A Tabletop Roleplaying Game
Compatible with the

Swords & Wizardry

Rules and all Editions based on
The original 1974 roleplaying game

The Majestic Fantasy RPG
Basic Rules

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Foreword

The supplement you are reading is a introduction to the larger Majestic Fantasy RPG. It is designed to familiarize you with the overall system. It includes only four classes: Burglar, Cleric of Delaquain, Fighter, and Magic-User. Five racial backgrounds are presented: Dwarves, Elves, Half-Elves, Halflings, and Humans. Only the details needed to create characters of up to 5th level are provided, including spells. These rules include an explanation of how combat works along with an ability system that details how good characters are at various tasks outside of combat and spellcasting. Finally, a short list of equipment is provided. For referees, later chapters provide useful lists for running a fantasy campaign using these rules. Monsters, NPCs, and treasures are all provided.

There has been a wealth of retro-clones written since the release of OSRIC and Basic Fantasy in 2006. Some are very close to the edition they emulate; others meld older edition concepts with newer mechanics or use original mechanics for a different genre. The Majestic Fantasy RPG is based on the original 1974 edition of the world's most popular roleplaying game and is grounded in the fantasy genre.

This system is not a clone. I wrote the Majestic Fantasy rules to detail the modifications I made to the original rules that reflect the reality of the setting I have been using for thirty-five years. Since the first appearance of these rules in the Majestic Wilderlands supplement released in 2009, I have continued to run campaigns in the same setting. Now, a decade later, I have more material to present—enough to warrant making the rules stand as their own system.

What makes this system unique? A central feature of my campaigns is allowing the players to "trash" the setting by making their mark. Sometimes they only impact a single locale; other times they impact entire regions. Because of this, what characters do outside of adventuring is important. To support this, I created an ability system to handle some of the many things players may attempt to do outside of combat or magic. Because my campaigns involve adventures resulting from cultural, religious, and political clashes, a list of common NPCs is included, and the concept of character races has been expanded into character backgrounds.

I continue to use the fantasy medieval setting of the original game as the foundation of the Majestic Fantasy Realms. The material herein should be useful in campaigns using similar settings. In addition, I still use many of the same mechanics and details of Swords & Wizardry, so this book also functions as a Swords & Wizardry supplement.

-Robert S Conley May, 2020

Creating Characters

The following sequence allows groups to quickly generate characters before or during a session. To get the most of this sequence, the referee needs to obtain and print out the character creation quick sheet. These quick sheets are available with the purchase of this book or freely downloadable from the author's website.

- Roll 3d6 six times.
- Look at the character class summary and pick out the character class that interests you.
- Arrange the six rolls accordingly.
- It is recommended that the highest roll be placed in your class's prime requisite.
- Dexterity will improve Armor Class.
- Constitution will improve your hit points.
- Charisma will improve your character's relations with the NPCs of the setting and increase the number of loyal henchmen you can have.
- Rogue classes like the Burglar have bonuses to distribute among different abilities. Abilities are affected by different attributes, so look at Rogue class abilities as a guide to arranging your rolls among your character's attributes.
- Look at the character background summary and pick out the background that you want to play. Keep in mind that human backgrounds get a 10% to 15% bonus to their earned experience in addition to their prime requisite bonus. Also keep in mind that some backgrounds come with complications when dealing with various cultures.
- Modify your attributes according to the background.
- Record your attribute modifiers, your background abilities, and your class abilities.
- Allocate your class' ability bonuses.
- Roll 3d6 + Charisma bonus and multiply by 100d (d = silver piece) .
- 1st level characters start at maximum hit points.
- Pull out the short equipment list and buy your weapons, armor, dungeon equipment, and starting magic items, if any. If you are starting above 1st level and are a Cleric or Magic-User, remember to reserve some of your starting wealth for ritual spell casting.
- Your character is now ready for adventuring.

Attributes

The basic attributes of a character are: Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and reasoning), Wisdom (common sense), and Charisma (leadership). Human character attributes are rated from 3 to 18 with an average of 10.

Rolling Attributes

To roll the attributes of a new character roll 3d6 six times total, and arrange accordingly.

Attribute Modifiers

Attributes modify ability and combat rolls. After assigning your attribute, look up the modifier on the following chart. A score of 10 is average for human characters.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Prime Requisite

Each of the four main classes (Fighting Men, Clerics, Magic-Users, and Rogues) have an associated prime requisite. A score of 13 or better will give the character +5% bonus to all experience.

Class	Attribute
Cleric	Wisdom
Fighting Men	Strength
Magic-User	Intelligence
Rogue	Dexterity

Strength

Strength represents the muscle power of a character. It is the prime requisite for Fighting Men. It has the following effects:

- Modifies saving throws involving danger that can be avoided by using muscle power.
- Modifies the following abilities: Athletics and Climbing.
- Modifies the chance to hit in melee combat
- Modifies a weapon's damage in combat.
- Modifies how much weight the character can carry.
- It is the prime requisite for Fighting Men, granting +5% to all earned experience if the score is 13 or better.

Weight Carried

If a character exceeds the listed pounds, reduce movement by half and the character is considered encumbered. If worn, the weight of clothing and armor is not counted as part of the total weight carried. Characters can carry up to the twice the listed pounds (see Max). See the Athletic ability to determine the maximum a character can lift.

Score	Pounds	Max
3, 4, 5	70	140
6, 7, 8	75	150
9, 10, 11	80	160
12, 13, 14	85	170
15, 16, 17	90	180
18, 19, 20	100	200
21, 22, 23	125	250

Dexterity

Dexterity represents the overall quickness and coordination of a character. It is the prime requisite for Rogues. It has the following effects:

- Modifies saving throws involving danger that can be avoided due to a character's quickness or coordination.
- Modifies the following abilities: Climbing, Legerdemain, and Stealth.
- Modifies the chance to hit in missile combat
- Modifies the character's initiative roll.
- Modifies the character's Armor Class.
- It is the prime requisite for Rogues, granting +5% to all earned experience if the score is 13 or better.
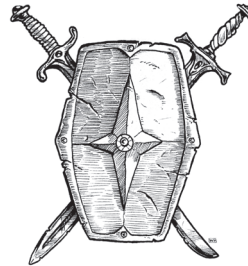
Constitution

Constitution represent the general health and hardiness of a character. It has the following effects:

- Modifies saving throws involving danger that can be avoided due to the character's health or hardiness.
- Modifies the following ability: Survival.
- Modifies the number of hit points rolled as result of gaining a new hit dice when a character levels up.

Intelligence

Intelligence represents the general education and reasoning ability of a character. It is the prime requisite for Magic-users. It has the following effects:

- Modifies saving throws involving danger that can be avoided due to the character's education or reasoning ability.
- Modifies the following abilities: Accounting, Eavesdrop, Herblore, History, Mathematics, Natural Philosophy, Physician, Research, Strategy, Thaumatology.
- Limits the maximum spell level a Magic-User can learn.
- It is the prime requisite for Magic-Users, granting +5% to all earned experience if the score is 13 or better.

Max Arcane Spell Level

Score	Max Lvl
3 to 7	4
8 to 10	5
11 to 12	6
13 to 14	7
15 to 16	8
17 to 18	9

Wisdom

Wisdom represents the common sense and willpower of a character. It is the prime requisite for a Cleric. It has the following effects:

- Modifies saving throws involving danger that can be avoided by common sense or willpower.
- Modifies the following ability: Perception.
- A Wisdom score of 13 or better allows a Cleric to have one extra 1st level spell.
- It is the prime requisite for Clerics, granting +5% to all earned experiences if the score is 13 or better.

Charisma

Charisma represents the leadership ability and personal rapport of a character. It has the following effects:

- Modifies saves involving danger that can be avoided by using the character's leadership ability or personal rapport.
- Modifies the following abilities: Intimidation and Locution.
- Sets the maximum number of loyal henchmen the character can effectively command.

Score	Max Henchmen
3 to 5	1
6 to 8	3
9 to 11	5
12 to 14	7
15 to 17	9
18 to 20	11

Other Attributes
Armor Class
This represents the base chance to damage a character or creature. A character's base Armor Class is 10 which means an attacker will need a 10 or better on 1d20 in order to hit the character for damage. This can be modified upwards by wearing armor or having a high Dexterity attribute.

For example, wearing Ring Armor with a +3 bonus would make a character's Armor Class a 13, thus an attacker would need a roll of 13 or better on 1d20 to damage the character.

This system uses both ascending and descending Armor Class in the same way as Swords & Wizardry. This is to maximize utility for fans of both the class edition's to-hit charts and the newer mechanic of the to-hit bonus. Descending Armor Class starts as AC 9; ascending Armor Class starts at 10. The combination is written as descending[ascending]. For example, AC 7[12].
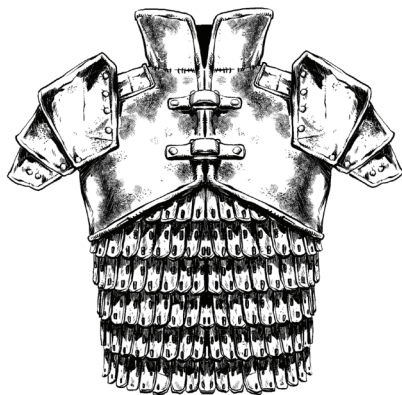
Hit Points
Hit points represent experience and resistance to physical injury. When a character is brought to 0 hit points or lower, they fall prone and are unconscious. A character will die instantly if they are brought to -3 hit points or lower. This limit is lowered by 3 hit points per level until it is equal to the negative of the character's Constitution score. For example, if Zephrus Hammerguard has a 14 Constitution, he will be able to take up to -14 hit points of damage once he becomes 5th level. At 2nd level, he can take up to -6 hit points, -9 at 3rd level, -12 at 4th level, and finally -14 (equal to his Constitution score) at 5th level.

When a character's hit point total is reduced to below 0, they will suffer 1 hit point of bleeding damage per melee round until they are stabilized by a successful First Aid (INT) ability roll.

A character remains unconscious until they are brought up to 1 hit point by healing magic, first aid, or natural healing.

Movement

Each race has a base movement rate which indicates how far a character can move in one round if they use both of their actions. If the character wears heavy armor, this cuts their base movement to 2/3 of their normal amount. For example, a Dwarf wearing a suit of plate armor would have a base movement of 60 feet per round (instead of 90 feet) while a human wearing plate armor would have a base movement of 80 feet per round (instead of 120). The equipment section contains a list of the different weights of armor.

In a normal combat round, a character can use one action to move half of their base movement and then use their remaining action to attack or vice versa .

If the character is encumbered (see Strength Attribute) their movement after the above calculations is halved.

Saving Throws

A saving throw is used to determine if the character avoids danger or an adverse result. A few examples are activated traps, poison, spells, cold, searing heat, or being knocked out by a blackjack. Regardless of what triggers a saving throw, the procedure is the same. Look up the saving throw score for your class and level, and roll 1d20. Then, add any relevant attribute or class modifier to the roll result. If the number is equal to or higher than your saving throw score, then you have successfully saved. Sometimes this means the danger is completely avoided and other times it only means that the damage is reduced in some way.

Different classes and backgrounds will receive a bonus against a specific type of danger. For example, Magic-Users add 2 to their saving throw versus spells. Dwarves add 4 for their saving throws versus poison. Make sure to note the bonus on your character sheet and remember to apply it to your roll when making a saving throw against that type of danger.

Rob's Note: Viz

Viz is a magical substance that takes many forms, from a flask of pure spring water to a newly blooming flower or an iridescent rock. What all these items have in common is they are infused with pure magic. Viz can be used in the casting of spells or the creation of magic items. See the entry for Viz in the Treasure chapter for further details.
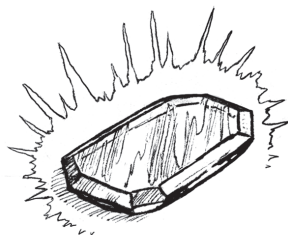
Character Classes

There are four categories of character classes in the Majestic Fantasy RPG: Clerics, Fighting Men, Magic-Users, and Rogues. In the basic overview one class from each cat is detailed: Burglar, Cleric of Delaquain, Fighter, and Magic-User.

At 5th level, the character has an opportunity for additional responsibility that will lead to more adventures and serve as a stepping stone on their path to leave a mark on the world. The referee should tailor this to the circumstances of the character and their campaign.

Ability Bonuses

Things that a character can do outside of combat and spellcasting are called abilities. For example, Climbing, Haggling, Locution, and Stealth. Each class gives bonuses to various abilities and also gives a smaller number of free bonuses that can be distributed among any ability in this game. Each bonus gives +1 to a 1d20 roll to succeed at a task using that ability (ex. Legerdemain). This is in addition to the bonus given by an attribute that is relevant to the task.

Each class lists the total number of ability bonuses at each level. When the bonuses are distributed no more than half of the total number of ability bonuses (round down) can be applied to a single ability. For example, a Burglar at 4th level has a total of 16 bonuses to distribute. No more than +8 can be applied to a single ability like Stealth.
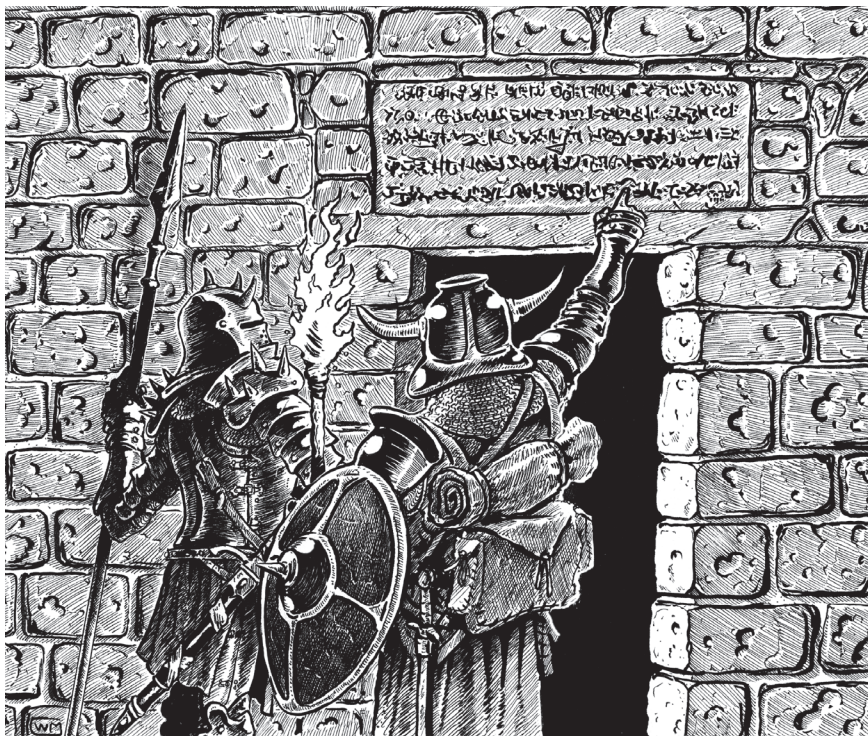
Burglar (Rogue)

Burglars are trained in abilities used by secret societies, thieves' guilds, and gangs. They learn these abilities at the expense of combat expertise. Burglars must possess a Dexterity score of 10 or better.

Burglars have the following:
- Gain 1d6-1 HP/level (minimum of 1 HP).
- Fight using the Magic-User combat table.
- Can use leather armor and shields.
- Can use the following weapons: hand axe, club, dagger, light mace, staff, short sword, light crossbow, dart, and sling. With any other weapons, the Burglar makes the attack roll at a disadvantage.
- A Burglar starts with eight ability bonuses that are distributed among the following Burglar abilities: Climbing, Eavesdrop, Legerdemain, Perception, and Stealth. The Burglar earns four additional Burglary bonuses for every three levels.
- A Burglar starts with two free ability bonuses that can be applied to any other ability and gains two free bonuses every three levels.
- At all levels, no more than half of a character's ability bonuses can be spent on a single ability.
- Prime Attribute Bonus: If Dexterity is 13 or greater, character earns +5% experience.
- At 5th level, 1d6 individuals from the local criminal underworld will seek out the Burglar to become henchmen. If the local boss is not an enemy, the Burglar will be offered a neighborhood or small rural territory where they have the exclusive right to conduct jobs.

Burglar Ability Bonuses

Level	Burglary Bonus	Free Bonus
1	+8	+2
2	+9	+3
3	+10	+3
4	+12	+4
5	+13	+5

Burglar Advancement Table

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6-1	+0	15
2	1,750	2d6-2	+0	14
3	3,500	3d6-3	+0	13
4	7,000	4d6-4	+1	12
5	15,000	5d6-5	+1	11

Burglary ability bonuses can be distributed among the following skills: Climbing, Eavesdrop, Legerdemain, Perception, and Stealth. The Burglar earns four additional Burglary bonuses for every three levels. Burglars also gain two free bonuses every three levels. At all levels, no more than half of a character's ability bonuses can be spent on a single ability.

Cleric of Delaquain (Cleric)

Delaquain's Clerics represents the militant arm of the church. Their duty is to adventure against injustice, fight those who prey on the innocent, and try to heal those who were hurt. There is great enmity between the church of Delaquain and the tyrannical church of Sarrath.

Clerics have the following:
- Gain 1d6 hit points per level.
- Fight using the Cleric combat table.
- Can use any Armor.
- Can use any Weapon.
- +2 bonus on saving throws versus being paralyzed or poisoned.
- Can use the Shield of Faith (see below).
- Can memorize and cast divine spells.
- Can cast divine rituals using any spell on their spell list equal to ½ highest level spell they can cast (round down).
- Can Turn Undead starting at 1st Level
- Has a religious rank within the Church of Delaquain
- Prime Attribute Bonus: If Wisdom is 13 or greater, character earns +5% experience.
- At 3rd level, a Cleric of Delaquain can cast *prayer* 1/day; this version of *prayer* affects a sphere with a 50 feet radius.

Prayer (Divine, 3rd Level)

Range: 30 feet, Duration: to the end of the following round

The spell bestows a short-term divine blessing to help a spell or attack succeed. *Prayer* affects a 50-foot-radius sphere. This causes a saving throw penalty to all creatures in that area. The penalty is -1 plus an additional -1 for every 10 caster levels. In addition, all allies of the caster gain +1 to hit for the spell's duration as long as they are inside the area of the spell.

- At 5th level, an Elder of Delaquain will assign a rectory to the Cleric. It will take the form of either a small neighborhood church in a town or city, or a small rural church attached to a castle or keep. The rectory comes with a circuit of local hamlets and small villages where additional services are held.

Cleric Advancement Table

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6	+0	15
2	1,500	2d6	+0	14
3	3,000	3d6	+1	13
4	6,000	4d6	+1	12
5	12,000	5d6	+2	11

Cleric Spell Progression

Level	1st	2nd	Ritual
1			
2	1		
3	2		
4	2	1	1st
5	2	2	

Religious Ranks

The Church of Delaquain considers priests and Clerics that are 1st to 2nd level to be acolytes or initiates. At 3rd level, they are considered full priests.

Ability Progression

Clerics of Delaquain gain a bonus to Theology. They start with two free ability bonuses and gain one free ability bonus every two levels. At all levels, no more than half of a character's ability bonuses can be spent on a single ability.

Holy Symbol of Delaquain

Cleric Ability Bonuses

Level	Theology	Free Bonus
1	+1	+2
2	+1	+2
3	+2	+3
4	+2	+3
5	+3	+4

Banish/Turn Undead

Clerics of Delaquain have the ability to Turn, control, banish, or destroy undead with the divine might of their deity. When a Cleric uses this power, the player should roll 1d20 and consult the following table for the result.

		Level of Cleric			
HD	1	2	3	4	5
1	10	7	4	T	T
2	13	10	7	T	T
3	16	13	10	4	T
4	19	16	13	7	4
5	20	19	16	10	7
6	–	20	19	13	10
7	–	–	20	16	13
8	–	–	–	19	16
9	–	–	–	20	19
10	–	–	–	–	20

- If the result is equal to or greater than the number shown on the table, 2d6 undead are Turned and will flee for 3d6 rounds.
- If the table indicates "T," 2d6 undead are *automatically* Turned and will depart for 3d6 rounds.

