to great lengths and risk much to find an item or place of exceptional beauty. They are restrained and contemplative but love bright song and music too.

**Attribute Adjustment:** Intelligence +2, Constitution -2.

- **Darkvision:** Elves can see in the dark to a limit of 60 feet.

- **Find secret doors:** Elves gain use of the thief skill "Detect Trap/Secret Door", but do not add their Level to the roll. The GM will roll for use of this skill when the elf approaches a trap or secret door, even when the elf is not actively searching.

- **Immunity:** Elves are immune to paralysis by ghouls, and gain a +2 to saving throws against other forms of paralysis.

- **Martial Training:** Elves are proficient with all weapons, armor, and shields. (This allows them to be haxors wielding weapons, wearing armor, and uttering mumbles. It does not allow them to bypass the cleric restrictions on weapons and armor.)

- **Aloof:** Elves are preceived as distant and aloof. They gain a penalty die when making Charisma Checks to hire non-elf retainers. Any non-elf retainers they hire suffer a -1 penalty to morale checks.



## FELOID

Feloid have the form of humans with the features of felines. They come in a wide variety: the bright stripes of tigers, the speckled hides of leopards, and the exotic look of Siamese cats are all appropriate. They have sharp claws and teeth and a cruel nature when it comes to dealing with their prey.

**Attribute Adjustment:** Dexterity +2, Wisdom -2.

- **Darkvision:** Feloids can see in the dark to a limit of 60 feet.

- **Natural Weapons:** Feloids are proficient in the use of their teeth and claws as weapons in combat. Successful attacks with these do d4 damage.

- **Stealthy:** Feloids gain a bonus die to Climbing, Hide In Shadow and Move Silently rolls (these thief skills are usable by all classes).

- **Curious:** Feloids have an obsessive-compulsive curiosity which often gets them into trouble. Anytime the GM deems appropriate, you must make a successful Wisdom check or be compelled to investigate and physically interact with an unknown object or phenomenon.



## GNOME

Gnomes are a small Fae race with long drooping pointed ears and tiny beady eyes like brown pebbles. All gnomes look very old with long gray hair, wrinkled skin, and stooped shoulders. They live for 200 years and then transform into a normal animal like a badger or a fox.

Gnomes like wearing long pointed colorful caps and living in underground burrows next to a river or lake. Gnomes are generally a peace-loving and compassionate people. They are fond of storytelling and alchemy too.

**Attribute Adjustment:** Wisdom +2, Strength -2.

- **Animal Friend:** Gnomes may gain wild or tame animals as retainers instead of people. They may also use the miracle Speak With Animal once per hour.

- **Potion Sense:** Gnomes may identify any alchemical potion or substance with a successful Wisdom check. They must be able to see and smell the substance.

- **Crafty:** Gnomes gain the thief skill Appraise Item (and add their Level to the roll like a thief does), and gain a bonus die to Hide In Shadow and Move Silently rolls (these thief skills are usable by all classes).

- **Short:** Gnomes cannot use two-handed weapons nor longbows. They have a Movement of 25' (5").





## HALFLING

A halfling is the offspring of a human and a Fae (elf, dwarf, gnome, or sprite). They are always the exact likeness and gender of their human parent with exception of being 4' tall with small pointed ears. Many humans have a superstitious fear of halflings, and derisively call them names such as "manikin" and "witch-child". Halflings live for 50 years and then are reborn as a human baby, as they get older their memories gradually return to them.

Halflings love self-indulgence and jest. They are often court jesters, thieves, or merchants. Halflings are unable to produce children of their own until they are born again as humans.

**Attribute Adjustment:** Charisma +4, Strength -2.

- **Lucky:** Once per session a you may reroll any one die roll you make, or force your opponent to reroll instead.
- **Stealthy:** Halflings gain a bonus die to Climbing, Hide In Shadow and Move Silently rolls (these thief skills are usable by all classes).
- **Slinger:** Halflings gain a +2 to attacks made with a sling.
- **Short:** Halflings cannot use two-handed weapons nor longbows. They have a Movement of 25' (5").