Shield of Faith

Against any spells or spell effects, the Shield of Faith confers a +4 chance of magical immunity per level until 5th level when it reaches +20. This immunity may be dropped at will by the Cleric to allow beneficial spells to be cast on them. It takes one round to restore the shield. If the Cleric is knocked unconscious, the Shield of Faith drops one round later. See Magical Immunity for full details.

Fighters (Fighting Men)

Fighters are warriors, trained in battle and the use of armor and weapons. You are on the front lines of your adventuring party—going toe-to-toe with dragons, Goblins, and evil cultists, hacking your way through and taking the brunt of their attacks. The Fighter character is best equipped to dish out damage and absorb it. You serve as the sword and shield, protecting the weak and taking down your enemies. One day, they will tell legends of your prowess and followers will flock to your stronghold. There you will revel in your fame, riches, and well-earned nobility.

Fighters have the following:
- Gain 1d6+2 hit points per level.
- Fight using the Fighter combat table
- Can use any Armor/Shield, any Weapon
- The Fighter's to-hit bonus is added to their initiative roll.

Fighter Advancement Table

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6+2	+1	14
2	2,000	2d6+4	+2	13
3	4,000	3d6+6	+3	12
4	8,000	4d6+8	+4	11
5	16,000	5d6+10	+5	10

- Can use a melee weapon to attack a number of creatures with a total hit dice equal to the Fighter's level. There is always a minimum of one attack allowed. If the creature has a modifier to their hit dice, round up to the nearest whole number. For example, a giant fire beetle has HD 1+3; treat this the same as a creature with HD 2.
- Prime Attribute Bonus: If Strength is 13 or greater, character earns +5% experience.
- At 5th level, the Fighter can form or will be offered captaincy of a small independent command of 20 warriors.

Ability Progression

All Fighting Men gain a bonus to Athletics. They start with two free ability bonuses and gain one free ability bonus every three levels. At all levels, no more than half of a character's ability bonuses can be spent on a single ability.

Level	Athletics	Free Bonus
1	+1	+2
2	+1	+2
3	+1	+2
4	+2	+3
5	+2	+3

Magic-User (Magic-User)

The Magic-User represents the lone practitioner of arcane magic outside of the established orders. Magic-Users have no formal organization or ranks other than Master and Apprentice. Some associate in loose fellowships known as Circles.

Magic-Users have the following:
- Gain 1d6-1 HP per level (minimum of 1 HP).
- Fight using the Magic-User combat table
- Cannot use any Armor/Shield; permitted to use dagger, staff, and darts. Using any other weapon will cause the attack to be rolled at a disadvantage.
- Gain +2 to saving throws versus spells.
- Can memorize arcane spells with a spellbook and cast arcane spells
- Can cast arcane rituals from a spellbook equal to half the highest level spell they can memorize (round down).
- Prime Attribute Bonus: If Intelligence is 13 or greater, character earns +5% experience.
- At 5th level, a Magic-User will attract 1d6 individuals desiring to become apprentices or assistants.

Ability Progression

All Magic-Users gain a bonus to Research and Thaumatology. They also start with two free ability bonuses and gain one free ability bonus every two levels. At all levels, no more than half of a character's ability bonuses can be spent on a single ability.

Level	Thaumatology	Research	Free Bonus
1	+1	+1	+2
2	+1	+1	+2
3	+2	+1	+3
4	+2	+2	+3
5	+3	+2	+4

Magic-User Advancement Table

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6-1	+0	15
2	2,500	2d6-2	+0	14
3	5,000	3d6-3	+0	13
4	10,000	4d6-4	+1	12
5	20,000	5d6-5	+1	11

Magic-User Spell Progression

Level	1st	2nd	3rd	Ritual
1	1			
2	2			
3	2	1		1st
4	3	2		
5	4	2	1	

Character Backgrounds

Characters with any background can become a member of any class as allowed by the referee. Some combinations are unlikely due to cultural reasons; backgrounds can encompass culture as well as race. In the basic rules, a limited set of racial backgrounds are given: Human, Elf, Dwarf, and Halfling. A few more are detailed in the NPC chapter and are available as an option during character creation if the referee allows this. In future supplements more backgrounds will be detailed including some that incorporate different cultures within the same race.

The backgrounds are not balanced in terms of game mechanics. These rules assume that the setting is dominated by human cultures for a variety of reasons that are part of the setting and not covered by rules mechanics.

Humans

Human cultures are dominant in the Majestic Fantasy Realms. Their combination of hardiness, birth rate, and intelligence has allowed them to spread to every corner of the land and developed into a bewildering array of cultures. The wide range of conditions that humans face has left them highly adaptable.

- Humans gain +1 add to the attribute of their choice.
- Humans gain +15% to all earned experience
- Human base movement is 120 feet per round.

Elves

The Elves were created as the shining example of the potential of life. To this end, they were given great blessings compared to Humans: immortality, resistance to damage, faster healing, and more. However, as the centuries wore on, the Elves have come to realize that their gifts have a price. They are forever bound to the Majestic Realms.

- Elves are immortal and do not age after reaching adulthood.
- Elves get +2 to Dexterity, +1 to Constitution, +2 to Charisma.
- If a player rolls less than a 10 Charisma for an Elven character, they may continue rolling until they roll a 10 or higher.
- Elves are Immune to Normal Disease.
- Elves can heal at double the normal rate. They are completely healed after two weeks of rest.
- Elves cannot use any planar abilities or leave the world for any plane of existence other than the elemental planes.
- Elven base movement is 120 feet per round.

Half-Elves

Humans and Elves can have children together. Upon reaching adulthood, the child makes an irrevocable choice whether to become an Elf or a Human. If the Half-Elf choses to be an Elf, then they gain all the abilities and limitations of an Elf (see above). If the Half-Elf chooses to be Human, then they gain the following advantages:

• Half-Elves are long-lived and have double the lifespan of Humans.
• Half-Elves get +1 to Dexterity and +1 to Charisma.
• If a player rolls less than a 10 Charisma for a Half-Elf character, they may continue rolling until they roll a 10 or higher.
• Half-Elven base movement is 120 feet per round.

Halflings

Halfling were bred at the dawn of time by Demons to be used as agricultural slaves. The Demons assumed the Halflings' small stature would require them to eat less food and increase the crop surplus they produced. However, the Demons did not count on Halflings' ability to easily hide and elude searchers. After they were liberated, they allied with the Elves and began to farm lands next to larger realms, trading their surplus for goods made by Humans, Elves, and Dwarves.

• Halflings are long-lived and have double the lifespan of Humans.
• Halflings get +2 to Dexterity.
• Halflings gain +4 to any Stealth ability.
• Halflings are of small stature. Armor costs half.
• The following are considered two-handed weapons for Halflings: Battle Axe, Club, War Hammer, Heavy Mace, Long Sword, and Staff.
• When Halflings use normal two-handed weapons (2H Sword, polearm, etc.), they make their to-hit at a disadvantage.
• The following are considered one-handed weapons: Dagger, Light Mace, Short Sword, and Hand Axe.
• The following Missile weapons can be used: Hand Axe, Short Bow, Light Crossbow, Dart, and Sling.
• Halfling base movement is 90 feet per round.

Dwarves

The Dwarves were one of the earliest races the Demons bred from Humans. They were bred to act as hardy miners and laborers. Unfortunately for the Demons, the Dwarves' hardiness also resulted in a legendary stubbornness. The early Dwarves were not easily terrorized by the Demons and soon revolted. They took readily to the metalsmith arts and are credited with the discovery of iron. After their liberation, they migrated to the mountains where they still dwell today.

• Dwarves are long-lived and have triple the lifespan of Humans.
• Dwarves get +2 to Constitution, and -1 to Charisma.
• Dwarves gain +4 saving throw vs. poisons.
• Dwarves gain +2 to any Athletics ability.
• Dwarven base move is 90 feet per round.

Characters Abilities

Outside of combat, any character can attempt any action. A Magic-User can attempt to stealth, a Fighter can attempt to pick locks, etc. However various classes are better at certain abilities. While a Fighter can pick locks, the Burglar will be the best at unlocking the doors.

Using Abilities

Categories like Athletics, Legerdemain, Stealth, etc. are for organizing similar abilities, not for defining limits. The essence of using abilities is for the player to describe their actions, the referee to rule, and then for a roll to be made. Various classes are given bonuses for certain areas that they specialize in. For example, Fighters are given a +1 bonus to Athletics ability checks. However, any character of any class can attempt any of these ability checks.

If a player wants their character to have a bonus beyond that of their innate skill (like the use of the Strength bonus for Athletics checks), then they will need to apply some of their free bonus points towards that ability when they level. Note that characters can't spend more than half of their free bonus points on any one ability.

Ability Roll

In order to succeed with an ability check, roll 1d20. Add your attribute modifier, your ability modifier, and any situational modifiers. If you roll higher than a 15, you succeed. A natural 20 always succeeds and a natural 1 always fails. The referee may choose to require a 10 or better or a 20 or better if the task is considerably easier or more difficult than average.

If a task is exceptionally easy and the character is not in combat, then roll 1d20. The character fails, often amusingly, only if a natural 1 is rolled.

Attribute Modifiers

The character adds their attribute modifier to the ability roll.

Advantaged and Disadvantaged Rolls

When an advantaged roll is called for, the player rolls two d20s and takes the best result out of the two. When a disadvantaged roll is called for, the player rolls two d20s and takes the worst result out of the two.

Levels of Success

For some abilities, there are multiple levels of success. This is handed by rolling a number of d20s and counting how many are successes. The total number is the level of success. If a natural 1 is rolled, it counts as -1 success thus reducing the total number of successes the character has. If a natural 20 is rolled, it counts as 2 successes.

For example, Thil the Cowled needs to hurl himself over an 8' wall to get away from a pack of hungry wolves during combat. Looking up the entry for Athletics, the player sees that with one successful roll allows Thil to make a 4-foot-high jump. In addition, the player can roll three more d20s. Each additional success will add 2 additional feet for a maximum of 10 feet being cleared with a single jump.

The player then rolls 4d20 for the jump. They roll a 16, 10, 18, and 9. Thil was able to achieve two successes. The first counts as the initial 4-foot-high jump. The additional success adds 2 feet to the height that Thil jump. Bringing the total to 6 feet. This means that poor Thil only manages to clear six feet which is not enough. He slips back down and is devoured by the wolves.

Rolling levels of success with advantage means you add one additional d20, then discard the worst result after you roll. Rolling levels of success with disadvantage means you, again, add one d20, but then discard the best result after rolling.

Rob's Notes: Using successes this way imposes diminishing returns on very high skill levels. For example, even if you have a +15 in Physician, you only allowed to roll 2d20 for First Aid. Of course, having a +15 means that you are almost guaranteed to have at least two successes (90%) with First Aid. The general idea of the Majestic Fantasy RPG is "heroes not superheroes." For many things, there are hard limits that even the most able hero can't exceed.

Individual Abilities

Each ability is listed by name and which attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Area Knowledge (INT)

Knowledge of a particular area or region.

- With a successful roll, can gain advantage to a Stealth check made outdoors to surprise another party.
- With a successful roll, can improvise a defensive position that provides +2 AC cover against missile fire.

Athletics (STR)

Used for various physical tasks involving Strength.

- Roll levels of success with 4d20, the first success allows the character to clear a 4-foot obstacle as an action during combat. Each additional success allows the character to clear an additional 2 feet. Four successes allow the character to clear a 10-foot-high obstacle.
  - o If the character is encumbered, then the level of success rolls are made with disadvantage.
  - o If the number of successes doesn't generate enough height, the character will stumble and run into the obstacle.

- A successful roll will allow a character to push open a stuck door.
  - o A successful disadvantaged roll will allow a character to smash open a locked or barred door.

- A successful roll will allow a character to lift an unlocked heavy gate.
  - o A successful disadvantaged roll will allow a character to lift a locked heavy gate.
- A successful disadvantaged roll will allow a character to bend bars ½" or larger in diameter. This becomes a normal roll if the character has an ally with a strength of 10 or better aiding them.
- Roll levels of success with 4d20; each success allows the character to dead lift an additional 50% of the max weight they can carry (to a max of +200%). For example, with four successes, a character with 13 Strength can lift 510 pounds (instead of 170 pounds). The character can only take a single 5-foot step while holding such a tremendous load. The weight can be held up for a maximum of 1 round plus the character's Constitution bonus.
- A successful roll will allow a character in minimal clothing to swim across rapids or a strong current.
  - o A successful disadvantaged roll will allow a character in normal gear to swim across rapids or a strong current.
  - o A successful disadvantaged roll will allow an encumbered character to keep their head above water while being carried along a rapid or a strong current.
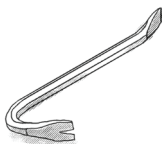
Climbing (DEX or STR)

This ability is used for difficult climbing tasks.

- A successful roll will allow a character to climb with a rope or a steep incline.
  - o A disadvantaged successful roll will allow a character to climb a sheer face.
  - o If the character is encumbered, then roll 3d20 and discard the highest roll. The character needs to have two success to succeed in climbing.

Surface	Move Rate
Rope	10'/rd.
Steep incline	8'/rd.
Sheer face	5'/rd.

Eavesdrop (INT)

Used to overhear conversions under challenging circumstances such as in the middle of combat or in a noisy tavern.

- A successful roll will allow a character to listen through a door or shuttered window.
  - o A successful disadvantaged roll will allow a character to listen to a single conversation in a crowded tavern.
  - o A successful disadvantaged roll will allow a character to listen through a stone wall or another type of thick wall.

Herb Harvest Chart

Rarity	Doses	Task Roll
Common	4d6	One success
Uncommon	2d6	Two successes
Rare	1d6	Three successes
Very Rare	1	Four successes

Haggling (INT or CHA)

Used in the negotiation of finances, goods, or money such as setting up trade deals as a merchant.

- A successful roll will allow a character to estimate the quality and price of goods in bulk.
- When negotiating a deal for price or trade, both the buyer and seller roll levels of success with 4d20. Total up the number of successes for each side. Subtract the seller's total from the buyer's total and look up the modifier on the Trade Deal Chart. Remember a natural 20 counts as two successes. A natural 1 counts as -1 success.

Trade Deal Table

Buying Price Modifier	Selling Price Modifier	#Success For Character
.7	3	4
.8	2	3
.9	1.5	2
.95	1.25	1
1.0	1.0	0
1.25	.95	-1
1.5	.9	-2
2	.8	-3
3	.7	-4

Herblore (INT)

Used for finding and identifying herbs to be used in elixirs.

With one week of searching, roll levels of success with 4d20, count the number of successes, and reference the Herb Harvest Chart.

A referee may limit certain herbs to specific regions of their campaign.

History (INT)

Used to recall historical or cultural details. Primarily a roleplaying tool for the referee to feed the player background info to advance the campaign. Roll 3d20 and count up the number of successes.

- One success allows a character to remember some historical detail a century into the past.
- Two successes allow a character to remember some historical detail hundreds of years into the past.
- Three successes allow a character to remember some historical detail thousands of years into the past.
- Doing this in a well-stocked library grants an advantage: roll 4d20 and discard the worst result.

Intimidation (CHA)

Used to influence a person through hostile action.

- A successful roll will force the target to make a saving throw. If the target fails, they will fear the character and cooperate.
- When intimidating groups, a morale check may be forced by a successful roll. When there are more than five individuals in a group and no allies are helping, the Intimidate roll is at a disadvantage. However, for every ally helping, increase the group limit by five. This is allowed during combat.
- A successful roll will allow a character to interrogate a prisoner and force the answer to one question. However, subtract the prisoner's Wisdom modifier from the roll.

Legerdemain (DEX)

Used for actions involving manual dexterity and manipulation of small mechanical objects.

- A successful roll will allow a character to pickpocket a mark in a crowd.
  - o A successful disadvantaged roll will allow a character to pickpocket a mark that is alone.
- A successful roll will allow a character to perform a sleight of hand trick or concealment when you are five feet or more away from an audience
  - o A successful disadvantaged roll will allow a character to perform a sleight of hand trick or concealment when you are closer than five feet to an audience.
- A successful roll will allow a character to disable a known trap.
- A successful roll will allow a character to pick a lock open with thieves' picks and tools.
  - o A successful disadvantaged roll will allow a character to pick a lock open with inadequate tools.
- A successful roll will allow a character to pick open a trapped lock or a trapped chest with a lock without triggering the trap.
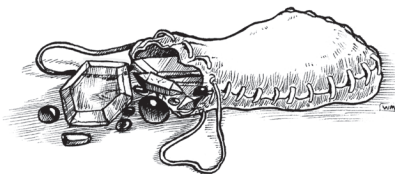
Locution (CHA)

Used to manipulate an individual or an audience with speech

Rob's Note: A repartee is conversation characterized by quick witty comments or replies. A witticism is a witty remark or comment designed to elicit laughter or anger.

- A successful disadvantaged roll will allow a character to rally a combatant who failed a morale check.
- In the initial round of a combat, a character may engage in a repartee with the enemy as long as the character is not surprised. The player should roleplay as their character before making the roll. If the roll succeeds, all who understand the speaker's language and are within earshot are halted for one round. The enemy may counter with a repartee of their own.
- In the initial round of combat, a character may attempt a witticism on a single individual that understands their language as long as the character is not surprised. The player should roleplay as their character before making the roll. This is a disadvantaged task roll. If successful, the character will gain the initiative due to the target laughing or being angered.
- A character may use their Locution ability to please a crowd with a performance and attempt to earn coins. After the performance, roll levels of success with 4d20 for the character and 4d20 for the crowd. Total the successes for each. The crowd needs a 15 or better for a success. Subtract the performer's total from the crowd's total. Look up the price modifier from the Trade Deal Table under haggling then multiply the resulting selling modifier by the number of people in their audience. The result is the number of silver pieces the character earned in tips. This task can be used by barmaids to solicit tips and by beggars while panhandling.

For example, Ivie Jack is short on funds and sings a ballad during a market. He attracts a crowd of 20 listeners. He rolls 4d20 and scores two successes by rolling a 15 or better. The referee rolls 4d20 for the crowd and rolls one success. Looking at the Trade Deal Chart, the selling price modifier is 1.25. Ivie Jack earns 1.25×20=25 silver pennies for his efforts.

Mathematics (INT)
Used in construction, building siege engines, and other engineering tasks.

- When undertaking a construction project, roll levels of success with 2d20. With one success, time and material are reduced by 10%. Each additional success reduces time and material by a further 10% up to a maximum of 40%. If the total number of successes is negative then all the time and material is wasted as the structure collapses after the project is finished.

Natural Philosophy (INT)
Represents knowledge of botany, zoology, geology, and other natural phenomena. In most fantasy campaigns, technological development hasn't reached the point where these fields have separated.

- A successful roll will allow a character to identify an unknown monster, provided the creature can be observed for at least one full round. The roll is disadvantaged if attempted while the character is in combat.
- A successful roll will let the character know whether a passageway is sloping or rising.
- A successful disadvantaged roll will let the character see if a cavern or dungeon passage unstable and prone to collapse.

Perception (WIS)
Used to spot unusual activities or features.

- A successful roll will allow a character to spot a target using Stealth through a well-lit or open area.
  o A successful disadvantaged roll will allow a character to spot a target that is using Stealth to hide in shadows or staying well-covered.
- A successful roll will allow a character to notice a non–obvious medium- or large-sized feature of an area in the middle of combat.
  o A successful disadvantaged roll will allow a character to notice a non-obvious small feature of an area in the middle of combat.

Physician (INT)
Used to help accelerate healing and treat other characters that have been poisoned.

- To treat another character, roll levels of success with 2d20. With one success, the character is bandaged and healed 1 hit point. With two successes, the character's wounds are properly stitched up and healed 2 hit points. Each additional success heals one additional hit point. If the total levels of success are negative then inflict this number as damage.

- To accelerate healing, roll levels of success with 2d20. With one success, the character will heal 2 HP per day plus their Constitution bonus (minimum of 1 HP per day) and be completely healed in three weeks. With two successes, the character will heal 4 HP per day plus their Constitution bonus (minimum of 2 HP per day) and will be completely healed in two weeks. Each additional success adds 2 HP per day of healing. If the total number is negative then the character loses 2 HP and will take four weeks to completely heal.
- When dealing with a poisoned character, roll levels of success with 2d20. With one success, reduce the damage taken from poison by 75% and the duration of any ill-effect is cut to 75% of normal. With two successes, reduce the damage and duration by half.

If three or more successes are rolled then the individual is completely healed of the effects of the poison including damage. If the number of successes is negative the victim to be at a disadvantage on any further saving throws until the duration of the poison ends.

Professional (type) (varies)

Used for various professional activities like blacksmithing, woodworking, etc.
The referee may define additional rules for crafting items made by different professions.

- A successful disadvantaged roll will allow a character to create a masterwork item.
- A successful roll will allow a character to evaluate the worth of an item made by that profession.
- To reduce the amount of the time and material required to make an item, roll levels of success with 2d10. With one success, the time and materials are reduced by 10%. Each additional success reduces time and material by a further10% up to a maximum of 40%. If the total number of successes is negative then all the time and material is wasted as the object falls the apart after the project is finished.

Research (INT)

Aids in magical research.

- To reduce the time and material cost involved in research, roll levels of success with 2d20. With one success, the time and materials are reduced by 10%. Each additional success reduces time and material by a further 10% up to a maximum of 40%. If the total number of successes is negative then all the time and material is wasted as the researcher can't make heads or tails of their notes after the project is finished.

Stealth (DEX)

Used to move through an area undetected.

- A successful roll will allow a character to sneak or hide in areas with heavy shadows or extensive cover.
  o A successful disadvantaged roll will allow a character to sneak or hide in areas that are well-lit or open.

Survival (CON)

Used to hunt, track, or forage in the wilderness. The referee may limit this to specific types of terrain.

- To track a trail, roll levels of success with 2d20. One success will allow a character to track a trail less than six hours old. Two or more successes will allow a character to track a trail between six hours and two days old. If the total number of successes is negative then the tracker wastes the next two days following the wrong trial.
  o The terrain may modify both rolls. Rocky terrain, high traffic city streets, well-trodden pathways or game trails cause the levels of success roll to be at a disadvantage. Roll 3d20 and drop the highest. Snow and sandy surfaces allow for rolls to be at an advantage. Roll 3d20 and drop the lowest. The weather may quickly erase tracks.
- A successful roll will allow a character to identify the type of creature by its tracks.
- A successful roll in Jungle, Forest, or Plains will allow a character to find sufficient rations for 1d6 days; this ability takes four hours to complete.
- A successful roll in a rural agricultural area will allow a character to find sufficient rations for 1d6 days; this ability takes two hours to complete.
- A successful disadvantaged roll in Desert, Mountains, Tundra, and Ice Terrain will allow a character to find sufficient rations for 1d6 days; this ability takes eight hours to complete.

Strategy (INT)

Used in mass combat to influence the battle in favor of the character's forces.

- A successful roll allows the character to modify any favorable or unfavorable terrain modifier by 1 in their favor.
- A successful disadvantaged roll allows the character to inflict damage on the opposing unit in the first round of mass combat.

Thaumatology (INT)

This represents knowledge about spells and magic items.

- A successful roll will allow the character to identify a spell or magic item in combat.
- A successful disadvantaged roll will allow a Magic-User to ricochet a Lightning Bolt spell precisely.

Weapon Proficiency

When a character makes an attack roll with a weapon they are not proficient in, the roll is at a disadvantage. If a +1 free bonus is used, a character can become proficient in one additional weapon.

Equipment

Starting Wealth
Characters start with (3d6 + Charisma bonus) x 100d in wealth. The symbol 'd' is equal to 1 silver piece or 1 silver penny.

Coinage
Prices in the equipment list are given in silver pennies or copper farthings. A silver penny is equivalent to a silver piece in other editions. The symbol 'd' for the Latin denarius is used to denote prices in silver. For example, 20d means the item is worth 20 silver pennies. Each silver penny is worth four copper farthings. The system 'f' is used to denote farthings. For example, 2f means the item is worth 2 farthings.

Gold Crowns
Gold is used for high value transactions. Gold of a same weight trades with silver at a 20 to 1 ratio. Gold coins are minted in one-ounce coins which are 16 times heavier than silver pennies. This makes one gold crown worth 320d.

Coin Weight
One pound of silver pennies or copper farthings contains 250 coins. One pound of gold crowns contains 16 coins.

Coin Size
The silver penny and the copper farthing are the size of a US dime. The gold crown is the size of a US half-dollar.

Coin Values
4 copper farthings = 1 silver penny
320 silver pennies = 1 gold crown

Other Coin Types
Details about coins, including some of the rare types of coinage, are found further in the chapter about treasure.

Measurements & Weights
The following lists the various weights and measures used in the equipment list.

Liquid per 16 oz.	1.0 lb.
Hogshead	50.0 gal
Gallon	128.0 oz.
Gallon	4.0 quarts
Quart	32.0 oz.
Quart	2.0 pints
Pint	16.0 oz.
Pound	16.0 oz. (liquid).
Ounce	1/16.0 lb.
Dram	256.0 lb.

Coinage Table

Coin	Abbr.	Value	# per lb.
Copper Farthing	f	¼d	250
Silver Penny	d	1d	250
Gold Crown	crown	320d	16

Weapons and Armor
ARMOR

Leather, Soft [+1]   25d/suit   10.0/lbs.
A set of separate supple leather hide pieces protecting the wearer's body.

Ring Armor [+3]   300d/suit   30.0/lbs.
Supple leather hide pieces with small metal rings sewn on to provide additional protection.

Mail, [+5]   1,250d/suit   50.0/lbs.
Rings of metal woven together to form a suit of armor. Due to its mass, this armor reduces the character's base movement to 2/3 of normal.

Plate Armor [+6]   3,000d/suit   100.0/lbs.
Steel or bronze metal formed into various pieces of armor. Due to its mass, this armor reduces the character base movement to 2/3 of normal.

Helm   100d/ea.   3.0/lbs.
Steel or bronze helmet that covers the crown of the character's head. It comes with a guard that covers the nose. This will protect the character from all head shots.

SHIELDS
Shields confer a +1 bonus to the carrier's Armor Class.

Shield Slam: After making a successful attack, the target needs to make a saving throw at an advantage or be knocked prone to the ground. The target must spend a full round getting up. Anything hitting a prone character has advantage for their attack roll. Fighting from a prone position results in a disadvantaged attack roll for all weapons except a crossbow.

Shield Parry: A shield may be sacrificed to negate one hit. The shield is destroyed, but the carrier suffers no damage. A magical shield will lose one +1 bonus per sacrifice. (i.e. a +1 shield can negate two hits before being destroyed.)

Opponents: The shield bonus is only usable against this number of attackers or fewer. For example, a defender using a buckler will only gain its +1 AC bonus against one attacker. Larger shields are more effective at being used against multiple opponents than smaller shields.

Buckler   24d/ea.   2.0/lbs.
+1 AC, Opponents: 1, Damage: 1d3; Spike +5d, +1 damage
This small round shield is held by one hand. The character may opt to attack with the shield. A metal spike may be affixed to the shield to increase its damage.

Shield, Medium   60d/ea.   7.0/lbs.
+1 AC, Opponents: 4, Damage: 1d4
A larger shield in the shape of the knight's heater. The character may opt to attack or slam with the shield.

DUAL WIELDING

One-handed weapons can be used in the off hand in lieu of a shield. Contrary to popular belief, this doesn't allow a combatant to make more attacks. It acts much like a buckler, granting +1 to the character's AC versus one opponent. In addition, the character can choose which weapon to attack with when making their attack roll.
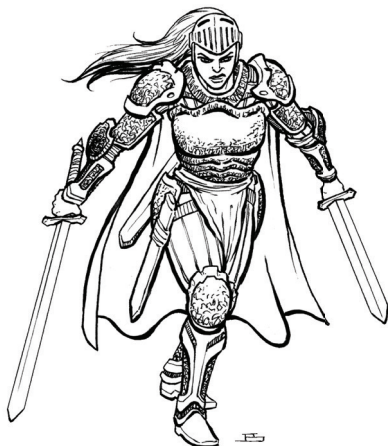
AXE/MACE/HAMMER

Axe, Throwing   **10d/ea.**   **4.0/lbs.**

Damage: 1d6, Rate of Fire: 1, Range: 10 ft., Max Range: 20ft.
A small, single-head axe with a handle. 18-24 inches long. Due to the shape of the axe head, the character can elect to pin an opponent's weapon or shield in lieu of damage. However, the opponent will get to make a saving throw to avoid having their weapon or shield pinned. A character cannot attack with the axe while using it to pin. A successful opposed Athletic Ability Check will allow the defender to break free of the pin.

The axe is balanced for throwing as well. The effective range is 10 feet and the maximum range is 20 feet. The attacker needs to be able to fully stand to throw an axe. It is usable in the off hand when dual wielding.

Axe, Battle   **50d/ea.**   **8.0/lbs.**
Damage: 1d8
A one-handed single-head axe with a handle. 24-36 inches long. Due to the shape of the axe head, the character can elect to pin an opponent's weapon or shield in lieu of damage. However, the opponent will get to make a saving throw to avoid having their weapon or shield pinned. A character cannot attack with the axe while using it to pin. A successful opposed Athletic Ability Check will allow the defender to break free of the pin.

Mace, Small   9d/ea.   3.0/lbs.
Damage: 1d4+1
A weapon with a ball of metal affixed to the end. 18-24 inches long.
It gets +1 to hit versus opponents wearing chainmail or gelatinous
creatures like ochre jellies or black puddings. It is usable in the off hand
when dual wielding.

Mace   13d/ea.   5.0/lbs.
Damage: 1d6
A weapon with a ball of metal affixed to the end. 24-36 inches long.
It gets +1 to hit versus opponents wearing chainmail or gelatinous
creatures like ochre jellies or black puddings.

Club, Light   N/A   3.0/lbs.
Damage: 1d4
A piece of thick wood with one end tapered into a one-handed handle.
18-24 inches long.

KNIFE
Dagger, Large   10d/ea.   1.0/lbs.
Damage: 1d4
Weapon with a blade and hilt. 7-12 inches long. It is usable in the
offhand when dual wielding. Add +1 to a Legerdemain check for
concealing the weapon.

Dagger, Small   3d/ea.   0.2/lbs.
Damage: 1d3, Rate of Fire: 1, Range: 10 ft., Max Range: 20ft.
Weapon with a blade and hilt. 4-6 inches long. It is balanced for
throwing. It is usable in the off hand when dual wielding. Add +2 to a
Legerdemain check for concealing the weapon.

POLEARM
Rob's Note: Note that a polearm's free attack resets if the opponent
moves out of the attacker's reach and back in.

Glaive   25d/ea.   8.0/lbs.
Damage 1d8+1, Reach: 5 ft.
A 12- to 24-inch blade affixed to a 6- to 7-foot pole. The wielder of a
glaive can attack a target up to 5 feet away. When a target comes within
5 feet for the first time, the wielder may elect to take an attack action
against the target. The wielder can only do this once per round unless
Hasted.
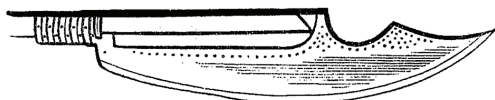
SPEAR

Spear 1H   10d/ea.   4.0/lbs.
Damage: 1d6 (1H), 1d8 (2H), Rate of Fire: 1, Range: 20 ft., Max Range: 40ft.
A 6-foot pole with a 6-inch bladed point on the end. It can be used in
melee combat or thrown. If used with two hands, it does 1d8 damage.

Staff   3d/ea.   4.0/lbs.
Damage: 1d6
A pole used with two hands as a weapon. 5-6 feet long. When used as an
aid in jumping, it increases the distance of a running long jump by 50%.

SWORD

Broadsword   150d/ea.   3.0/lbs.
Damage: 1d8
A 27- to 32-inch double-edged blade with a one-handed grip. Has a
cruciform-shaped hilt in front of the grip to provide protection for the
hands.
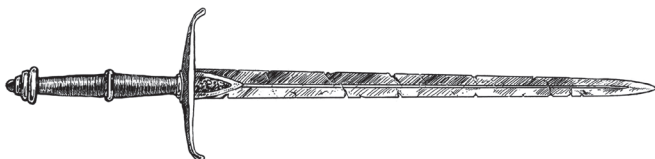
Shortsword   100d/ea.   2.0/lbs.
Damage: 1d6
A sword with a single-edged blade, 12-24 inches long, with a quillon
cross guard for a hilt. It is the most common sword in use.

TWO-HANDED SWORD

Greatsword   200d/ea.   7.0/lbs.
Damage: 1d10
From pommel to tip, this sword is 6 feet long. It is designed to be used
with two hands.

MISSILE WEAPONS

Rob's Note: The range of missile weapons is tripled outdoors as the attacker has the option of arcing the missile for accurate long-range fire. This is noted by appending ft/yds to the range. Feet is the indoor range and yards is the outdoors range.

BOW

Arrow   2f/ea.   0.1/lbs.

A feathered shaft with a metal tip used with a bow for hunting or war. After a battle, you can recover half (rounded down) of the arrows you used. If the arrow is magical, roll 1d20 and add the magic bonus. If the result is 10 or higher, you recover the arrow.

Bow, Short,   13d/ea.   2.0/lbs.

Damage: 1d6 (arrows), Rate of Fire: 2, Range: 50 ft./yds.

A small, 3-foot-long self-bow made of a single piece of wood. Typically used as a hunting weapon.

Bow, Regular   25d/ea.   2.0/lbs.

Damage: 1d6 (arrows), Rate of Fire: 2, Range: 60 ft./yds.

A 3- to 4-foot-long self-bow made of a single piece of wood. It is a higher quality bow than the short self-bow and is typically used as a hunting weapon by the nobility. It is also the most common bow found in guard armories.

Bow, Long   50d/ea.   3.0/lbs.

Damage: 1d6 (arrows), Rate of Fire: 2, Range: 70 ft./yds.

A 6-foot-long self-bow made of a single piece of wood. This is the most powerful self-bow made. Because of its large size and design, it can only be made from a few types of woods like yew. Realms using the longbow often have special traditions to support training longbow equipped troops.

Quiver   3d/ea.   0.5/lbs.

A tube and strap made of leather and sinew that allows a character to conveniently carry up to 20 arrows.
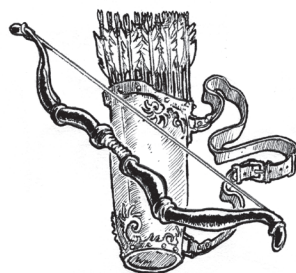
CROSSBOWS AND OTHER MISSILE WEAPONS

Unlike Bows and other missile weapons, Crossbows do not have a rate of fire. They require a number of reload actions to happen before they are ready to fire again. Crossbows also have an accuracy bonus to reflect their ease of use and superior penetration of armor.

Bolt   **1f/ea.**   **0.1/lbs.**

A short, thick, feathered shaft with a metal point to be used with crossbows. After a battle, you can recover half (rounded down) of the bolts you used. If the bolt is magical, roll 1d20 and add the magic bonus. If the result is 10 or higher, you recover the bolt.

Crossbow, Light   **30d/ea.**   **6.0/lbs.**

Damage: 1d4+1 (Bolts), Accuracy: +2, Reload Actions: 1, Range: 60 ft./yds.
A small light draw crossbow that can be cocked by hand. The use of a stock and sight allows the weapon to be more accurate than other missile weapons.
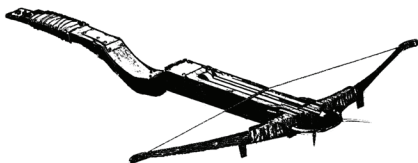
Crossbow, Heavy   **38d/ea.**   **6.0/lbs.**

Damage: 1d6+1 (Bolts), Accuracy: +4, Reload Actions: 2, Range: 60 ft./yds.
This is a larger crossbow that has to be cocked by using a pull lever. The higher draw weight allows the weapons to do more damage. The use of a stock and sight allows the weapon to be more accurate than other missile weapons.
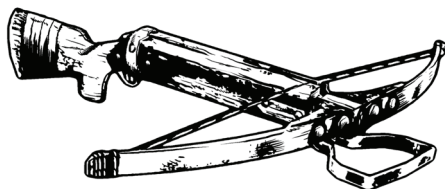
Crossbow, Knight Killer   **46d/ea.**   **6.0/lbs.**

Damage: 5d4 (Bolts), Accuracy: +4, Reload Actions: 10, Range: 100 ft./yds.
The largest crossbow able to be carried on a regular basis by Fighters. It uses either a windlass or a cranequin to cock the weapon for use. The reloading process takes a considerable amount of time: 36 seconds or 6 combat rounds. The result is a weapon capable taking out a heavily armored opponent in a single shot.

Dungeon Equipment

Backpack, 30 lbs.   48d/ea.

A canvas sack, leather sack, or wicker basket tied with sinew to an L-shaped frame with two straps.

Bedroll   2d/ea.   0.5/lb.

Two blankets, one made of heavy canvas to sleep on and the other an ordinary wool blanket to sleep under. Comes with two pieces of twine to hold the rolled-up blankets together.
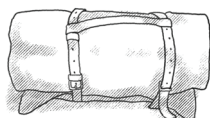
Hammer   6d/ea.   1.0/lb.
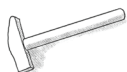
A 12-inch-long handle with a hammer head on top. Needed to place and affix iron spikes.

Holy Symbol, Wooden   10d   0.1/lb.

A carved, wooden symbol of a religion or deity. This is the minimum needed to cast Divine spells and to Turn/destroy/control undead.

Holy Symbol, Silver   250d   0.1/lb.

A silver symbol of a religion or deity. This can be used to cast Divine spells and to Turn/destroy/control undead. It also grants +1 to all die rolls involving Divine spells and to Turn/destroy/control attempts.

Holy Water, 4 oz.   150d/ea.

A leather flask filled with blessed holy water. Does 1d6 burn damage when splashed onto an undead creature or demon.

Lantern   12d/ea.   0.25/lb.

This is a ceramic lantern designed to be filled with oil and lit. Takes one flask of oil and will last 4 hours. It will shine bright light for 30 feet around and dim light out to a 60-foot radius. If dropped, the lantern will shatter unless it makes a saving throw of 15 or better. The holder also needs to make a saving throw or suffer 1d4 fire damage.

Oil, Lamp, 4 oz.   2f/ea.

Various qualities of lamp oil to use in flasks or lanterns.

Pole, 10-foot   2d/ea.

A 10-foot-long, 1-inch diameter pole. Allows for the user to check for traps five feet ahead. Two poles roped together can be used to support a block and tackle.

Rations, Trail   5d/day   2.0/lb.

One day's worth of food consisting of sausage, bread, and cheese. This will last for one month before becoming spoiled.

Rations, Dried   20d/day   1.0/lb.

One day's worth of food consisting of jerky, hard biscuits, and hard cheese. This will last for one year before becoming spoiled.

Ritual Components   **1d/ea.**   **250/lb.**

Bits of minerals, animal parts, and other items used in magical rituals. Instead of tracking quantities of specific items, only the total value of ritual components purchased is recorded.

Rope, Hemp   **1d/ft.**

A length of rope made from hemp. Can be used to lift loads of up to 2,000 lbs.

Rope, Silk   **10d/ft.**

A length of rope made from silk. Can be used to lift loads of up to 3,000 lbs. Provides a +2 to any ability rolls involving climbing.

Sack, Linen, sm., 5 lbs.   **2f/ea.**
Sack, Buckram, lg., 10 lb.   **1d/ea.**

A piece of cloth folded and sewn to provide a bag used to carry things. The material determines how much weight can be carried. Buckram sacks are resistant to water; their contents will remain dry for five minutes after immersion.