## HUMAN

Humans are everywhere, of all the races they are the most numerous. There are many different human cultures and ethnic looks. Some humans are civilized, others are primitive barbarians.

Humans sometimes live to 120 years but this is rare, most only live to 40 or 50 years due to the endless warfare humans seem to enjoy engaging in.

**Attribute Adjustment:** No adjustments.

- **Burn Quick, Burn Bright:** Humans gain a +20% bonus to all experience point awards (cumulative with class prime requisite bonuses).
- **Born Leader:** Retainers, specialists, and mercenaries under your command gain a +2 to moral checks they make. You also gain a +2 (in addition to any Charisma modifier) to your hiring reaction rolls.

## MINOTAUR

Minotaurs have the head of a horned bovine and a humanoid body. Their feet are hooved and their bodies are covered in dense hair. They have colorings which are black, white, or earth-tone.

Minotaur society is matriarchal and places great importance on family and status. A family is typically one male and many wives. Unmarried males are forced out at adulthood to seek out their fortunes and hopefully return to start a family of their own. Independent minotaur women sometimes leave home as well but under great pressure by their families to return and marry.

**Attribute Adjustment:** Strength +2, Intelligence -2.

- **Gore:** Minotaurs are proficient with using their horns as weapons in combat. Successful attacks with this do d6 damage.
- **Hardy:** Minotaurs gain a +4 to Saving Throw rolls made to resist the effects of poison.



## REPTOID

Reptoid are humanoid lizard-people averaging 6' in height with long tails, claws, and sharp teeth. They are covered in reptilian scales which vary in color from gray tones to elaborate color patterns.

Reptoid love secrets and intrigue, and are often employed in some capacity involving both. The other races see them as emotionless which is not true, reptoids just emote differently than the warm-blooded races.

**Attribute Adjustment:** Constitution +2, Charisma -4.

- **Natural Weapons:** Reptoids are proficient in the use of their teeth, claws, and tail as weapons in combat. Successful attacks with these do d4 damage.

- **Scales:** Reptoids add +1 to their Armor Class.

- **Lizard Hands:** Reptoids gain a +4 to all climbing and swimming rolls.

- **Cold Vulnerability:** Cold and cold-based damage is doubled against reptoids.



## SPRITE

Sprites are tiny winged humanoids averaging 1' tall. They have bright neon-colored skin and hair and prefer to be as naked as possible at all times. Their wings come in a variety of shapes and sizes; dragonfly, butterfly, bee, moth, bat, and bird wings are some of the kinds of wings a sprite might have. They are a Fae race and have either long or short pointy ears. When you look into a sprite's eyes you see the thing you most desire. Sprites never grow old.

Saying someone has the "spirit of a sprite" means the person is mischievous, fun-loving, and carefree. Concepts of work and planning for the future are incomprehensible to them. They live their lives on a whim.

**Attribute Adjustment:** Dexterity +2, Charisma +2, Strength -4.

- **Flight:** Sprites have wings (dragonfly, butterfly, moth, etc.) which allow them to fly. Flying movement is 180' (60').

- **Small Target:** Sprites make small targets, all melee and ranged attacks against them have a -4 penalty.

- **Glamor:** Once per day you may use the Charm Person mumble. At 6th Level you may use Mass Charm instead.

- **Tiny:** Sprites cannot use any weapon larger than a dagger. Due to their tiny frame they do not add their Strength modifier to any damage rolls they make. They have a ground Movement of 15' (3").





# CLASSES

## CLERIC

**Hit Die:** d6

**Attack Bonus:** Level divided by two (round down).

**Weapon Proficiency:** All blunt (non-bladed and non-tipped) melee weapons, and slings.

**Armor Proficiency:** All forms of armor and shields.

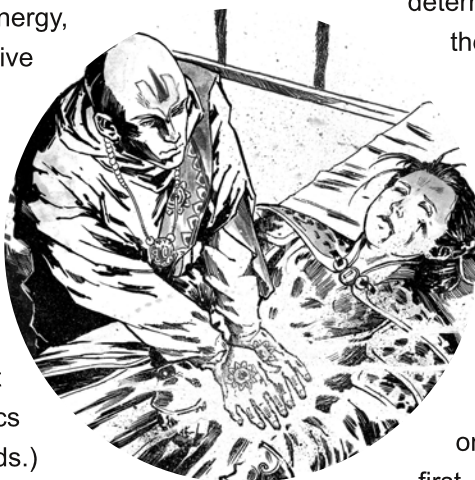
**Prime Requisite:** A cleric with a Wisdom of 13 or higher gains a +5% bonus to all experience point awards.