Spice, Garlic   **12d/oz.**

Sold in small pottery jars, this spice can be used on food or as a defense against the Blood Children of Kalis (vampires and werewolves). A jar can be thrown at a Blood Child, forcing the target to make a saving throw or succumb in a fit of coughing and pain to the garlic for 1d4 rounds.

Spike   **5d/ea.**   **0.2/lb.**

Spikes can be pounded into doors and gates to make them far more resistant to being opened. It takes one round to pound a spike into a door or gate. Each spike lowers the effective Strength used to open the door by 5. Four spikes make it impossible to open the door by any means short of destroying it.

Thieves Tools   **25d/ea.**   **0.1/lb.**

A small leather pouch with various small tools used to pick locks and disarm traps.

Tinderbox   **6d/ea.**   **0.1/lb.**

A small leather pouch with flint, steel, and tinder. Can be used to automatically start a fire in 2d4 rounds or, with a successful Survival roll, in 1 round.

Torch   **2f/ea.**   **0.2/lb.**

A 2-3-foot length of wood wrapped in oil-impregnated linen on one end. Will burn for one hour and create a 30-foot radius of bright light and a 60-foot radius of dim light.

Wineskin, ½ gal   **10d/ea.**   **0.5/lb.**

A bag of hide or leather with a spout sewn in. Can be used to carry ½ gallon of liquid, typically water or wine.

Viz   **200d/ea.**   **0.1/lb.**

Viz is a magical substance that takes many forms from a flask of pure spring water or a newly bloomed flower to an iridescent rock. Gathering and storing viz is a specialized skill; magic shops and temples will only have a few bottles, flasks, or vials on hand and will jealously protect any natural source of viz. See the entry for Viz in the Treasure Chapter for further details.

A Black Ash near Castle Blackmarsh.

The dew dripping off of the tree after the night of the full moon was found to be filled with viz. Its location is one of the few resources that the old Guild of Wizards was able to keep secret after the fall of Atacyl Oathbinder.

Blackmarsh (Hex 0813)

The morning after the full moon 2d6-2 viz can be collected from the dew dripping from a black ash growing above a pool of water before the sun clears the horizon.

Animals

Various useful animals can be purchased for adventurers. Among them are horses for riding and dogs for companions.

HORSE

Horses are widely domesticated and used for riding, war, and as beasts of burden.

Horse, Riding   360d/ea.

A horse that is used for transportation. It is not normally trained for combat.

Riding Horse
Init +1; AC 7[12] HD 2; HP 7; Save 16
Move 180'; CL/XP 2/30
Attacks (×1)
Hooves; HTB +3, DMG 1d6+1
Special
Not Combat Trained; To attack while on a riding horse requires a successful Athletics check of 10 or better or the horse will ride away from the impending danger. If the riding horse is hit during combat, the rider must make an Athletics check of 15 or better or the horse will run away from whatever hit it.
Harvest
Hide 20d

Horse, Warhorse   600d/ea.

A warhorse has been trained so it no longer fears blood and battle. The downside of the warhorse's training is that it bonds with a specific rider and will be need to be re-trained if it is to be used by someone else. This takes four weeks and a successful Professional (Ostler) ability check of 10 or better

Warhorse
Init +1; AC 7[12] HD 3; HP 10; Save 14
Move 180'; CL/XP 3/60
Attacks (×1)
Hooves; HTB +3, DMG 1d6+1
Special
Combat Trained; There is no check to attack while riding a warhorse. If the horse is hit during combat, the rider must make an Athletics check of 10 or better or the warhorse will run away from whatever hit it.
Harvest
Hide 20d

DOGS

Trained large dogs are used by people for a variety of jobs including guard duties, herding, and tracking.
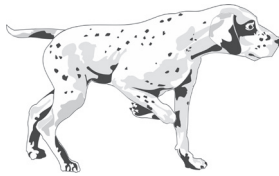
Guard or War Dog   48d/ea.

This is a large mastiff trained to work with humans in combat. Like warhorses, the dog is bonded with a specific individual or, in rare cases, a group. Retraining a guard/war dog takes four weeks and a successful Professional (Dog Trainer) check of 10 or better.

Guard or War Dog
Init +1; AC 7[12] HD 2; HP 7; Save 16
Move 140'; CL/XP 2/30
Attacks (×1)
Bite; HTB +2, DMG 1d6
Special
Combat Trained; The Dog will obey simple commands during combat.
Harvest
Dog meat 5d

Trained Dog   24d/ea.

This represents an ordinary dog trained to perform some helpful task. The dog will fight if their owner is threatened, but lacks the skills to coordinate with anybody during combat. A trained dog will flee in terror if it loses more than half of its original hit points.

Trained Dog
Init +1; AC 7[12] HD 1; HP 4; Save 17
Move 150'; CL/XP 1/15
Attacks (×1)
Bite; HTB +1, DMG 1d3
Special
Trained; The dog will obey a set of simple commands related to a specific job like herding or tracking.
Harvest
Dog meat 5d

Hirelings

Hirelings can be found in major settlements such as market villages, towns, and cities. A hireling may require an initial investment in order to properly use their skills. Afterwards, the hireling requires a monthly wage in coin, as well as a monthly upkeep cost in supplies.

	Wage Monthly	Upkeep Monthly	Initial Investment
Animal Trainer	80d	160d	animal

The initial investment is the animal that is to be trained. It generally takes one month per hit die to fully train a domesticated animal and two months per hit die to train a wild animal or monster. Even after training, wild animals and monsters have a chance of disobeying commands. After a command, the creature makes a saving throw at a disadvantage. If successful, the animal will either flee or attack the nearest person or creature. Another command can be attempted the next round if the creature remains nearby.

Porter	25d	25d	20d

A porter can carry 50 lbs. of equipment, gear, and treasure without fatigue. For short journeys of eight hours or fewer, a porter can carry up to 100 lbs. A porter also requires 20d worth of gear when hired.

Servant	25d	50d	0d

A servant can perform daily chores (like cooking) and maintain gear for up to six individuals.

Man-at-Arms	30d	45d	arms

A man-at-arms is a 1st level Fighter acting as a guard for their employer.

Medium Footman, Man at Arms, 1st Level Fighter
Init +1; AC 4[15]; HP 6; Save 14
Move 90'; CL/XP 1/15
Attacks (×1)
Spear, 1H; HTB +3/+2, DMG 1d6+1, RoF: 1, RNG: 20 ft; or
Large Dagger; HTB +3, DMG 1d4+1
Attributes
Str 12 (+1); Dex 11 (+0); Con 10 (+0)
Int 10 (+0); Wis 10 (+0); Cha 10 (+0)
Abilities
Athletics +2, Intimidation +1, Strategy +1
Possessions
Scale Armor, Medium Shield, 1H Spear, Large Dagger, 3 days' rations, bedroll, 10d.

Equipment Packs

The following are a series of equipment packs to make purchasing equipment easier during character generation.

Burglar's Pack (225d).
Includes a backpack, a grapple, 4 pieces of chalk, 5 beeswax candles, a crowbar, a hammer, 10 spikes, a hooded lantern, 2 flasks of oil, 5 days of trail rations, a tinderbox, and a wineskin. The pack also has 50 feet of hemp rope strapped to the side.

Diplomat's Pack (525d)
Includes a chest, 2 scroll cases for maps and scrolls, a set of fine clothes, a cask (qt) of black ink, an ink quill, a lantern, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Dungeoneer's Pack (160d)
Includes a backpack, a crowbar, a hammer, 10 spikes, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hemp rope strapped to the side.

Entertainer's Pack (160d)
Includes a backpack, a bedroll, 2 costumes, 5 tallow candles, 5 days of trail rations, a waterskin, and assorted makeup to change one's appearance.

Explorer's Pack (150d)
Includes a backpack, a bedroll, a tinderbox, 10 torches, 10 days of trail rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side.

Priest's Pack (275d)
Includes a backpack, a bedroll, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack (340d)
Includes a backpack, a codex of lore (with 6d6 empty pages out of 100), a cask of black ink, an ink quill, 10 sheets of parchment, and a small dagger.
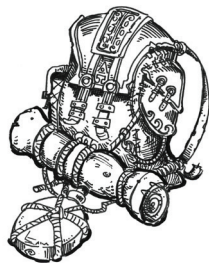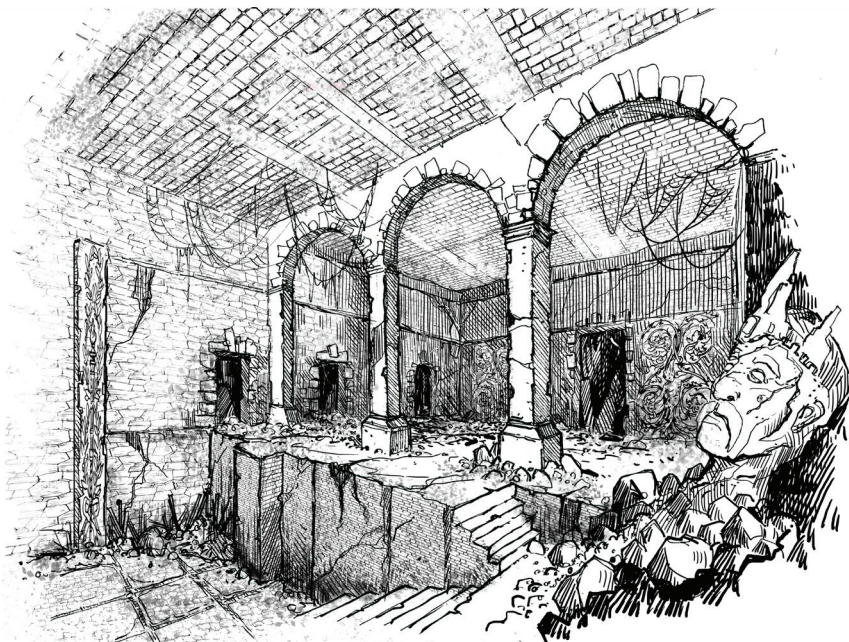
Atacyl Oathbinder Throne Room
Castle Blackmarsh Dungeons
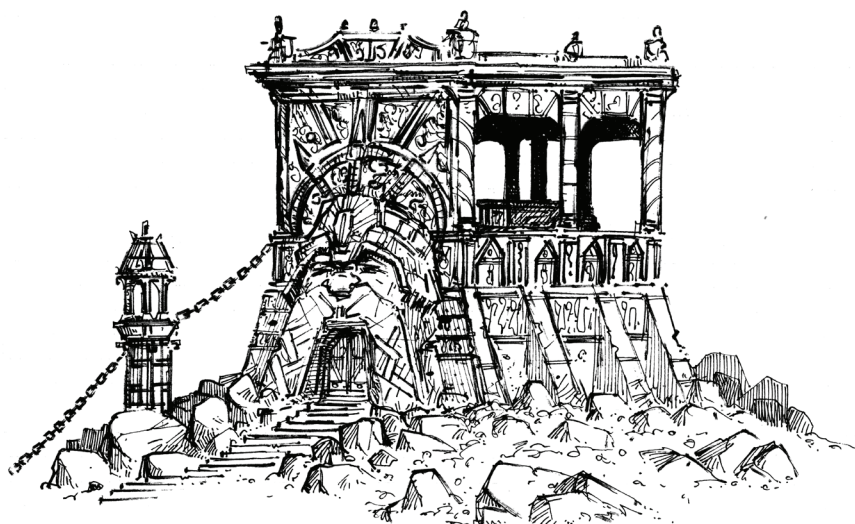
Tomb of the Dwarven Hero, Zephyrus Hammerguard
Savior and First Overlord
of the City-State of Eastgate

Magic

Magical Immunity

Magical immunity has a chance of causing a spell to fail. The character or monster will roll 1d20 and add their magical immunity bonus. If the roll is higher than a 20, the spell immunity works, and the spell does not take effect. Each spell lists whether it is affected by magical immunity or not.

A character or monster with magical immunity gets their normal saving throw if the immunity fails. If a person with magical immunity is knocked unconscious, the magical immunity will drop 1 round later.

Memorization

After a night's sleep, a Magic-User or Cleric regains all spells that were cast. After awakening, the spellcaster can spend ten minutes with a spellbook (for arcane spells) or with prayer (for divine spells) to memorize enough spells to fill or change the available spell slots. In order for an arcane spellcaster to memorize a spell, it must be in the spellbook they are using.

Rituals

Any spell in the rulebook can be cast as a ritual. The casting time is 10 minutes. The spell used for the ritual must be in the caster's ritual or spellbook, but does not need to be memorized. The highest level of spell that can be cast as a ritual is dependent on the caster's class.

Ritual Level	Cost
1st	10d
2nd	40d
3rd	90d
4th	160d
5th	250d
6th	360d
7th	490d
8th	640d
9th	810d

The component cost is: spell level SQUARED × 10 silver pennies. (level2 × 10d). Components can be bought at most magic shops. As an option, the referee may wish to impose specific component requirements on certain spells, particularly for those 7th level or higher.

The intent of this system is that most utility spells are cast via rituals. This changes the role of scrolls. For Magic-Users, scrolls are mainly created to increase the number of combat spells that can be cast. For the Orders who do not memorize spells, scrolls are the most inexpensive way they can cast spells in battle.

Spellbooks

Magic-Users use spellbooks to memorize their arcane spells. The basic book costs 100d, and it costs 50d per spell level to transcribe a new arcane spell into the spellbook. It takes one day per 100d of cost, rounded up. For example, a 3rd level spells will take two days to transcribe.
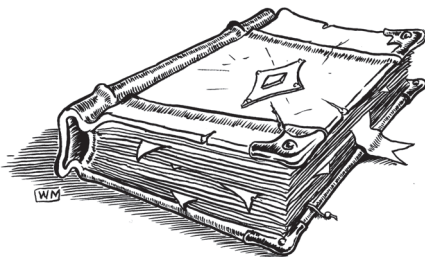
Spells

Arcane Spells

Level 1

Charm Person
Create Scroll
Detect Magic
Hold Portal
Light
Magic Missile
Protection from Evil
Read Languages
Read Magic
Sleep

Level 2

Continual Light
Detect Evil
Detect Invisibility
Detect Thoughts
Enchant Potion
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image
Phantasmal Force
Wizard Lock

Level 3

Clairaudience
Clairvoyance
Darkvision
Dispel Magic
Fireball
Fly
Haste
Hold Person
Invisibility, 10'
Lightning Bolt
Monster Summoning I
Protect from Evil, 10'
Protect from Missiles
Slow
Water Breathing
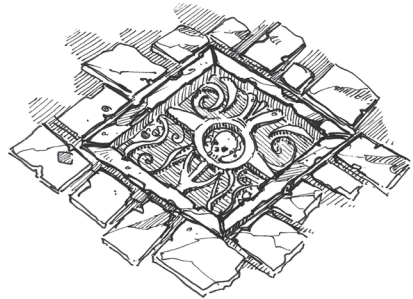
Divine Spells

Level 1

Command
Create Scroll
Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Drink

Level 2

Bless
Find Traps
Hold Person
Silence 15' Radius
Speak with Animals

Spell Description Notes

Unless stated otherwise, all spells take one attack action to cast. Each spell has a range listed. Unless stated otherwise, this means a point the caster can see within the listed range. Some spells have a duration, lasting for a period of time. Note that many utility spells have long durations, making them useful beyond their initial casting. If a spell is affected by magical immunity, it is noted. If there is no note, magical immunity has no effect on the spell.

Spell Descriptions

Bless *(Divine, 2nd Level)*

Casting Time: *1 minute;* ***Range:*** *Touch;* ***Duration:*** *1 hour*

The recipient gets +1 to attack rolls. If the character is an NPC, they also get +1 to Morale.

Charm Person *(Arcane, 1st Level)*

Range: *120 feet;* ***Duration:*** *Until dispelled;* ***Magical Immunity:*** *Yes*

Affects humanoid creatures only. The target makes a saving throw. If the saving throw is failed, the target(s) are under the influence of the caster and consider the caster a loyal and trusted friend. The duration of the spell is permanent unless dispelled.

Clairaudience *(Arcane, 3rd Level)*

Range: *60 feet;* ***Duration:*** *2 hours*

The caster can hear any sounds within a range of 60 feet. Blocked by 2 feet of solid stone or a thin sheet of lead. Can be cast through a crystal ball.

Clairvoyance *(Arcane, 3rd Level)*

Range: *60 feet;* ***Duration:*** *2 hours*

The caster can see anything visible within a range of 60 feet. Blocked by 2 feet of solid stone or a thin sheet of lead.

Command *(Divine, 1st Level)*

Range: *Caster's voice;* ***Duration:*** *1 round;* ***Magical Immunity:*** *Yes*

If the target fails their save, they will obey a single command given by the caster. Typical commands are Approach, Drop, Fall, Flee, and Halt.

Continual Light *(Arcane, 2nd Level)*

Range: *120 feet;* ***Duration:*** *Permanent until dispelled*

The target person or object radiates sunlight out to 120 feet. Dim light and shadows extend out to 180 feet.

Create Scroll *(Arcane, 1st level), (Divine, 1st level)*

Range: *Touch;* ***Duration:*** *Permanent*

Used to create magical scrolls provided the proper research is done and the right ingredients are acquired. Scroll ingredients cost 100d per spell level and take 1 day per 100d of cost to create.

Cure Light Wounds *(Divine, 1st Level)*
Range: Touch; ***Duration:*** *Immediate*
Cures 1d6+1 hit points of damage.

Darkvision *(Arcane, 3rd Level)*
Range: 40 feet; ***Duration:*** *1 day*
The target of the spell can see in total darkness for one day.

Detect Evil
(Divine, 1st Level) ***Range:*** *120 feet;* ***Duration:*** *1 hour*
(Arcane, 2nd Level) ***Range:*** *60 feet;* ***Duration:*** *20 minutes*
The caster detects the following dangers for the duration of the spell:
hostile sentient beings, hostile monsters, and enchantments/auras that
cause damage or some type of harm. It does not detect traps, poisons,
or other mundane dangers.
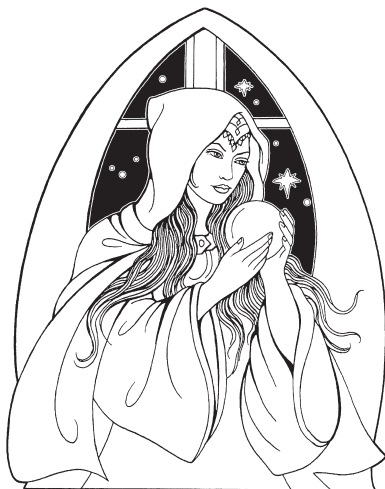
Detect Invisibility *(Arcane, 2nd Level)*
Range: 10 feet per caster level; ***Duration:*** *1 hour*
Within light of sight, the caster can sense and see invisible objects and
creatures along with any that are using astral or ethereal travel.

Detect Magic *(Divine, Arcane, 1st Level)*
Range: 60 feet; ***Duration:*** *20 minutes*
Within 60 feet, the caster can sense any presence of a spell,
enchantment, or magic. This includes beings under the effect of an
ongoing spell as well as magical items. After one minute of examination
and a successful Thaumatology Roll of 15 or better, the caster can
determine the exact nature of the magic involved such as the properties
of a magic item, or the fact the spell on an individual is *Charm Person.*

Detect Thoughts *(Arcane, 2nd Level)*
Range: 60 feet; ***Duration:*** *2 hours;* ***Magical Immunity:*** *Yes*
The caster can detect the thoughts of other beings within 60 feet.
Blocked by 2 feet of solid stone or a thin sheet of lead.

Dispel Magic *(Arcane, 3rd Level)*

Range: 120 feet; *Duration: Special*

Permanently dispel most spells and enchantments or suppress the magical properties of a magic item for up to 10 minutes.

Dispel Magic is always successful if the caster is of an equal or higher level (or has more HD) than the caster who created the spell, enchantment, or item. If the Dispel Magic caster has a lower level or HD, then they must roll a 1 or higher on a d20. Subtract 2 for every level of difference between the caster and the creator's level/HD.

For example, a 6th level Magic-User attempts to dispel a *Wizard Lock* cast by a 12th level Wizard. The caster rolls a d20 and subtracts 12 from the roll. If the result is a 1 or higher, the *Wizard Lock* is dispelled.

Enchant Potion *(Magic-User 2nd level)*

Range: Touch; *Duration: Permanent*

Used to create magical potions. The cost of the potion can be found in the Potion section of the Treasure chapter. This is the value of the magical components that must be used to create the potion. Potions can be made at a rate of 100d per caster per day; multiple spellcasters can cooperate to make a single potion. Multiple potions can be worked on at once. Use their total value to figure how long it takes to make the entire batch.
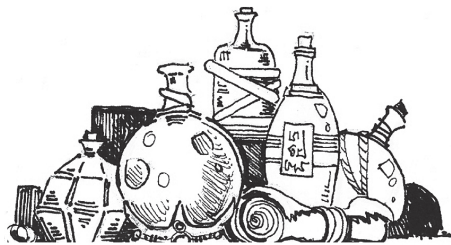
Find Traps *(Divine, 2nd Level)*

Range: 30 feet; *Duration: 20 minutes*

Within 30 feet, the caster sees all traps (magical and non- magical) for 20 minutes.

Fireball *(Arcane, 3rd Level)*

Range: 240 feet; *Duration: Instantaneous*

A 40-foot diameter ball of fire explodes within 240 feet of the caster. The fire does 1d6 damage per level of the caster. If cast in a confined area, the explosion will expand until it has filled 132 5' by 5' squares. The targets of the spell can make a saving throw for half damage.

Fly *(Arcane, 3rd Level)*

Range: Touch; *Duration: 1 turn/level + 1d6 turns*

The caster or recipient can now fly with a movement rate of 120 feet per turn.

Haste *(Arcane, 3rd Level)*

Range: 240 feet; *Duration:* 30 minutes

All creatures within a 60-foot radius of where the spell is cast can take four actions per round including two attack actions.

Hold Person

(Divine, 2nd Level) *Range:* 180 feet; *Duration:* 9 turns;
Magical Immunity: Yes
(Arcane, 3rd Level) *Range:* 120 feet; *Duration:* 1 hour (+10 minutes/level);
Magical Immunity: Yes

This will immobilize 1d4 humanoids if they fail their saving throws. If only a single humanoid is targeted, then the saving throw is at a disadvantage.

Hold Portal *(Arcane, 1st Level)*

Range: Touch; *Duration:* 2d6 turns

A door touched by a caster closes and become locked for the spell's duration or until dispelled. Creatures with magical immunity can open the door and shatter the spell without effort.

Invisibility *(Arcane, 2nd Level)*

Range: 240 feet; *Duration:* Until dispelled or an attack is made

The target creature or object becomes invisible to both normal sight and darkvision. Being invisible grants an advantage on Stealth checks. If others are aware of the presence of an invisible creature and choose to attack it, they are at a disadvantage to hit during their attack. If an invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisibility 10-Foot Radius *(Arcane, 3rd Level)*

*Range: 240 feet; **Duration:** Until dispelled or an attack is made*

The target creature or object becomes invisible to both normal sight and darkvision. In addition, the spell throws a 10-foot radius of invisibility around the target which moves with it. The caster may choose any number of creatures or objects inside the radius to become invisible. They will remain invisible as long as they stay within 10 feet of the target.

Being invisible grants an advantage on Stealth checks. If others are aware of the presence of an invisible creature and choose to attack it, they are at a disadvantage to hit during their attack. If an invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Knock *(Arcane, 2nd Level)*

*Range: 60 feet; **Duration:** Immediate*

Unlock and unbar all doors, gates, and portals within its range, including those held or locked by magic.

Levitate *(Arcane, 2nd Level)*

*Range: 20 feet/level; **Duration:** 1 turn/level*

The caster can levitate themself, moving vertically up or down 100 feet per turn, 10 feet per minute, or 1 foot per combat round. There is no lateral movement, but the caster can drag themselves along with anything they can grab like a wall or rope. The maximum change in altitude is limited by the spell range of 20 feet/level.

Light

*(Divine, 1st Level) **Range:** 60 feet; **Duration:** 2 hours*
*(Arcane, 1st Level) Range: 60 feet; **Duration:** 1 hour (+10 minutes/level)*

Causes a person or object to glow with a bright light out to 20 feet. There is dim light and shadows out to 60 feet.

Lightning Bolt *(Arcane, 3rd Level)*

*Range: 240 feet; **Duration:** Instantaneous*

A bolt of lightning erupts within 240 feet of the caster. The bolt extends in a straight line 60 feet long and 10 feet wide starting from the target point. Any character or creature caught in the bolt suffers 1d6 damage per level of the caster. A successful save will reduce the damage by half (round down).

Any obstruction that blocks its path (like a wall) will cause it to ricochet at an angle to its full 60 feet length. If it meets the obstruction head on, it will ricochet backwards. A Thaumatology roll of 15 or better will allow the caster to control the angle of the ricochet precisely.

Locate Object

(Divine, 3rd Level) **Range:** *90 feet;* **Duration:** *1 round/level*
(Arcane, 2nd Level) **Range:** *60 feet +10 feet/level;* **Duration:** *1 round/level*

The caster can locate the direction of a specific object that the caster has seen and described, or they can locate a general class of object that the caster knows about (stairs, gold, a sword, etc.). This spell may be thwarted by the use of a *Scryguard* around the target object.

Magic Missile *(Arcane, 1st Level)*

Range: 150 feet; Duration: Immediate

With a gesture, one or more glowing missiles of magical force erupt from the caster's hands. The caster is able to hurl one missile starting at 1st level, three missiles at 5th level, and five missiles at 10th level. Each missile may hit the same or different targets of the caster's choice.

The caster must pick one of the following two options at the time of casting.
- Roll to hit the target(s) at a +1 bonus and have each missile deal 1d6+1 damage.
- Automatically hit the target(s) and have each missile deal 1d4+1 damage.

Magic Mouth *(Arcane, 2nd Level)*

Range: *Touch,* **Duration:** *Until triggered or dispelled*

The caster chooses an object and sets an enchantment on it that activates under certain conditions. When those conditions are met, a mouth will appear and utter a message up to thirty words long.

Mirror Image *(Arcane, 2nd Level)*

Range: *Around caster;* **Duration:** *1 hour or until destroyed*

Create 1d4 mirror images of the caster. The image acts in perfect synchronization with the caster. When the caster is attacked, roll randomly to see which image is hit. On a 1, the caster is hit instead of an image. If an image is hit, it disappears.

Monster Summoning I *(Arcane, 3rd Level)*

Range: *N/A;* **Duration:** *6 rounds (minutes)*

Summon allies for the caster. They will serve the caster until slain or the duration of the spell expires. The allies do not appear when the spell is cast; instead, they will arrive a minute after casting (10 combat rounds).

Monster Summoning Table

Die Roll	Monster Summoned
1	1d6 Giant Rats
2	1d3 Dwarven Soldiers
3	1d3 Elven Warriors
4	1d3 Goblin Warriors
5	1d3 Orc Warriors
6	1d3 Skeletons

Phantasmal Force *(Arcane, 2nd Level)*

Range: 240 feet; *Duration:* Until touched; *Magical Immunity:* Yes

The caster creates a realistic illusion. The illusion can be shaped to cause up to 2d6 damage if the target fails a saving throw. The effectiveness of the illusion depends on the imagination of the caster—a particularly poor illusion may result in an automatic save by the target. The illusion will last until touched or attacked. AC 9 [10]

Protection from Evil

(Divine, 1st Level, 1st Level) *Range:* Self; *Duration:* 2 hours
(Arcane, 1st Level) *Range:* Self; *Duration:* 1 hour

A magical field of protection surrounds the caster, blocking out all enchanted monsters (elementals and demons). Hostile creatures attack the caster at a disadvantage. The caster gains advantage on saving throws vs spells.

Protection from Evil, 10-Foot Radius

(Divine, 4th Level) *Range:* Centered on caster; *Duration:* 2 hours
(Arcane, 3rd Level) *Range:* Centered on caster; *Duration:* 1 hour

A magical field of protection with a 10-foot radius surrounds the caster, blocking out all enchanted monsters (elementals and demons). Hostile creatures attack anybody inside at a disadvantage. Everybody inside gains advantage on saving throws vs spells.

Protection from Normal Missiles *(Arcane, 3rd Level)*

Range: Self; *Duration:* 2 hours

The caster becomes invulnerable to non-magical missiles. This spell does not protect against larger missiles such as ballista bolts or boulders.

Purify Food and Drink *(Divine, 1st Level)*

Range: Close/Touch (referee's discretion); *Duration:* Immediate

Purify food and water for up to 12 people, removing spoilage and poisons.

Read Languages *(Arcane, 1st Level)*

Range: Self only; *Duration:* 1 reading

The caster may read any language even those unknown to them. It does not help in deciphering secret codes.

Read Magic *(Arcane, 1st Level)*

Range: Self only; *Duration:* 2 scrolls or other magical writings

The caster may identify magical scrolls and other magical writings without having to actually read the work.

Scryguard *(Arcane, 3rd level)*

Range: Caster; *Duration:* 2 hours

Ward an area 10ft/level in diameter from all attempts at divination, location, scrying, or mundane eavesdropping. If the radius encompasses a room or building completely, the caster has the option of having the boundaries of the scryguard conform to the room or building.

Silence, 15-Foot Radius (*Cleric, 2nd Level*)

Range: 180 feet; *Duration:* 12 turns; *Magical Immunity:* No;

An area of silence 15 feet radius is created around the targeted creature and moves with it. Nothing form inside this area can be heard outside of the radius. This spell will also prevent all spell casting from within this radius due to the inability of the effected to utter the verbal component of a spell.
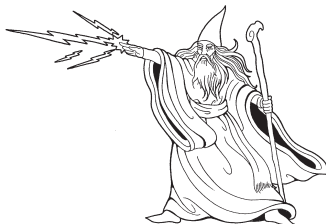
Sleep *(Arcane, 1st Level)*

Range: 240 feet; Duration: 1 hour; Magical Immunity: Yes

All enemies within line of sight of the caster are put to sleep. Up to 4d4 HD may be affected by this spell; only creatures of 4 HD or less are affected.

Slow *(Arcane, 3rd Level)*

Range: 240 feet; Duration: 3 turns (30 minutes); Magical Immunity: Yes

Within 60 feet of the spell's target point, all creatures can only take one action per combat round and only use an attack action every other round.

Speak with Animals *(Divine, 2nd Level)*

Range: Self; Duration: 6 turns

The caster can speak with normal animals. The animals will react positively unless the caster says something offensive.

Water Breathing *(Arcane, 3rd Level)*

Range: 30 feet; Duration: 2 hours

The target can breathe underwater for 2 hours.

Wizard Lock *(Arcane, 2nd Level)*

Range: Close; Duration: Permanent until dispelled

A door touched by a caster closes and become permanently locked with the following two exceptions:

● Creatures with magical immunity can open the door and shatter the spell without effort.
● An arcane spell caster 3 levels higher than the caster can open the portal.

The spell is permanent until dispelled or removed by the caster. It remains on the portal indefinitely.

Combat

Overview
Majestic Fantasy combat is an abstraction of a six second combat round. Hit points are a measure of combat endurance represented by a number that combines not only tolerance to injury, but experience and luck as well.

Advantaged and Disadvantaged Rolls
When an advantaged roll is called for, the player rolls two d20s and takes the better result of the two. When a disadvantaged roll is called for, the player roll two d20s and takes the worse result out of the two. Sometimes a rule will call for a normal roll to distinguish it from a similar rule with a disadvantaged or advantaged roll. A normal roll is to roll a single d20.

Time
A combat round is six seconds of game time.
A combat turn is ten combat rounds or one minute.

Combat Sequence
- Everybody rolls initiative by rolling a d6.
- The referee organizes turn order, starting with any character or creature with an initiative higher than 10 as a result of bonuses.
- The referee counts down from 10, stopping to allow a creature or character to take a turn when they rolled that initiative number.

Rob's Note: Characters and creatures that able to roll higher than a 10 initiative are uncommon. I found it faster to just call out any initiative higher than 10 and handle it that way rather than do a formal countdown.

The Turn
- The player or referee takes their turn at the number they rolled on their initiative die. Ties go in the order of their initiative bonus. If still tied, then the tied characters/creatures take their actions at the same time.
- Every character can take up to two actions on their turn. The most straightforward sequence of actions is a half move and attack, or half move and cast spell.
- If attacking, the character rolls a d20 to see if they hit and inflict damage on their turn.
- If the roll equals or exceeds the target's Armor Class, roll for damage.
- Spell casters look at the spell description to see if there is damage and/or a saving throw involved. Roll any damage that is inflicted. Targets should roll any applicable saving throws; a favorable result for the spell caster means the spell took effect or damage is not avoided or reduced.
- The next number in initiative order is called.
- This is repeated until the last character has taken their action.
- This sequence is repeated until one side is dead or has successfully broken off combat.

Initiative

At the beginning of each combat round, each character rolls 1d6 for initiative and adds their Dexterity attribute bonus. Fighting Men also add their to-hit bonus. Creatures add their initiative bonus. Referees may elect to make a single initiative roll for a group of related combatants. Players may treat their hirelings and henchmen as a group and make a single initiative roll for them.

Surprise

When a group of combatants manages to position themselves so that their enemy is unaware of their presence they can attack with surprise. The attacking group automatically gains initiative. The enemy is unable to act for one round. And the attackers gets advantage on all attack rolls.
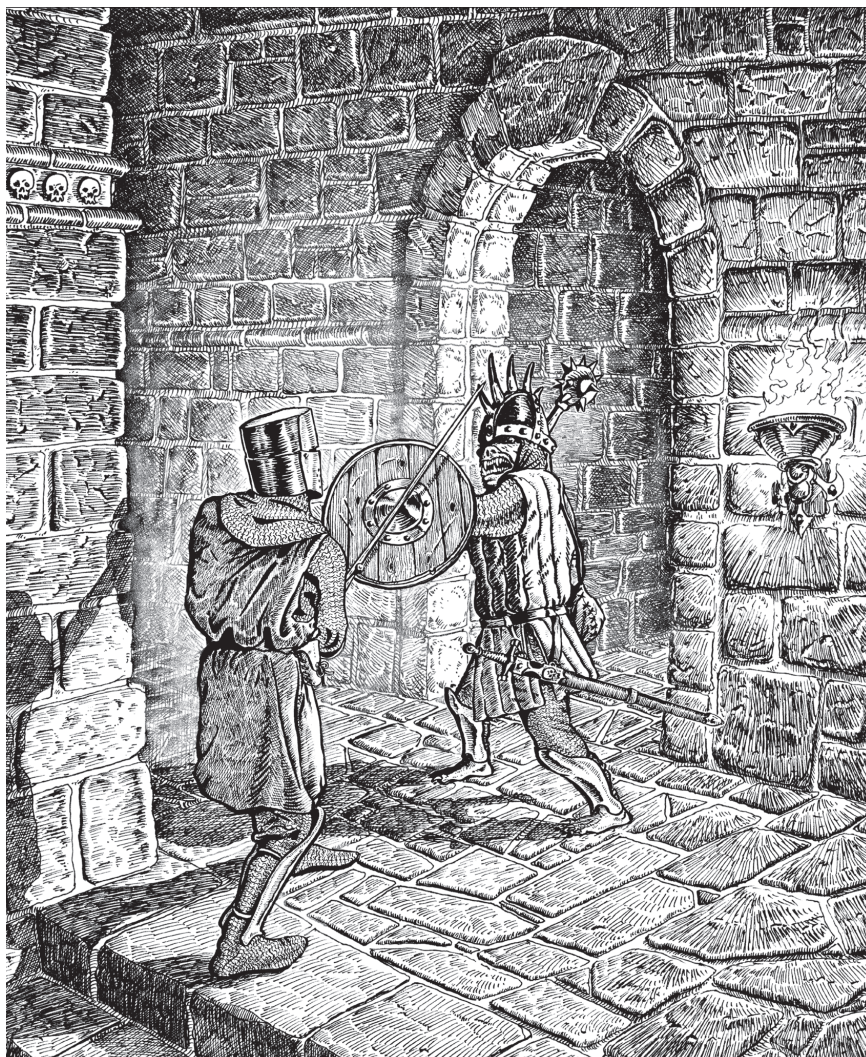
Character Actions

Characters can perform two actions per combat round. Only one attack action can be taken during a round.

For any action that doesn't involve movement, the character can step 5 feet in any direction and change their facing to any direction.

Attack Actions

Only one of these actions can be performed per combat round:

Attack with a melee weapon

To attack with a melee weapon, roll one d20 and add the character's to-hit bonus and their Strength attribute bonus. If the number equals or exceeds the target's Armor Class, the character hits their target and rolls damage, adding in their Strength attribute bonus.

Attack with a missile weapon

To attack with a missile weapon, roll a d20 and add the character's to-hit bonus and Dexterity attribute bonus. If the number equals or exceeds the target's Armor Class, the characters hits their target and rolls damage. If the target is farther away than the listed range of the missile weapon and less than double the listed range, the attacker must make a roll at a disadvantage. If the target is more than double the listed range away, the weapon cannot be used.

Some missile weapons allow the character to add their Strength attribute bonus to the damage rolled. These weapons are Axe (Throwing), Dagger, and Spear (1H).

Regular Bows allow for multiple attack rolls when used with the attack action. The Heavy Crossbow requires multiple ready actions in order to reload the weapon.

Multiple Melee Attacks for Fighters

When using a melee weapon, fighters can attack a number of creatures with total hit dice equal to the Fighters' level. There is always a minimum of one attack allowed. If the creature has a modifier to their hit dice, round up to the nearest whole number. For example, a giant fire beetle has HD 1+3; treat this the same as a creature with HD 2.

Provided all enemies are within reach of the Fighter's weapon, this means a 6th level Fighter facing a shadow (HD 3+3) and eight of its skeleton minions (HD 1) can opt to:

• Attack up to six of the skeleton minions.
• Attack the shadow and three skeletons .
• Attack the shadow twice.
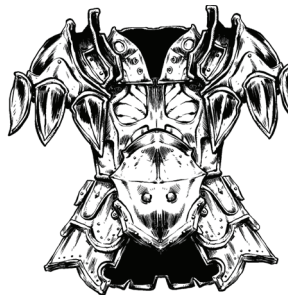
Grappling

To grapple, roll one d20 and add the character's to-hit bonus and their Strength attribute bonus. If the number equals or exceeds the target's Armor Class, then the target takes 1d3 damage plus the Strength attribute bonus and is grappled.

The target may attempt to break free of the grapple by winning a contest of Athletics (STR) ability as an action. Monsters gain a bonus to Athletics equal to half their hit dice rounded down.

The attacker makes advantaged Athletics ability checks against significantly smaller targets. The defender gets an advantaged Athletics check if they are significantly larger. If the target is ten times the size of the attacker, it can't be grappled. If the target is ten times smaller and the attacker makes their attack roll, the target is automatically considered pinned if it fails its saving throw. Otherwise, it is restrained.

If the target is still grappled during the attack next round, then the attacker has a number of options:
• Restrain the target by winning a contest of Athletics (STR) ability.
• Take down the target by winning a contest of Athletics (STR) ability. This leaves both the target and the attacker prone.
• If the target is taken down, the attacker can attempt to pin the target by winning a final contest of Athletics (STR) ability.
• If the target is restrained or pinned, the attacker can do 1d3 damage plus their Strength attribute modifier to the target.
• If the target is pinned, the attacker's allies automatically hit the target.
• If the target is restrained, the attacker's allies gain advantage to hit the target.

Unarmed Attack

To do an unarmed attack, roll a d20 and add the character's to-hit bonus and their Strength attribute bonus. If the number equals or exceeds the target's Armor Class, the character hits their target and rolls 1d3 damage plus their Strength attribute bonus.