**Alignment:** Clerics must be either Light or Dark aligned (Shadow is not permitted). Light aligned clerics channel positive extra-dimensional energy, and Dark aligned clerics channel negative extra-dimensional energy.

Alignment is important in determining which miracles a cleric may perform, Light aligned clerics may not use the reverse miracle of reversible miracle, and Dark aligned may only use the reversed form. (Example: Light aligned clerics may perform Cure Light Wounds, but Dark aligned clerics perform the reverse Cause Light Wounds.)

If a cleric sins by acting contrary to his alignment, he loses the ability to perform any miracles for a minimum of seven full days. During this time he must show repentance by his actions and regain his faith.

**Turning:** Supernaturally evil creatures and the undead may be turned by a cleric's faith. To attempt a turning you must roll a d20 + your Level + Wisdom modifier verses a difficulty equal to the creature's Hit Dice + 10.



If successful, you turn 2d6 Hit Dice worth of creatures (minimum of one creature). Turning a creature means it will flee from the you and not attack you again.

If your roll is 10 higher than the difficulty the creatures are destroyed instead of turned (minimum of one creature).

**Miracles:** A cleric has access to incredible powers called miracles. Each day according to his alignment (noon if Light, or midnight if Dark) the cleric petitions for his miracles. Any of the miracles available to him according to his level may be selected, the number of miracles (the same miracle may be selected multiple times) is determined by the cleric's Level and level of the miracle. (See the below chart.)

**Herbalism:** Starting at 1st Level Light aligned clerics can create a potion of any Cure Disease, Cure Wound, Heal, Neutralize Poison, and Regenerate miracle that you meet the requirement to perform. Dark aligned clerics may make the reverse of these (if there is a reverse form) as poisons which may be applied on a weapon (adds to the damage of the first hit by the weapon after application) or imbibed. Brewing a potion takes one day. The base price of a potion is its mumble level × its caster level × 100 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

**Scribe Scroll:** At 3rd Level you can create a scroll of any miracle you may perform. Crafting a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is your Level × the mumble level × 1000 gp. To create a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Scrolls have room for up to seven miracles to be scribed on them. A miracle disappears from a scroll as it is read.

Any scroll that stores a miracle with a costly material component also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component cost.

**Miracle Level**

Level	1	2	3	4	5	6	7
1	0	0	0	0	0	0	0
2	2	1	0	0	0	0	0
3	3	2	1	0	0	0	0
4	4	3	2	1	0	0	0
5	5	4	3	2	1	0	0
6	6	5	4	3	2	1	0
7	7	6	5	4	3	2	1
8	8	7	6	5	4	3	2
9	9	8	7	6	5	4	3
10	10	9	8	7	6	5	4



## FIGHTER

**Hit Die:** d8

**Attack Bonus:** Your attack bonus is equal to your Level.

**Weapon Proficiency:** All weapons.

**Armor Proficiency:** All forms of armor and shields.

**Prime Requisite:** A fighter with a Strength of 13 or higher gains a +5% bonus to all experience point awards.

Alignment: Any.

**Extra Attacks:** At 3rd Level a fighter may make an additional attack and make two attacks per turn. At 5th Level he may make three attacks. And at 7th level he may make four attacks.

**Moves:** Fighters begin with no Moves but gain a Move every Level they advance. Available Moves are:

**Battle Cry:** You have a shout or scream which may rattle your foes in battle. All enemies in melee range of your character must make a Saving Throw or become momentarily panicked, forcing them to make an immediate Morale Check -2. Battle Cry consumes your turn and additional actions may not be taken along with it. You may only make one Battle Cry per fight.