Cast a Spell

A spell caster may cast a memorized spell. If the spell caster has an amount of viz equal to the level of the spell, they can cast the spell without losing it from memory. The viz dissipates as the spell takes effect.

Activate a Magic Item

The character may activate an ability or power of a magic item including charms, potions, and scrolls.

Other Actions
Disengage
When disengaging, the character can move 5 feet as long as it is away from at least one of their opponents. If they take a half move as their next action, any opponents in melee range do not get to take an immediate attack action due to their opponent retreating.

Half Move
The character can move up to half of their move in any direction. If using a grid, they can change their facing when moving into a new 5-foot square.

If the character enters within melee range of an opponent, they must cease movement. If the character moves away from an opponent who is engaged with them in melee combat, the opponent immediately gains a free action (typically used to attack the retreating opponent). If the character took disengage as their first action, then they can do a half-move without any of their opponents gaining a free action.

Ready an Item or Weapon
The character can use an action to ready an item or a weapon for use.

Reload
After being fired, some missile weapons, such as heavy crossbows, require multiple reload actions because they have ammunition that has to be loaded.

Use an Ability
The character may attempt to use any ability that makes sense to use during a six second combat round.

Talk in Combat

The character speaks for several seconds during combat to explain a plan or anything else that needs to be talked about.

Take a Step

The character may step five feet in any direction without giving their opponents a free attack action. If using a grid, the character may face in any direction after their step. This may be done while engaged in melee combat.

Wait

The character may elect to take their two actions later in the round.

Long Actions

These long actions require two actions to be used at once. In effect, they are the only things the character can do that combat round.

Get Up

If the character is knocked prone, they must use both of their actions to get up.

Full Move

The character may move up to their full movement rate. If using a grid, the character can change their facing when moving into a new 5-foot square. If the character moves away from an opponent that is engaged in melee combat with them, their opponent gets a free action (typically used as an attack).

Additional Combat Rules

The following are additional rules to account for other common elements of combat.

Morale Checks

Certain situation triggers morale checks. When a morale check is called for, make a saving throw. Add in the character's Wisdom modifier or half hit dice of the monster (round down). If the saving throw fails, the combatant will do whatever it can to leave the field of battle. If the combatant can't leave, then they will try to surrender or submit.

Make a morale check for each NPC combatant when:
• During the first round, the combatants are outnumbered three to one.
• During combat, the number of combatants is reduced by half.
• During combat, the number of combatants is reduced to one-quarter.

Shields

Carrying a shield confers a +1 bonus to Armor Class plus any magical bonuses. Depending on the size and style of the shield, this bonus only applies to a limited number of opponents.

In addition, the shield can be used as a weapon to deal damage. This is not an additional attack. The character can choose to either slam with their shield or use the weapon they are holding. The shield can be used to perform the shield slam combat stunt. Finally, a shield can be sacrificed to save the wielder from the effect of an attack.

Shield Slam: After making a successful attack, the target needs to make a saving throw at an advantage or be knocked prone to the ground. The target must spend a full round getting up. Anybody hitting a prone character has advantage for their attack roll. Fighting from a prone position results in a disadvantaged attack roll for all weapons except a crossbow.

Shield Parry: A shield may be sacrificed to negate one hit. The shield is destroyed, but no damage is suffered by the user. A magical shield will lose one +1 bonus per sacrifice. (i.e. a +1 shield can negate two hits before being destroyed.)

Opponents: The shield bonus is only usable against this number of attackers. For example, a defender using a buckler will only gain its +1 AC bonus against one attacker.
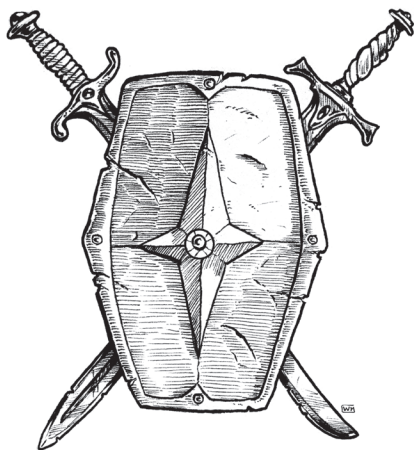
Dual Wielding

One-handed weapons can be used in the off hand in lieu of a shield. Contrary to popular belief, this doesn't allow a combatant to make more attacks. It acts much like a buckler, granting +1 to the character's AC versus one opponent. In addition, the character can choose which weapon to attack with when making their attack roll.

Critical Hits

If an attacker rolls a natural 20, the character automatically hits. The attacker then rerolls their attack. If they miss, they do their max damage plus their normal damage roll. If they hit, then they do double max damage. If they roll another 20, then the attacker gets to roll again. Each natural 20 adds another instance of max damage. The attacker keeps doing this until they stop rolling natural 20s.

For example, Athelfaeld the Fighter rolls a natural 20 versus an AC of 14. She rolls two more natural 20s in succession, and then on her fourth roll, rolls a 10 and misses. She then rolls her normal damage and adds in her max damage three times. If she normally does 1d8+2 damage, she rolls 1d8+2 and adds 30. If Athelfaeld had rolled a 15 instead of the 10, she would automatically get four times her max damage for a total of 40 points of damage in a single swing.

Critical Miss

If a character rolls a natural 1, then it is a critical miss. Roll 1d6 and look up the results on the following table

Roll (1d6)	Result
1-3	Weapon dropped
4-5	Weapon breaks
6	Hit ally

Weapon Dropped

The character drops their weapons to the ground. If you are using a grid, then roll 1d6 for the compass direction the weapon drops with 1 being straight ahead of the character, 2-3 to the left, 4 straight behind, and 5-6 to the right. Then roll 1d6 to determine how many feet away the weapon flies. The character who dropped their weapons will need to use one action to pick them up and another action to ready on their next round.

Weapon Breaks

A normal weapon breaks and will have to be repaired before being used. If the character has a magical weapon, then they need to roll a saving throw plus the item bonus. If the magical weapon saves, then it is just dropped.

Hit Ally

The referee will have to use their judgment to figure out which allies are in range. If there is only one ally in range, then the attacker rolls damage on the unfortunate character. If there are multiple characters in range, roll randomly to see who is hit and have the attacker roll damage. If there are no allies within range, the weapon is dropped.

Prone

If a character is knocked prone, they will need to take a full round to stand. Anybody attacking a prone character gains advantage on their attack roll. All to-hit rolls made from a prone position at a disadvantage, except for crossbows.

Grappled

The target is unable to move but is able to use any attack option including attempting to grapple their attacker. The target can try to break free and get out of being grappled.

Restrained

The target is unable to move or attack but is able to initiate a contest of Athletics (STR) ability to break free. The referee will have to use their discretion as to what other abilities and powers can be used while restrained. In general, if it involves physical movement, it can't be done.

Pinned

The target is considered prone and is utterly helpless. The target can't perform any actions while pinned.

Combat Stunts

There are times where a character will want to inflict an adverse result other than hit point damage on their target. The general rule is that a disadvantaged to-hit roll is made. If the attack succeeds, the target rolls a saving throw. If the target fails their saving throw, the adverse result takes effect.

If a natural 20 is rolled on the attack, the adverse result takes effect with no saving throw. Furthermore, the attacker can roll again to see if another critical occurs.

- If the second roll fails, then just the adverse result takes effect.
- If the second roll hits the target, then normal damage is rolled in addition to the adverse result taking effect.
- If the second roll is a crit, then the maximum damage is inflicted in addition to the adverse result taking effect. The attacker may continue roll for additional critical hits until they fail to roll a natural 20.

In general, combat stunts are not likely to affect high level characters or high hit dice creatures due to their good saving throws. This is by design and reflects the fact that Hit Dice and Level are measures of experience and ability. Also, the stunt generally represents not a single maneuver or swing, but rather a series of moves, feints, and swings over a six second period where the attacker is deliberately trying to achieve the adverse result.
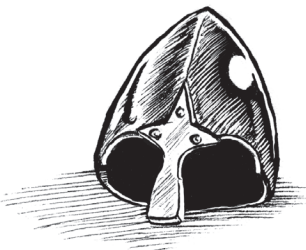
Common Stunts
Face Shot
The attacker may elect to try a face shot on a target without a great helm. The attack roll is at a disadvantage. The target makes an advantaged save to avoid falling unconscious. If the target is unaware or surprised, the attack is normal. Targets that are five times the size of the attacker are not affected by face shots.

Head Shot
The attacker may elect to try a head shot on helmless target. The attack roll is at a disadvantage. The target makes a normal roll for their saving throw. If the target fails their saving throw, the character falls unconscious. If the target is unaware or surprised, the attack is normal. Targets that are five times the size of the attacker are not affected by head shots.

Disarm
The attacker may elect to disarm their opponent of a chosen weapon with a normal to-hit roll. If the target fails their saving throw, the character loses the weapon as if they dropped their weapon as a result of a critical miss. This has no effect on natural weapons like claws.

Trip
The attacker may try to knock the target prone through a combination of maneuvers by making a to-hit roll at a disadvantage. If the target fails their saving throw, the character is knocked prone. Targets that are five times the size of the attacker are not affected by trips.

Scraps from the Attic

In this book, you will find additional game mechanics that go beyond those presented in the original 1974 edition and the Swords & Wizardry RPG. These mechanics are a distillation of various rulings I made over the course of several campaigns using these rules. I refined them and wrote them down so they were easier to remember. Some of these rules originated in the early 1980s when I was using the advanced edition for my campaigns. When I started using Swords & Wizardry, I adapted my rulings to use those rules. This chapter is a basic overview of how I designed these mechanics to remain consistent with Swords & Wizardry and the classic editions, along with the tools I used to come up with new rulings.

When to make a ruling?

When running a campaign, you will discover that not everything a player wants to attempt as their character will be covered by the system. As a result, you will have to make a ruling.

There are three basic rulings. The attempt is not allowed because it is impossible. The attempt is allowed because it is automatically successful. Or, the result is uncertain, in which case a roll or series of rolls is needed.

The key thing to remember is that you can't assume your players know what you know. It works out best if you are prepared to explain your reasoning and willing to listen to your players' opinions on what factors are important for what the player wants to do.

Be prepared to coach the players from time to time, particularly if your campaign has a lot of setting details that are important. Otherwise, the players may become uncomfortable as they don't understand how you are going to rule when they try something as their characters.

Character Competence

I assume that the characters are competent in tasks involving their class and adventuring. Given time and the right equipment, they will succeed at what they try. Rolls are made where there a consequence to failure: the waste of valuable material, needing to complete something in a short amount of time, or the stress of combat.

Experience

A character's Class Level is representative of the character's life experience. In general, all characters have a class and level. In some cases, hit dice and notes on special abilities may act as a shorthand when the full details of class and level are not needed.

Levels 1 to 2 are considered to be trained apprentices. Characters are nominally capable of doing the job of their class or profession, but still have more to learn before being considered a veteran or fully trained.

Level 3 is where characters are considered professionals within their class or profession. In a guild, this is the point where a character becomes a journeyman and is allowed to take employment with any master willing to hire them. Burglars will now be respected enough to run their own heists. Clerics become full priests of their religion, allowed to officiate at services and ceremonies. Fighters receive their first minor command. Finally, Magic-Users are considered fully trained and ready to make their own way in the world.

Level 6 is where characters are considered to have mastered their profession and ready to assume various leadership roles. In guilds, the character would be considered a master of their profession. Burglars gain control over the jobs and heists done in a neighborhood. A Cleric becomes eligible to be a bishop, responsible for the flock of a small region or city. Fighters start to independently command troops as a captain. Finally, Magic-Users start to take on apprentices to train and to assist them in their expanding array of research.

Level 9 is where the character reaches the pinnacle of their profession and occupies the highest leadership positions. In guilds, the character becomes a grandmaster, either leading the guild or with a place on the council, setting policy for the guild. Clerics become High Priests or Archbishops in charge of their religion's hierarchy for a region or realm. A Fighter would be promoted to general or granted lands to rule as the lord or lady of the land. Finally, a Magic-User would be known as a full wizard and widely respected for their knowledge and skill. They would attract many apprentices and fellow Magic-Users to learn and assist the wizard in their research.

At level 12, the character is considered a paragon of their profession, somebody whose skill and exploits are worthy of being used as an example for others to follow. In modern times, these characters would win the Nobel Prize or be Olympic-caliber athletes.

At level 16, the character becomes more than a paragon and moves into legendary status. Their deeds are famous through the continent or even the world. Consider these on par with our own world's Alexander the Great, Julius Caesar, Sun Tzu, Plato, or Aristotle.

The Consequence of Failure

Rolls are made when there are consequences for failure and when it can't be assumed that the character's competence can complete the task in the allocated time. This is nearly always true for things attempted during combat. It is also true for when there is no combat, but the results are uncertain such as trying to craft something intricate or persuading an NPC to a risky course of action.

The base chance of success is rolling a 15 or better using 1d20, or 30% chance of success. This may be further modified by a relevant attribute bonus representing innate skill, and an ability bonus representing training.

If the attempt is performed under exceptionally favorable circumstances, then the roll may be made with advantage; roll two d20s and take the highest result. For example, when climbing a sheer cliff, if you have best equipment coin can buy, you may make the roll with advantage.

If the attempt is being performed under exceptionally unfavorable circumstances, then the roll may be made with disadvantage; roll two d20s and take the lowest results. For example, when climbing a sheer cliff during a blizzard, make the roll with disadvantage.

Finally, there is the rule of one. When the character has the time, resources, and experience to complete something with near-certain success, but failure is still remote possibility, then have the character roll a d20. If they roll a 1, then they succeed but only after an embarrassing minor failure. This represents that things happens when you least expect it.

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1113 - Blackmarsh

Elements of a Ruling

These are the elements I use when crafting a ruling.

Armor Class

In a detailed system, armor is about mitigating and resisting damage. Due to how the classic editions were developed, Armor Class in the Majestic Fantasy RPG incorporates damage avoidance as well as resistance. This is a legacy of the system's origins in miniature wargaming, and the need to quickly resolve combat for dozens of units. When you need to consider whether an attack truly missed or was resisted by armor or shield, use the following guidelines.

Armor Class 9[10] means that the target has no form of damage resistance. Any failed to-hit roll literally misses the target. If the target has a better Armor Class as a result of their Dexterity bonus, then this number is adjusted by that Dexterity bonus. For example, Luven Lightfinger has a +2 Dexterity bonus. Any to-hit roll that fails to hit Armor Class 7[12] is considered a complete miss.

If the target is wearing armor, then they will get a bonus to their Armor Class that makes them resistant to injury. A to-hit roll that fails as result of the character wearing armor actually hits, but the damage is resisted by the armor. The character doesn't suffer any injury as a result.

Finally, if the character is wielding a shield or two weapons and the to-hit roll is missed by one, then the blow was successfully parried by their shield or off-hand weapon.

For example, Miriam is a warrior fighting in a battle. She has a Dexterity of 12 (+1 to AC), is wearing chainmail (+5 to AC), and is wielding a shield (+1 to AC). This gives her an Armor Class of 2[17]. Ascending AC is modified by adding the +7 bonus to 10; descending Armor Class is modified by subtracting the +7 bonus from AC 9. When making a to-hit roll, her opponent will completely miss if they roll an 11 or less. If the attacker rolls a 12 to a 15, they hit her armor, but the damage is resisted. Finally, Miriam parries the blow with her shield if a 16 is rolled.

Attribute Bonuses

Attributes represent a character's innate skill in one of six areas (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). The attribute score generates an attribute bonus ranging from -3 to +3. Typically, a new character will be rolled with bonuses ranging from -1 to +1 with one +2 bonus.

A key principle of the Majestic Fantasy RPG is that any character can attempt any action. One element that makes this work is allowing the player to apply their attribute bonus to what they roll, raising the odds of success from the base 30% chance. Use the description of the attribute to decide which of the six attributes is relevant to what the character is trying to do.

To-Hit Roll

The to-hit roll represents an attempt to deal damage to a target. A failed roll may or may not mean a complete miss depending on the factors outlined earlier under Armor Class.

The to-hit roll and Armor Class make resolving combat quick using these rules, even when multiple opponents are involved. Describing combat as a series of maneuvers and parries over six seconds makes sense for this situation. However, there are circumstances when the action is best described as a single attack. For example, if the target is holding a gem, the character may want to take a specific swing to shatter it.

You should tailor your description of the results of the to-hit roll based on the circumstances of combat and what the player is trying to do as their character. This will to make the session more enjoyable and help the players visualize the actions of their character better.

Hit Points

Hit points are a measure of combat endurance. They represent how long a character can continue to fight before they are incapacitated or dead.

The relationship between hit points and specific injuries is ambiguous due to the nature of its development from miniature wargaming. Miniature wargames used one-hit kills due to the focus on fighting entire battles. This was found to be too harsh in the early tabletop roleplaying campaigns, so one-hit kills were expanded to 1d6 hit points.

To adjudicate injuries and as an aide for verbally describing the results of a successful to-hit roll, I look at the proportion of damage dealt to total hit points. I describe the result of a 3 damage hit on a character with 6 HP in the same way I describe a 20 damage hit on a character with 40 HP.

For damage that is less than or equal to a quarter of the character's total hit points, I describe the injury as minor—a bruise or small cut, sometimes just a scratch if the damage is low enough. For damage that is more than a quarter but less than half of a character's total hit points, I describe the injury as serious—major cuts and bruises. For damage that is more than half of the character's total hit points, I describe the wound as grievous, with the character feeling lasting pain despite being able to fight on.

Movement

In general, a character can move five feet and face any direction without impairing their ability to do any other action, including ones that take a whole round of combat to complete. However, most actions require the character to move less than or equal to half of their move. Anything longer occupies the whole round of combat.

Non-Combat Tasks

Non-combat tasks are anything that doesn't involves a to-hit roll and where success is uncertain. The players need to describe what they do first, then roll second. This description allows you consider their intent and whether this results in an advantage, disadvantage, or has no impact on the odds of success.

Often players are often not as knowledgeable as their character would be. If the player is missing an obvious detail that their character would know, then politely coach them on what they need to know. Also, let them reconsider their action in light of this new information. This will allow the players to become more comfortable and be more proactive. The amount of times you will need to do this will vary on a case by case basis. In general, it is best to be generous until the player gains some experience with how the campaign is run. As the campaign progresses, players should need less coaching.

The technique is especially useful if the campaign has a lot of details on unique cultures and focuses on the player interacting with NPCs from these cultures.

Saving Throws

Saving throws exist to allow characters to avoid something unexpected that has negative consequences. The classic example is being caught in the area of effect of the Fireball spell, or stepping on the trap door of a pit trap. In each of these cases, the character gets to make a saving throw and either avoid the danger (pit trap) or mitigate it (the Fireball spell).

Saving throws are also useful as a mechanic for resolving special actions and stunts. Just like traps, many special actions often involve some type of negative consequence, putting a character (PC or NPC) at a disadvantage. For example, attempting to knock out a guard with a single blow or pulling down a stack of boxes to incapacitate a foe.

A to-hit roll followed by the target rolling a saving throw can be used as one way to adjudicate these situations, especially when experience is a factor for determining whether the target avoids danger. Saving throws get easier at higher levels and with higher hit dice. Rulings on special actions can be tailored by imposing advantage or disadvantage on the attacker's to-hit roll or on the target's saving throw.
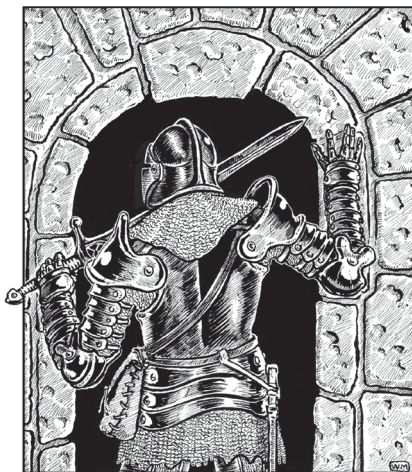
The Rule of One

When the character has the time, resources, and experience to complete something with near-certain success, but failure is still remote possibility, then have the character roll a d20. If they roll a 1, then they succeed but only after an embarrassing minor failure. Why? Because these unexpected events are how life works. It is fun to incorporate this in a small way into a campaign despite the general focus on the fantastic. There have also been times when one of these occurrences took the campaign into an unexpected direction.

*The Tribute Place
ruled by the orc chief Kinkaris
2109 - Blackmarsh*

The World Outside the Dungeon

Breathing life into the world outside the dungeon is useful for campaigns that want the players' characters to leave a lasting mark on the setting. This could be building a wizard's tower and constructing levels of magical laboratories to discover magical secrets. Or perhaps constructing a castle and forging a new barony out of the wilderness. Maybe a character is appointed as high priest to defend the faithful. Another might become the supreme boss of a city-state's underworld.

This can be expanded to almost anything that has a lasting impact on the setting of the campaign: building a crossroad's inn, liberating of a city and joining the city council, or returning to one's liege with the secret of dragon powder.

Often these achievements have intermediate steps that can be accomplished at lower levels. For instance, taking charge of a rural temple, and helping the faithful in the surrounding village. Being promoted to captain of one of the king's company to undertake missions as royal agents. Gaining control of an entire neighborhood of a city-state with your gang. Or a Magic-User taking on their first apprentices to help them organize expeditions to explore ruins.

The key to making all of these happen is to breathe life into the world outside of the dungeon, particularly those who live within the setting.
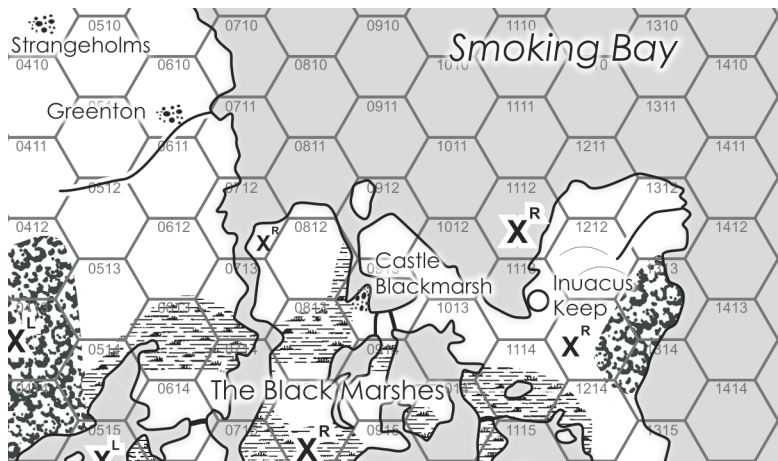
Elements of a Campaign

When starting a campaign, things that are useful to look at are

• Locales to adventure in.
• Characters to roleplay with.
• The plans the characters have for their future, along with what natural (or supernatural) events may occur.

Locales

The iconic locale is the dungeon, a maze with rooms that are either empty, or have monsters, deadly traps, or glittering treasure. Dungeon mazes can be stacked on each other to form multiple levels with the difficulty of the monsters and the wealth of treasure increasing as the characters venture deeper.

In the world outside of the dungeon, locales are just as varied. There are natural locales like creature lairs and hazardous terrain (deserts, icefields, and jungles). There are locales that are built, like villages and towns, camps and castles. Some locales are old and no longer used, creating a ruin that may be inhabited by monsters with their treasure.

At the beginning of the campaign, a half dozen or so locales should be created. Half of them should be places to adventures in like dungeons, monster-filled forests, or monastery ruins. The other half should be inhabited locales like large villages that the party can use as a home base, castles belonging to the local lords, or druid circles deep within the forest.

Characters

The key element that allows players to make their mark are the characters they encounter. Some are potential allies, other are neutral, and a few will be the player characters' enemies. It is recommended that you come up with a dozen notable characters with roughly three that are potential allies, six that are neutral in some way, and three that are potential enemies. Don't be surprised if the players, through good or bad roleplaying, manage to mix up this list.

Some examples include a village reeve, a castle lord, a master druid, a chief of an Orc tribe, a merchant who is the boss of the local smuggling ring, a priest of an evil god who commands a posse of bandits deep in the forest, a disgruntled old farmer who knows everybody within a day's travel, an ambitious yeoman seeking adventure, or a retired Magic-User selling potions from his cottage at the end of the lane.

You want interconnections between each character, but keep the number low at first. The old farmer and castle lord were once rivals for the love of a maiden when they were young, and have been enemies ever since. The young yeoman yearns for adventure to hone his fighting skill to take vengeance against the Orc chief that killed his family.

Just as the dungeon maze is a natural avenue of exploration, the interconnections between the characters of the campaign provide other paths to explore. At the end of the paths are allies to help, and complications that fuel further adventure.

Plans

The characters of the setting have a life of their own along with hopes and plans for the future. Detailing the plans of three to five of the characters provides complication to fuel adventures in the world outside of the dungeon.

For example, an evil priest has taken up residence in the forest. He was commanded by his god to find a way to seek vengeance on the region. Two generations ago, the dark god's followers were purged and expelled by followers of the goddess of justice. The priest has attracted a group of outlaws and down-on-their-luck peasants to operate as a gang of bandits.

Most of the wealth and supplies the bandits steal is given to the evil priest. He uses his ill-gotten gain to explore the forest for the lost axe of Chernak, the legendary Orc chief who led his tribe into this forest long ago. By finding the axe, the priest hopes to make allies of the present-day Orcs, and use both the axe and the Orcs as his god's instrument of vengeance against the goddess of justice.

Some character plans are relatively modest while others, like the evil priest's plan above, could impact an entire region. Regardless of their scope, the key thing to remember is that these plans represent what possibly could happen, not what will happen. The players actions will affect what your characters' plans are during and after your sessions.

The World in Motion

After creating the lists of locales, characters, and plans, it is time to run the first session and set the world of the campaign in motion.

The Initial Context

One of the hard things about a campaign using these rules is what the players do at first. It is important to think about the initial context—the situation the players find their characters in when play commences. Sometimes the players are notably self-driven and the group has a specific idea of what they want to do. In these cases, the initial context can be minimal.

In most cases, the players will be unsure of the possibilities, so it is best to have three to five rumors, pieces of lore, or contacts prepared so the players have a choice of where to adventure. It is important that anything vital they would know is written up in a small handout and made available. Keep this handout as minimal as you can while still covering everything you deem important.

The Continuing Saga

Often the initial adventure does not affect the plans of the various characters you made. But as the players acquire experience and wealth, they will start to have a major impact on the region. After each session, you should review each of the plans you made in light of what the players did or did not do as their characters. Then update those plans. Sometimes this means an NPC's plan is now unfeasible. In that case, you have to look at the character's personality and motivations to come up with a new plan of what they want for the future. This process is key to prevent yourself from railroading the players down a predetermined path.

Bag of Stuff

When acting as their characters, the players do the unexpected all the time. Perhaps they decide to visit a shrine you noted but didn't detail. Maybe they decide to abandon the dungeon you created in favor of exploring the forest. When this happenes, you are forced to improvise if you don't have anything specific prepared.

The bag of stuff is a collection of locales, characters, and even character plans that you can pull out and use to run a portion of the campaign on the fly.

Locales

It is useful to have six to twelve generic locations prepared (or gathered) to represent common locales found in a campaign. A shop, a crossroads, a forest clearing, a section of swamp, a peasant's hut. These don't need to be elaborate, just enough of memory aid to allow you to quickly use them in a session. Simply alter a few elements to make it unique. Take notes during the session if you think the locale will be revisited, then when you have time, flesh it out into something more unique.

Characters

A major section of these rules are the NPCs, a series of entries describing common character types in a fantasy setting presented the same format as the monsters. They are useful in preparing an adventure or locale, but also useful when you need to pull something out of your bag of stuff.

When you need a type of NPC, you can use a method similar to the locales above: find an NPC in the NPC section, change a few details to make them unique, then use it as part of the session.

Plans

Make a list of a handful of personality types and their broad goals. As you get new ideas, add them to this list. This will give you a list of ideas of how to roleplay a character that you didn't expect the party to interact with. As with the locales and characters, you want just enough detail to serve as a memory aid.

Monsters

Monster Descriptions

Each monster description starts off with the creature's name. In the example below, that's "Centipede, Giant (Large)". Some creatures are grouped in a category first followed by a description of the category, for example "Centipede, Giant" followed by the different types of giant centipedes. The name of the creature is followed by a description plus any additional details about its habits and where it could be found. The description is followed by the creature's game statistics in a stat block format.

Init The bonus added to the initiative die

AC Descending Armor Class followed by ascending Armor Class in brackets.

HD The number of hit dice (1d6 each) to roll for the creature's hit points. Also, the to-hit bonus used in combat. If Hit Dice is written with a modifier (HD 3+2), then the first number is the number of hit dice and the second number is the modifier. Thus HD 3+2 means roll 3d6 and add 2 to the result.

HP The average number of hit points for creatures of this type.

Save The target number for the creature's saving throw.

Move The number of feet it can move in a round.

CL The creature's challenge level.

XP The experience awarded for defeating the creature.

HTB Hit Bonus, a modifier to add to the creature's 1d20 to-hit roll.

The stat block is followed by the list of the creature's attacks. Each attack lists the creature's to-hit bonus, damage dealt, and in parentheses any special effects of the attack. In the example below, the Large Giant Centipede has one attack that is a bite with +4 to hit, does 3d8 damage, and is poisoned.

After any attacks is a list of any special abilities that the creature has. In the example below, it lists the effects of the poison bite.

The last entry is what can be harvested from the creature, along with what those parts are worth in silver pennies. For entries with ×2, the listed price of pennies is for each item. So Mandibles ×2 10d means that each mandible could be sold for 10d. It takes one character 10 minutes to harvest one creature after combat.

Example
Centipede, Giant (Large)
This large giant centipede is about twenty feet long and a yard wide.

Large Giant Centipede
Init +2; AC 0[20]; HD 4; HP 14; Save 13
Move 180'; CL/XP 6/400
Attacks (×1)
Bite: HTB +4, DMG 3d8 (*poison*)
Special
Poison Bite: On a successful hit, the target must make a saving throw with advantage versus poison or die immediately.
Harvest
Mandibles 5d; Chitin Pieces 10d; Vials of Venom ×2 20d

Ant, Giant

Giant ants live in vast subterranean hives tunneled through soil and stone. A hive can hold as many as 100 ants. For every five worker ants, there is a warrior ant to protect the nest. In the most heavily defended area of the nest, a solitary queen ant is attended by 4d6 workers and 2d4 warriors.

Ant, Giant (Worker)
Init +1; AC 3[16]; HD 2; HP 7; Save 16
Move 180'; CL/XP 2/30
Attacks (×1)
Bite: HTB +2, DMG 1d6
Harvest:
Small Mandibles ×2 5d; Chitin Pieces 10d

Ant, Giant (Warrior)
Init +1; AC 3[16]; HD 3; HP 10; Save 14
Move 180'; CL/XP 4/120
Attacks (x1)
Bite: HTB +3, DMG 1d6 (*poison bite*);
Special
Poison Bite: After a successful bite attack, the target needs to make a saving throw versus poison or take an additional 2d6 points of damage as a burning sensation takes hold. On a successful save, the pain is minimized and the target only takes 1d4 damage.
Harvest:
Small Mandibles ×2 10d; Chitin Pieces 10d

Ant, Giant (Queen)
Init +5; AC 3[16]; HD 10; HP 35; Save 5
Move 30'; CL/XP 8/800
Attacks (×1)
Bite: HTB +3, DMG 1d6 (*poison bite*);
Special
Poison Bite: After a successful bite attack, the target needs to make a saving throw versus poison or take an additional 2d6 points of damage as a burning sensation takes hold. On a successful save, the pain is minimized and the target only takes 1d4 damage.
Harvest
Small Mandibles ×2 20d; Chitin Pieces 50d; Ant Queen Fluid ×100 gallons 10d
Note
The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

Badger, Giant

These subterranean predators are the size of a full-grown human, and quite aggressive when defending their territory. Gnomes have been known to train them as guard pets.

Giant Badger
Init +1; AC 4[15]; HD 3; HP 10; Save 14
Move 60'; CL/XP 3/60
Attacks (×3)
Bite: HTB +3, DMG 1d6
Claw ×2: HTB +3, DMG 1d3
Special
Heightened Smell: Giant Badgers get +4 to Perception checks involving the sense of smell.
Harvest
Pelt 5d; Claws ×2 6d

Bat, Giant

The Majestic Fantasy Realms are home to several varieties of bats of unusual size.

Bat, Vampire

Vampire Bats are the size of a falcon.

Bat, Vampire
Init +0; AC 8[11]; HD 1; HP 4; Save 17
Move 40'/120' (fly); CL/XP 3/60
Attacks (×1)
Bite: HTB +1, DMG 1d6
Special
Suck Blood: After a successful bite, these bats suck blood for 1d6 damage and latch, continuing to suck 1d6 HP worth of blood every round. The victim needs to roll an Athletics check with +5 bonus to remove the bat after it has latched on. This does a final 1d6 damage.
Harvest
Pelt 4d; Vampire Bat Blood 10d

Bat, Giant

These are massive, man-sized cousins of the bat. Their large fangs are deadly.

Giant Bat
Init +2; AC 7[12]; HD 4; HP 15; Save 13
Move 40'/180' (fly); CL/XP 5/240
Attacks (×1)
Bite: HTB +4, DMG 1d10
Harvest
Pelt 10d

Beetle, Giant

The Majestic Fantasy Realms are home to beetles as large as a medium-sized dog.

Beetle, Giant (Fire)

A Giant Fire Beetle's oily light-glands' glow gives off a reddish color in a 10-foot radius.

Giant Fire Beetle
Init +0; AC 4[15]; HD 1+3; HP 6; Save 18
Move 120'; CL/XP 1/15
Attacks (×1)
Bite: HTB+1; DMG 1d4+2
Harvest
Chitin Pieces 10d; Glands 15d
Notes
If removed, the glands emit light for 1d6 days in a 10-foot radius.

Blink Dog

Appears as a medium-sized dog with a short gold- or cream-colored coat of fur. In the sunlight, the fur takes on a shimmering iridescent sheen.

Blink Dogs are pack hunters found in groups of 1d10+6 individuals. They are highly intelligent and are friendly to those who do not have evil intentions. Their mortal enemies are Ethereal Cats.

Blink Dog
Init +2; AC 5[15] HD 4; HP 14; Save 13
Move 90'; CL/XP 5/240
Attacks (x3)
Bite: HTB+4; DMG 1d6
Special
Teleportation: They can teleport up to 60' and attack.
Rear Teleport Attack: Roll 1d20. On a 6 or better, the Blink Dog teleports to the rear of their opponent and gains a +4 to-hit bonus. Otherwise, the attack occurs as normal.
Harvest
Pelt 10d; Blood 50d (ritual component)

Boar, Wild

A boar is a massively built pig with short legs and dark skin color. Both sexes have tusks that are used in their vicious gore attacks. Males have a dark, coarse mane which grows thicker during mating season.

Wild Boars are typically found in temperate forests. Females and their young roam in small groups (1d3 adults, 2d6 squeakers) known as sounders. Males live a solitary life except during mating season when they are highly aggressive. In some realms, they are protected game and only royalty and favored nobles are permitted to hunt them.

Wild Boar
Init +1; AC 7[12] HD 3+3; HP 13; Save 14
Move 150'; CL/XP 4/120
Attacks (×1)
Gore: HTB +3, DMG 3d4
Special
Death Frenzy: The boar continues to fight for two rounds after it reaches zero hit points. This does not occur, or ceases, if the total damage exceeds double their original hit points.
Harvest
Hide 5d; Meat (rations for 2d6 days)

Centaur

Created by the demons during the Uttermost War, the centaurs have roamed the plains and woodlands for millennia. In civilized lands, they are associated with the Elves and other sylvan cultures, acting as messengers and border rangers. Centaur tribes have a tradition of storytelling and lore-keeping which has resulted in a few becoming sages of great wisdom.

Centaurs are human from the waist up and have the body of a horse from the waist down.

Centaur
Init +2; AC 5[15]; HD 4; HP 14; Save 13
Move 180'; CL/XP 5/240
Attacks (×2) or (×1)
Kick ×2: HTB +4, DMG 1d6
Spear: HTB +4, DMG 1d6 (1H), 1d8 (2H), RoF 1, RNG 20 ft., Max 40 ft.
Harvest
Hide 15d
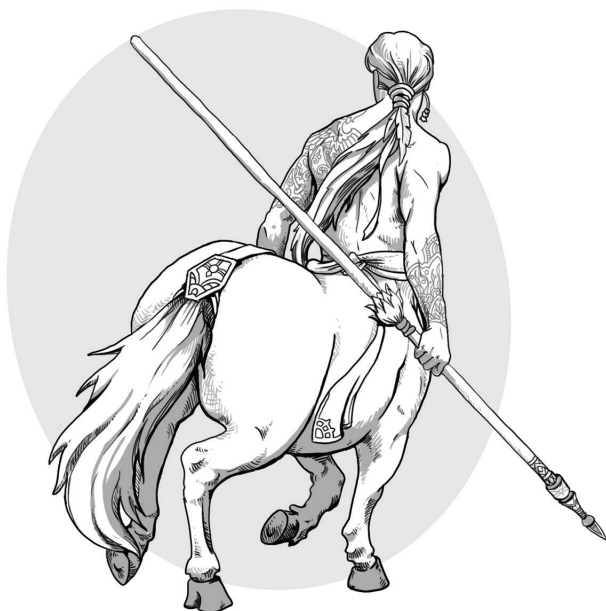
Centaur Warrior		
Init +2; AC 4[16] (shield); HD 5; HP 17; Save 12		
Move 180'; CL/XP 6/400		
Attacks (×2) or (×1)		
Kick ×2: HTB +5, DMG 1d6		
Spear: HTB +5, DMG 1d6 (1H), RoF 1, RNG 20 ft., Max 40 ft.		
Harvest		
Hide 15d		

Centaur camp amid the ruins of the Bright Empire
Plains of Hegramoth - The Wild Lands
First Century after the Shattering

Centipede, Giant

Large, multi-legged, multi-segmented arthropods of varying size.

Giant Centipede, (Lethal)

This giant centipede is about two feet long.

Small Lethal Giant Centipede
Init +0; AC 9[10]; HD 1d2 HP; HP 2; Save 18
Move 130'; CL/XP 2/30
Attacks (×1)
Bite: HTB +0, DMG 1 HP (poison)
Special
Poison Bite: On a successful hit, the target must make a saving throw with advantage versus poison or die.
Harvest
Chitin Pieces 1d, Vial of Venom 20d

Centipede, Giant (Non-Lethal)

This giant centipede is about two feet long.

Small Non-Lethal Giant Centipede
Init +0; AC 9[10]; HD 1d2 HP; HP 2; Save 18
Move 130'; CL/XP 1/15
Attacks (×1)
Bite: HTB +0, DMG 1 HP (poison)
Special
Poison Bite: On a successful hit, the target must make a saving throw with advantage versus poison or writhe on the ground in pain for 1d4 rounds. In addition, it cripples an extremity for 2d4 days. Roll 1d6. On a 1-3, the sword arm is crippled and attacks are disadvantaged; on a 4-6, the legs are crippled and movement is at 50%. A second hit will completely paralyze the extremity for the duration of the poison. This can be removed with a Cure Disease spell.
Harvest
Chitin Pieces 1d

Centipede, Giant (Man-sized)

This giant centipede is about six feet long and a foot wide

Man-Sized Giant Centipede
Init +1; AC 5[14]; HD 2; HP 7; Save 16
Move 150'; CL/XP 4/120
Attacks (×1)
Bite: HTB +2, DMG 1d8 (poison)
Special
Poison Bite: On a successful hit, the target must make a saving throw with advantage versus poison or die.
Harvest
Mandible 5d; Chitin Pieces 10d; Vials of Venom ×2 20d

Centipede, Giant (Large)

This large giant centipede is about twenty feet long and a yard wide.