**Berserk:** You go berserk ignoring pain and wounds but at the cost of endangering your own allies. Whenever you take damage during combat you may attempt to go berserk by making a Wisdom check and failing, use your current damage (max HP - current HP) as a penalty to the roll. If your Hit Points drop to half or less you automatically go berserk (no roll needed). If do not want your character to enter the berserk state, or if you wish to end it, make a successful Wisdom check (with current damage as a penalty to the roll).

Each round you are berserk you add your Attack Bonus to your melee damage. And if you take damage while berserk make a Constitution check, if successful the damage is reduced to half (round down).

Once berserk you remain in this state until there are no more active foes. When there are no more active foes you must make a successful Wisdom check (no damage penalty) or will view everyone nearby as a foe and attack the nearest active person. Each turn you must make a successful Wisdom roll or continue to attack. You may only go berserk once per battle.

**Double-Arrow:** You may shoot two arrows simultaneously at a single target. Make a ranged attack roll at -2, if you hit add a +1d6 to your damage. This move only applies to bows, not other ranged weapons.

**Power Strike:** When wielding a two-handed weapon add your Level to any damage you inflict with it.

**Sweep:** You may make a single attack to strike all foes surrounding you in your melee range. Make a melee attack roll at -2, compare the result to each foe's Armor Class. You may not perform additional attacks on the same turn that you use Sweep.

**Trick Shot:** You may bank ranged attacks off of walls to target foes who you cannot see but know are there.

**Two-Weapon Fighting:** You may attack wielding two one-handed weapons. If the attack is successful add +1d4 to your damage roll. You only get this benefit if your initiative occurs before your opponent's.

**Quick:** If your initiative card is a 5 or lower, you are immediately dealt another card and take the best of the two.

HAXOR

**Hit Die:** d4  
**Attack Bonus:** Level divided by three (round down).  
**Weapon Proficiency:** Dagger, club, staff, and sling.  
**Armor Proficiency:** None  
**Prime Requisite:** A haxor with an Intelligence of 13 or higher gains a +5% bonus to all experience point awards.  
**Alignment:** Any.

**Mumbles:** Haxors know the mystic gestures and mumbled code words which invoke amazing effects. They begin play with a code-book containing two level 1 mumbles and one level 2 mumble. The following chart shows how many mumbles a haxor may memorize per day of each level.

**Alchemy:** Starting at 1st Level you can create a potion of any one mumble you have memorized. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the mumble in question and no higher than your own level. The base price of a potion is its mumble level × its caster level × 500 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when haxing the mumble. Whoever drinks the potion is the target of the mumble.

Any potion that stores a mumble with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

**Craft Staff:** At 7th Level you can create a staff which can hold up to five different mumbles you have memorized. Crafting a staff takes one day for each 2,000 gp in its

base price. The base price of a staff is your Level × the mumble level × 2000 gp. To craft a staff, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. At the end of the crafting time make a percentile roll, there is a 15% chance the crafting will fail and all the money and materials used are lost. A newly created staff has 30 charges.

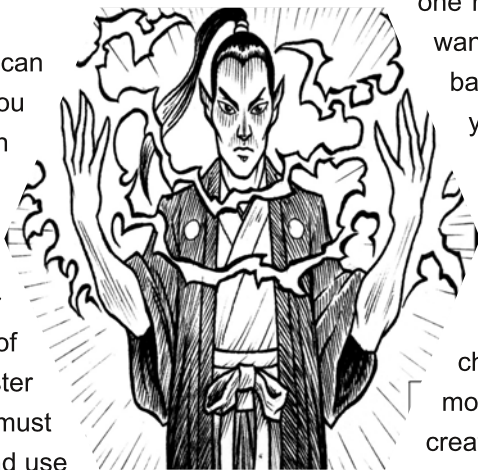
Any staff that stores a mumble with a costly material component also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component cost.

**Craft Wand:** At 5th Level you can create a wand of any one mumble you have memorized. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is your Level × the mumble level × 1000 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. At the end of the crafting time make a percentile roll, there is a 15% chance the crafting will fail and all the money and materials used are lost. A newly created wand has 20 charges.

Any wand that stores a mumble with a costly material component also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component cost.

**Scribe Scroll:** At 3rd Level you can create a scroll of any mumble you have memorized. Crafting a scroll takes one day for each 700 gp in its base price. The base price of a scroll is your Level × the mumble level × 500 gp. To create a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Scrolls have room for up to seven mumbles to be scribed on them. A mumble disappears from a scroll as it is read.

Any scroll that stores a mumble with a costly material component also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component cost.



		Mumble Level							
Level	1	2	3	4	5	6	7	8	9
1	1	0	0	0	0	0	0	0	0
2	2	1	0	0	0	0	0	0	0
3	3	2	1	0	0	0	0	0	0
4	4	3	2	1	0	0	0	0	0
5	5	4	3	2	1	0	0	0	0
6	6	5	4	3	2	1	0	0	0
7	7	6	5	4	3	2	1	0	0
8	8	7	6	5	4	3	2	1	0
9	9	8	7	6	5	4	3	2	1
10	10	9	8	7	6	5	4	3	2

## THIEF

**Hit Die:** d6

**Attack Bonus:** Level divided by two (round down).

**Weapon Proficiency:** All one-handed weapons, bows, crossbows, and slings.

**Armor Proficiency:** Leather armor and bucklers.

**Prime Requisite:** A thief with a Dexterity of 13 or higher gains a +5% bonus to all experience point awards.

**Alignment:** Shadow or Dark only.

**Backstab:** A successful attack (melee or ranged) against a target that is unaware of the thief multiplies the damage you roll times two. A critical success does damage times three. The target must have vital organs or other exploitable vulnerabilities.

**Dual-Blade Fighting:** A thief may fight with a dagger in each hand, or a short sword with a dagger combo. This allows the thief to make two attacks per turn, but with a -4 penalty to both rolls.

**Thief Skills:** To attempt a Thief Skill roll 1d20 and add your level + related attribute modifier (if any) to the result. If the total is 15 or higher you succeed. If not, you fail the skill attempt. A roll of natural 20 is always a success. A roll of natural 1 is always a failure.

Skills designated "Thief Only" may only be successfully attempted by thief characters. Skills designated "Any" may be attempted by characters of any class, although they do not add their Level to the roll. Attempting thief skills while wearing armor adds a penalty die to your roll.

**Acrobatics (Thief Only)**

**Attribute:** Dexterity

**Repeatable?** Yes

**Success:** The thief transverses a dangerous or difficult area in safety through the use of acrobatic maneuvers. The thief must be able to see the danger or obstacle.

**Failure:** The thief falls part way through their movement.

**Appraise Item (Thief Only)**

**Attribute:** Intelligence

**Repeatable?** No

**Success:** A successful use of this skill results in an accurate appraisal of an item's value. This value is what the item commonly sells for. The actual amount received for selling an item is determined by the purchaser and the character's ability to haggle.

**Failure:** The character has no idea what the item is worth.

**Climbing (Any)**

Anyone can attempt to climb a vertical surface but thieves do it better. Sheer or slippery surfaces have a difficulty of 20 to climb.

**Attribute:** Strength

**Repeatable?** Yes

**Success:** You climb 10 feet.

**Failure:** You fall from where you are, or fall 10 feet if you just started the climb. (1d6 damage per 10' of falling distance.)

**Detect Trap/Secret Door (Thief Only)**

This skill represents a thief's trained eye for indications of a trap or secret door's presence. Characters of any class may attempt to detect a trap or secret door with physical actions like poking or pushing, but this skill allows a thief to detect traps through visual examination alone. This skill is typically rolled secretly by the GM.

**Attribute:** Intelligence

**Repeatable?** No

**Success:** The presence and location of a trap is detected. The trap effect and operation may not be describable if it is hidden or very complex.

**Failure:** Nothing is found in the searched location. The thief will now need to attempt physical actions to reveal any potential traps.





### **Disarm Trap (Any)**

This skill is used for the act of disarming a trap once you have decided on how you are going to do it. Disarm Trap does not tell you how to disarm the trap, it only tells you if you were successful in the attempt or not. If your method is incorrect the trap will not be disarmed, and may even be sprung.

**Attribute:** Dexterity

**Repeatable?** No

**Requirements:** Knowledge of a trap's presence and appropriate tools for the job.

**Success:** The trap is disarmed.

**Failure:** The trap is sprung.

### **Disguise Self (Any)**

**Attribute:** Intelligence

**Repeatable?** Yes

**Requirements:** Clothing and props to use as a disguise.

**Success:** The character is able to conceal his identity from casual observation.

**Failure:** The character's disguise is poorly put together and may or may not work as intended. The GM should make a secret roll (1d6): 1 = The disguise draws attention for some reason and does not conceal the character's identity; 2-3 = The disguise does not adequately conceal the character's identity; 4-6 = The disguise works.

### **Decipher Writing (Thief Only)**

**Attribute:** Intelligence

**Repeatable?** No

**Success:** Thieves are proficient in the use of secret codes and symbols. This gives them an edge when attempting to understand the gist of writing in an unknown language.

**Failure:** The thief may or may not understand the gist of the writing. The GM should make a secret roll (1d6): 1-3 = The character thinks he knows what the writing means but has in fact misunderstood, give the player misinformation. 4-6: The character understands the gist of the writing.

### **Hide In Shadows (Any)**

The difficulty of this skill is highest Intelligence score of any foes who may spot the thief. If the target is also a thief, he adds his Level to the difficulty.

**Attribute:** Dexterity

**Repeatable?** No

**Requirements:** A place to hide.

**Success:** The thief remains undetected as long as he remains quiet and still. Creatures looking for the character may get a check to determine if they detect him. Hide In Shadows will not keep the character hidden if the hiding location itself is searched (unlike invisibility).

**Failure:** The thief is revealed.

### **Move Silently (Any)**

The difficulty of this skill is highest Intelligence score of any foes who have a chance of detecting the thief. If the target is also a thief, he adds his Level to the difficulty.

**Attribute:** Dexterity

**Repeatable?** No

**Success:** The thief's movement is silent.

**Failure:** The thief makes noise loud enough to hear.

### **Pick Lock (Thief Only)**

**Attribute:** Dexterity

**Repeatable?** No

**Requirements:** Lock-picks

**Success:** The lock is opened.

**Failure:** The lock is too difficult or corroded for the thief to pick. He may attempt the lock again once he has advanced a level.

### **Pick Pocket (Any)**

The difficulty of this skill is the target's Intelligence score. If the target is also a thief, he adds his Level to the difficulty.

**Attribute:** Dexterity

**Repeatable?** Yes

**Success:** One object (or a handful of small objects, such as loose coins) is removed from the target's pocket without their knowledge.

**Failure:** The thief is unable to pick the pocket without alerting the target. Failing the roll by 5 or more, or rolling a natural 1, alerts the target of the attempt.

# EQUIPMENT

## COINS

1 Platinum Coin = 10 Gold Coins

1 Gold Coin = 10 Silver Coins

1 Silver Coin = 10 Copper Coins

Each coin and gemstone weighs one-tenth of a pound, regardless of value.

ARMOR	Cost	Armor	
		Class	Weight
Unarmored	--	10	--
Leather	10 g	11	15 lb.
Ring Mail	50 g	12	30 lb.
Banded	75 g	13	35 lb.
Chain Mail	100 g	14	30 lb.
Full Plate	450 g	15	50 lb.

SHIELD	Cost	Armor	
		Bonus	Weight
Buckler*	5 g	+1	5 lb.
Standard Shield	10 g	+2	10 lb.

\* Bucklers give no armor bonus against ranged attacks.

## WEAPONS

Weapon	Cost	Damage	Weight
Axe, battle*	10 g	1d8	6 lb.
Axe, hand	1 g	1d6	3 lb.
Club	1 g	1d6	6 lb.
Crossbow, heavy	25 g	--	8 lb.
Heavy quarrels (10) and case	3 g	1d8	1 lb.
Crossbow, light	16 g	--	4 lb.
Light quarrels (10) and case	3 g	1d6	1 lb. (1)
Dagger	1 g	1d4	1 lb.
Dagger, silver	30 g	1d4	1 lb.
Dagger, throwing	3 g	1d4	1 lb.
Dart	5 s	1d4	1/2 lb.
Flail	5 g	1d6	5 lb.
Flail, heavy*	10 g	1d8	10 lb. (2)
Hammer, light	1 g	1d4	2 lb.
Hammer, war*	10 g	1d8	8 lb. (2)
Javelin	3 g	1d6	2 lb. (1)
Lance	7 g	1d6	10 lb.

Weapon	Cost	Damage	Weight
Longbow	40 g	--	3 lb.
Long arrows and quiver (20)	5 g	1d8	3 lb.
Mace	5 g	1d6	8 lb. (2)
Morningstar*	10 g	1d8	8 lb. (2)
Pick, heavy*	10 g	1d8	8 lb. (2)
Pick, light	5 g	1d6	5 lb.
Pole Arm* (3)	20 g	1d10	15 lb.
Quarterstaff*	1 g	1d6	4 lb.
Shortbow	25 g	--	2 lb.
Short arrows and quiver (20)	5 g	1d6	3 lb.
Sling	1 g	--	0 lb.
Bullets (10)	1 g	1d4	5 lb. (5)
Spear*	5 g	1d6	6 lb. (3)
Sword, long	10 g	1d8	4 lb.
Sword, bastard**	20 g	1d8/2d4	6 lb.
Sword, short	7 g	1d6	2 lb.
Sword, two-handed*	15 g	1d10	15 lb.
Trident*	5 g	1d6	6 lb.

\*These are classified as two-handed weapons.

\*\*A bastard sword can be used one-handed or two-handed.

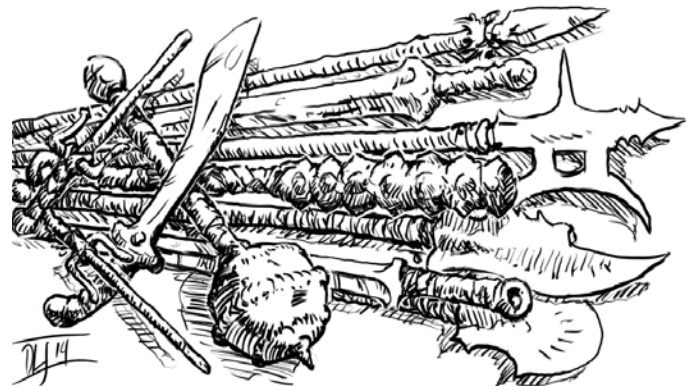
(1) Can be thrown without penalty

(2) +1 attack bonus vs. full plate

(3) Increases reach to 10'

(4) ignores shield armor bonus, on a roll of 1 hits wielder

(5) Stones are free but add a -1 penalty to attack rolls with a sling



## ADVENTURING GEAR

Gear	Cost	Weight
Backpack (empty)	2 g	2 lb.
Bedroll	1 s	5 lb.
Blanket, winter	5 s	3 lb.
Block and tackle	5 g	5 lb.
Bottle, wine, glass	2 g	·
Candles (10)	10 c	·
Case, map or scroll	1 g	1/2 lb.
Chain (10 ft.)	30 g	2 lb.
Crowbar	2 g	5 lb.
Flask (empty)	3 c	1-1/2 lb.
Flint and steel	2 g	·
Garlic (3 cloves)	5 g	·
Grappling hook	1 g	4 lb.
Hammer	5 s	2 lb.
Holy symbol, wooden	1 g	·
Holy symbol, silver	25 g	1 lb.
Holy water (flask)	25 g	1 lb.
Ink (1 oz. Vial)	8 g	·
Quill pen	1 s	·
Ladder, 10-foot	5 c	20 lb.
Lantern	9 g	3 lb.
Lock	20 g	1 lb.
Manacles	15 g	2 lb.
Mirror, small steel	10 g	½ lb.
Oil (1-pint flask)	1 s	1 lb.
Paper (sheet)	4 s	·
Parchment (sheet)	2 s	·
Pick, miner's	3 g	10 lb.
Pole, 10-foot wooden	2 s	8 lb.
Rations, unpreserved (per day)	2 s	1 lb.
Rations, trail (per day, preserved)	5 s	1 lb.
Rope, hemp (50 ft.)	1 g	10 lb.
Rope, silk (50 ft.)	10 g	5 lb.
Sack, large (empty)	2 s	½ lb.
Sack, small (empty)	1 s	½ lb.
Saddle	25 g	25 lb.
Saddle bag	1 s	½ lb.
Sledge or shovel	2 g	8 lb.
Code book (blank)	15 g	3 lb.
Spikes, iron (12)	1 g	8 lb.
Spyglass	1,000 g	1 lb.
Stakes, wooden (3)	5 c	1 lb.
Thieves' tools	30 g	1 lb.
Torches (8)	3 s	8 lb.
Vial	1 g	1/10 lb.

Waterskin/Wineskin	1 g	4 lb.
Wine (2 pints)	1 g	½ lb.
Wolfsbane (fist full)	10 g	·

## ANIMALS AND LAND TRANSPORT

Item	Cost
Cart	100 g
Dog	3 s
(50% chance of obeying command)	
Dog, guard	25 g
(obeys commands)	
Donkey *	8 g
Feed (per day)	5 cp
Horse, draft*	40 g
Horse, riding*	75 g
Horse, war	250 g
Mule*	30 g
Pony*	30 g
Pony, war	200 g
Stabling (per day)	5 s
Wagon	200 g

\*Requires morale check every turn when ridden in combat

## Selling Treasure

**Arms, Armor, and Other Equipment.** Undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell.

**Enchanted Items.** Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, other than simple potions, you won't normally come across enchanted items to purchase. The value of enchanted treasure is far beyond simple gold and should always be treated as such.

**Gems, Jewelry, and Art Objects.** These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large town or larger community first.

**Trade Goods.** On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.



# RULES

## ATTRIBUTE CHECK

If the target of the action is your own ability, roll 1d20 and add the modifier of the most relevant of your attributes. The GM will set a difficulty number of 10 (easy), 15 (challenging), or 20 (hard). If you roll equal to or higher than the difficulty number you succeed.

If the target of the action is another character/creature, roll 1d20 and add your relevant attribute modifier to the roll. The GM will determine which of the target's attributes will be used as the difficulty number. If the result of your roll is the same or higher than the target's attribute score you achieve a success.

## OPPOSED ROLL

Both sides roll 1d20 and add their relevant attribute bonus to their own result. The highest result wins. Ties are a draw.

## INITIATIVE

Deal out cards one to each player and one to the GM for each group of creatures in the fight. Combatants act in order of high to low card, with suits in reverse alphabetical order (Spades first, then hearts, diamonds, and finally clubs.)

The Joker grants the one who receives it a +4 to his attack roll, and +1d6 to damage. When a Joker is dealt, shuffle the deck before dealing out new cards for the next combat round.

## ATTACK

An attack roll is 1d20 + Dexterity modifier + Class Attack Bonus. If equal to or higher than the opponent's Armor Class the attack is successful.

## CRITICAL HIT

A roll of natural 20 on an attack roll is always a successful hit. Roll your damage twice, take the best result and double it.

## DAMAGE

On a successful attack, roll the weapon damage and add your Strength modifier to the result.

## WEAPON PROFICIENCY

You add a penalty die to your attack rolls when using a weapon you are not proficient with.

## ARMOR PROFICIENCY

You cannot use types of armor you are not proficient with.

## AGGRESSIVE STANCE

Your attacks have a better chance of hitting, but at a cost to your defense. Add +2 to your attack rolls and subtract -2 from your Armor Class until the beginning of your next turn.

## CAUTIOUS STANCE

Your defense is increased, but your attacks are not as effective. Add +2 to your Armor Class and subtract -2 from your attack rolls until the beginning of your next turn.

## DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

## INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

## FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

## DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by miracles, items, and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

## STABILIZING A CREATURE

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful Wisdom check.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain

unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

## MONSTERS AND DEATH

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

## KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

## HEALING

After one full day and night of rest half of your lost hit points are returned to you (round up).