Large Giant Centipede
Init +2; AC 0[20]; HD 4; HP 14; Save 13
Move 180'; CL/XP 6/400
Attacks (×1)
Bite; HTB +4, DMG 3d8 (poison)
Special
Poison Bite: On a successful hit, the target must make a saving throw with advantage versus poison or die.
Harvest
Mandible 5d; Chitin Pieces 10d; Vials of Venom ×2 20d

Demon, Lemures

Souls drawn to the Abyss due to demonic pacts or committing acts of great evil first manifest as slug-like Lemures. They appear as three-foot long slugs, with tortured human faces and small foreclaws. They serve as a form of money within the Abyss; some Lemures make their way to the Majestic Realms as payment from a demon to its summoner.

Lemure
Init +1; AC 7[12]; HD 3; HP 10; Save 14
Move 30'; CL/XP 4/120
Attacks (×1)
Claws: HTB +3, DMG 1d3
Special
Regenerate: Regenerate 1 hit point per round.
Unholy Creature: Holy water dissolves the Lemure, returning its demonic soul back to the Abyss.
Harvest
1 Viz (Body)

Doppelganger

The doppelgangers' goals and motivations remain a mystery. A few sages have pieced together enough information to suggest there is a small, but widespread 'hidden' society of doppelgangers existing alongside the various cultures and civilizations of the Majestic Realms. A doppelganger in its natural form appears as an extremely wrinkled, hairless humanoid.

Doppelganger
Init +2; AC 5[14]; HD 4; HP 14; Save 13 (+5 vs. magic)
Move 90'; CL/XP 5/240
Attacks (×1)
Claws: HTB +4, DMG 1d12
Special
Shapeshifter: Can change form to resemble the physical form of any humanoid including clothing and gear up to 50 lbs. *Magical Immunity*: Doppelgangers are immune to Sleep and Charm.
Read Thoughts: Doppelgangers can read surface thoughts of one target within line of sight every round. In addition, if a Doppelganger has ten minutes to focus on a target, it can probe deeper into the mind and learn their innermost secrets and desires.
Harvest
Blood 100d

Faerie, Dryad

Dryads appear as beautiful females. They are a manifestation of the life-giving force of nature. When a tree sprouts in a highly fertile area with a high enough concentration of magic, a dryad will manifest. It is tied to the tree's existence and will die if its host tree dies.

Dryads are highly attracted to humanoid males and will use their Charm ability to beguile them into staying with them for a year and a day. To the affected individual, it will appear as if a single wonderful day has passed in the embrace of a beautiful woman.

Dryad
Init +1; AC 9[10]; HD 2; HP 7; Save 12
Move 120'; CL/XP 3/60
Attacks (×1)
Wooden Dagger: HTB +2, DMG 1d4
Special
Charm: Can cast Charm Person at will. The target has a -2 to its saving throw.
Harvest
1 Viz (Dryad Leaves)

Gargoyle

Created by the demons during the Uttermost War to act as hunters and killers for escaped slaves. Since then, they scattered into the wilderness and inhabit ruins and dungeons as vicious predators. Gargoyles are winged beings resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons.

Gargoyle
Init +2; AC 5[14]; HD 4+4; HP 18; Save 13
Move 90'/120' (fly); CL/XP 6/400
Attacks (×4)
Claws ×2: HTB +4, DMG 1d3
Bite ×1: HTB +4, DMG 1d4
Horn ×1: HTB +4, DMG 1d6
Harvest
Horn 50d

Gelatinous Cube

Subterranean scavengers, they engulf everything in their path. Gelatinous Cubes appear as semi-transparent 10' by 10' by 10' cubes. The remains of debris, carrion, and victims can be seen floating inside. In dungeons, Gelatinous Cubes will often have treasure floating inside. To see what treasure it has ingested, roll 2d4-4 times on the treasure chart corresponding to the dungeon level the cube is found on.

Gelatinous Cube
Init +2; AC 8[11]; HD 4; HP 14; Save 13
Move 60'; CL/XP 5/240
Attacks (×1)
Pseudopod: HTB +4, DMG 2d4
Special
Hardy: They are immune to cold and lightning spells and effects.
Engulfing Attack: If a Gelatinous Cube successfully hits, the target must make a saving throw or become paralyzed for 1 hour. If unchecked, the cube will engulf the unfortunate victim and begin the process of digestion.
Harvest
Slime 10d

Ghoul

Men twisted by the primordial chaos into pack-hunting undead corpse eaters. Most times, their victims suffer the agony of being eaten alive by the ghouls. However, for unknown reasons, the occasional victim is spared and forced to undergo the Night of the Ghouls. Not much is known of the Night of the Ghouls, but scholars believe the climax of the night involves the victim voluntarily consuming human flesh. After this, the victim is transformed into a Ghoul and joins the pack.

Ghouls appear as pale, bald, emaciated humans. Their fingernails have lengthened into claws and their teeth are unnaturally sharp. They surrounded by a rank smell of a carnal house.

Ghoul
Init +1; AC 6[13]; HD 2; HP 7; Save 16
Move 90'; CL/XP 3/60
Attacks (x3)
Claw x2: HTB +2, DMG 1d3, Paralyzing Claws
Bite ×1: HTB +2, DMG 1d4
Special
Undead: Immune to Charm, Mind Control effects, and Sleep Spells.
Paralyzing Claws: A ghoul's claws are infused with a paralyzing chill. A successful claw attack causes the target to make a saving throw or be paralyzed for 3d6×10 minutes.
Harvest
Digestive Contents 20d

Grey Ooze

Grey Oozes are subterranean predators and scavengers. Grey Oozes appear as slimy, formless blobs. When motionless, they look like a wet rock surface and gain +5 to Stealth checks to hide.

Grey Ooze
Init +1; AC 7[12]; HD 3+3; HP 15; Save 14
Move 10'; CL/XP 5/240
Attacks (×1)
Pseudopod: HTB +3, DMG 2d6 (acidic skin)
Special
Acidic Skin: A successful hit by a Grey Ooze requires that the target make a saving throw or any metal armor the character is wearing dissolves. Likewise, any hit on a metal object also require a saving throw on the part of the object or it is dissolved by the Grey Ooze's acidic secretions.
Magical Immunity: Grey Oozes are immune to all spell damage. They are immune to Charm, Sleep, and other mind control spells. Other types of spells with non-damage effects can affect a Grey Ooze.
Physical Immunity: Immune to heat and cold damage. Impervious to damage caused by blunt or crushing attacks. Cutting and piercing attacks will do normal damage, but the wielder must make a saving throw if their weapons are metal or watch them dissolve. Magical metal weapons are immune.
Harvest
Grey Ooze Acid ×1d3 oz. 25d

Harpy

Half human, half bird, Harpies were created by the demons as aerial scouts for their armies. Since the Uttermost War, they have fled into the wilderness where their flocks prey on travelers and outlying farms. They are known for their ill-temper and touchiness. Their flocks are dominated by matriarchs. Harpies have a human upper half and the lower half of a vulture. Their arms merge into their bird half's wings.

Harpy
Init +1; AC 7[12]; HD 3; HP 10; Save 14
Move 60'/120' (fly); CL/XP 4/120
Attacks (×3)
Talons ×2: HTB +3, DMG 1d3 (Narcotic Touch)
Shortsword ×1: HTB +3, DMG 1d6
Special
Siren Song: A harpy's song acts as a Charm Person spell to anybody within listening distance. (saving throw applies)
Narcotic Touch: When a harpy licks their talons, their spittle acts as a narcotic with the same effect as a Charm Person spell.
Harvest
Harpy Feathers 50d; Ritual Components (Harpy Spittle) 100d

Hell Hound

War hounds infused with the elemental essence of fire. Most were imprisoned with their demonic masters when the Abyss was created. A few remained free, and more escape when summonings go awry. Hell Hounds appear as large mastiffs with reddish fur wreathed by ethereal tongues of flame.

Hell Hound (4 HD)
Init +2; AC 4[15]; HD 4; HP 14; Save 13
Move 120'; CL/XP 5/240
Attacks (×1)
Bite: HTB +4, DMG 1d6
Special
Fiery Breath: Can breathe fire out in a 10-foot-long stream. It does 8 HP of damage. The target can make a saving throw to dodge out of the way for half damage.
Harvest
1 Viz (Fang); Hell Hound Hide 200d

Hell Hound (5 HD)
Init +2; AC 4[15]; HD 5; HP 17; Save 12
Move 120'; CL/XP 6/400
Attacks (×1)
Bite: HTB +5, DMG 1d6
Special
Fiery Breath: Can breathe fire out in a 10-foot-long stream. It does 8 HP of damage. The target can make a saving throw to dodge out of the way for half damage.
Harvest
1 Viz (Fang); Hell Hound Hide 200d

Hippogriff

Hippogriffs usually nest in high mountain aeries where they lay their eggs and scavenge for plants and small animals. They are often preyed upon by griffon predators. Their fledglings can be tamed with a successful Professional (Animal Handler) ability check of 10 or better; a tamed Hippogriff can be used as a flying mount and will sell for 2,000d. A fledgling or egg will sell for 300d. These flying creatures have a body of a horse, and the head, fore-claws, and wings of an eagle.

Hippogriff
Init +1; AC 5[14]; HD 3+3; HP 20; Save 14
Move 180'/240' (fly); CL/XP 4/120
Attacks (×3)
Claws ×2: HTB +3, DMG 1d6
Bite ×1: HTB +3, DMG 1d10
Harvest
Feathers 100d

Lion

Male lions are noticeably larger than their female counterparts, and easily identified by their manes. They are usually solitary beasts, found leading a pride only in their prime. The lioness, while smaller, is the better hunter. A lioness is far faster and more agile than a male lion. Lionesses often coordinate with others in their pride to bring down prey.

Female Lioness
Init +2; AC 7[12]; HD 4+2; HP 16; Save 13
Move 120'; CL/XP 5/240
Attacks (×3)
Claws ×2: HTB +6, DMG 1d4
Bite ×1: HTB +6, DMG 1d8
Special
Skilled Hunter: Lionesses get +2 to hit over and above the bonus from their hit dice. Plus, they get an advantaged Survival roll to track down prey.
Harvest
Lioness Pelt 75d

Male Lion
Init +2; AC 6[13]; HD 5+2; HP 20; Save 12
Move 120'; CL/XP 5/240
Attacks (×3)
Claw ×2: HTB +5, DMG 1d4
Bite: HTB +5, DMG 1d8
Harvest
Lion Pelt 100d
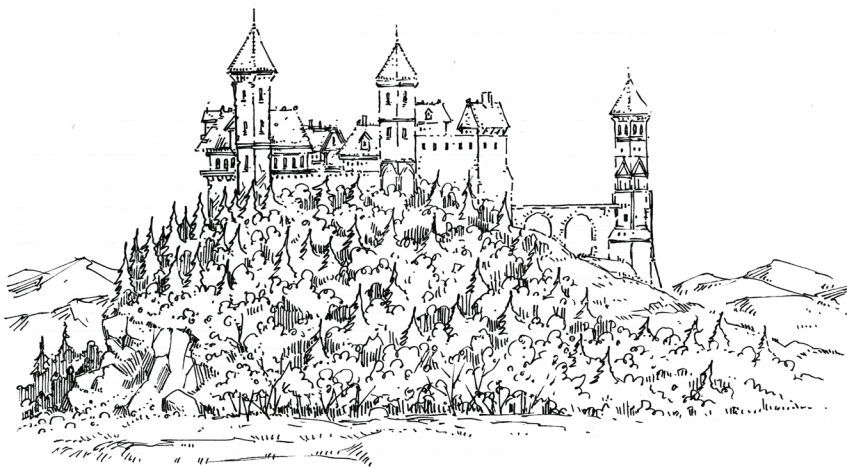
Castle Westguard
guarding the northwest frontier of the Grand Kingdom
1606 - Southland
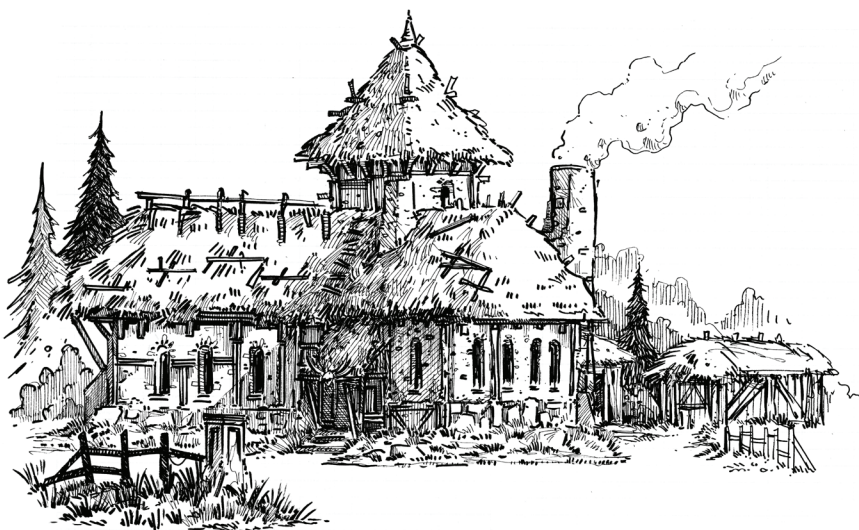
The Emperor's Inn
as it appeared in the last century of the Bright Empire
1202 - Ersan - Borderlands

Lycanthropes

Kalis, the blood goddess, has created several monsters using the power of blood. The power of blood can infuse mortals with supernatural strength and other arcane abilities at the cost of one's humanity and some deadly weaknesses. Among other experiments, Kalis combined the power of blood with shape-shifting to produce deadly man-beast hybrids. These cursed creatures are known as the lycanthropes.

Lycanthropes are the most numerous of the Children of Blood. They were created during the Uttermost War to act as Kalis' warriors in the fight against the demons. After the war, the goddess scattered them throughout the wilderness to continue hunting the demons and those who worship them. Despite the toll on innocents over the millennia, Kalis continues to create lycanthropes.

Lycanthropes are a result of infusing shape shifters with the power of blood. Many different types of lycanthropes were created, but werewolves are the most common. Unlike normal shape shifters, Lycanthropes do not completely transform into an animal form. Instead they transform into a terrifying man-animal hybrid. By tradition, every member of a Lycanthrope pack will transform on the night of the full moon and engage in a killing orgy.

Because of its power against curses, silver is especially deadly against lycanthropes and other Children of Blood. Each type of lycanthrope has its own unique abilities.

The Median Pack

These are werewolves that Kalis has called to her side. They form an elite force that is sent along with the Wild Hunt on missions of special importance. Kalis has experimented with infusing them with chaotic energies, granting them immortality and the ability to remain in man-wolf form in full sunlight as well as maximum hit points.

Lycanthrope, Wereboar

Wereboar packs roam the remote wilderness rooting out and destroying any demonic influence. They possess a hair-trigger temper and are noted for their brutality in combat as they eviscerate their enemies.

Wereboar
Init +2; AC 4[15]; HD 5+2; HP 20; Save 12
Move 120'; CL/XP 6/400

Attacks (×1)
Gore & Bite: HTB +5, DMG 2d6

Special
Feral Instincts: When fighting as a group, lycanthropes gain an advantaged attack roll if they are within 5 feet of an ally. When within sight or scent of blood, they have to make a saving throw or enter a killing frenzy where they must attack and kill every target within sight or scent that is not in the pack.
Lycanthropy: Anybody attacked and brought below 50% of their hit points is infected by the Blood Curse and will transform into a lycanthrope involuntarily at the next full moon. The odor of Wolfsbane will repel a lycanthrope, causing it to move until it is at least 60 feet away.
Regeneration: Lycanthrope can't be damaged by normal weapons. They can only be hurt by magical or silver weapons.
Shapeshifter: During the night, they can voluntarily shift between human and man-beast form. Other than the Median Pack, any lycanthrope in sunlight will transform back to human form. If touched by a holy artifact, they will be transformed back to human form for that night.

Harvest
Lycanthrope Blood 250d

Lycanthrope, Wererat

Wererats are found lurking in the shadows of alleyways through the Majestic Fantasy Realms where they serve as the eyes and ears of the blood goddess.

Wererat
Init +1; AC 6[13]; HD 3; HP 10; Save 14
Move 120'; CL/XP 4/120

Attacks (×1)
Shortsword: HTB +3, DMG 1d6

Special
Control Rats: A wererat can control up to 3d6 giant rats or 1d6 monstrous rats.
Feral Instincts: When fighting as a group, lycanthropes gain an advantaged attack roll if they are within 5 feet of an ally. When within sight or scent of blood, they have to make a saving throw or enter a killing frenzy where they must attack and kill every target within sight or scent that is not in the pack.
Lycanthropy: Anybody attacked and brought below 50% of their hit points is infected by the Blood Curse and will transform into a lycanthrope involuntarily at the next full moon. The odor of Wolfsbane will repel a lycanthrope, causing it to move until it is at least 60 feet away.
Regeneration: Lycanthrope can't be damaged by normal weapons. They can only be hurt by magical or silver weapons.
Shapeshifter: During the night, they can voluntarily shift between human and man-beast form. Other than the Median Pack, any lycanthrope in sunlight will transform back to human form. If touched by a holy artifact, they will be transformed back to human form for that night.
Stealthy: Wererats get +5 to all Stealth ability checks.

Harvest
Lycanthrope Blood 150d

Lycanthrope, Werewolf

The werewolves are the most terrifying of the lycanthropes. While not as strong as the weretigers, as numerous as the wererats, or as vicious as the wereboars, their cunning and pack tactics make them the most feared.

Werewolf
Init +2; AC 5[14]; HD 4+4; HP 18; Save 13
Move 120'; CL/XP 5/240
Attacks (×1)
Bite: HTB +4, DMG 2d6
Special
Feral Instincts: When fighting as a group, lycanthropes gain an advantaged attack roll if they are within 5 feet of an ally. When within sight or scent of blood, they have to make a saving throw or enter a killing frenzy where they must attack and kill every target within sight or scent that is not in the pack.
Lycanthropy: Anybody attacked and brought below 50% of their hit points is infected by the Blood Curse and will transform into a lycanthrope involuntarily at the next full moon. The odor of Wolfsbane will repel a lycanthrope, causing it to move until it is at least 60 feet away.
Regeneration: Lycanthrope can't be damaged by normal weapons. They can only be hurt by magical or silver weapons.
Shapeshifter: During the night, they can voluntarily shift between human and man-beast form. Other than the Median Pack, any lycanthrope in sunlight will transform back to human form. If touched by a holy artifact, they will be transformed back to human form for that night.
Harvest
Lycanthrope Blood 200d

Merman

Mermen are aquatic humanoids. They have established an extensive underwater civilization with a sophisticated Neolithic technology. Mermen have the torso of a human and the lower body of a fish.

Merman
Init +0; AC 7[12]; HD 1+3; HP 6; Save 17
Move 10'/180' (swim); CL/XP 1/15
Attacks (×1)
Trident: HTB +1, DMG 1d6
Special
Underwater Breathing: Can breathe underwater as if it was air.
Harvest
Scales 50d

Minotaur

Created by the demons during the Dawn War as elite warriors. Afterwards, their heightened aggression and low intelligence turned them into solitary predators with a taste for other intelligent beings. Minotaurs appear as large, 8-foot humans with the head of a bull, covered with shaggy hair.

Minotaur
Init +3; AC 6[13]; HD 6+4; HP 25; Save 11
Move 120'; CL/XP 6/400
Attacks (×3)
Battle Axe: HTB +6, DMG 1d8
Head Butt: HTB +6, DMG 2d4
Bite: HTB +6, DMG 1d3
Special
Keen Senses: Minotaurs have +5 to any Perception ability check. They never get lost and can instinctually find their way along the most complicated of mazes or confusing terrain.
Harvest
Minotaur Horns 300d

Ochre Jelly

Ochre jellies are subterranean predators and scavengers. They are covered with a damaging acidic secretion. Ochre jellies appear as an orange-brown amorphous ooze.
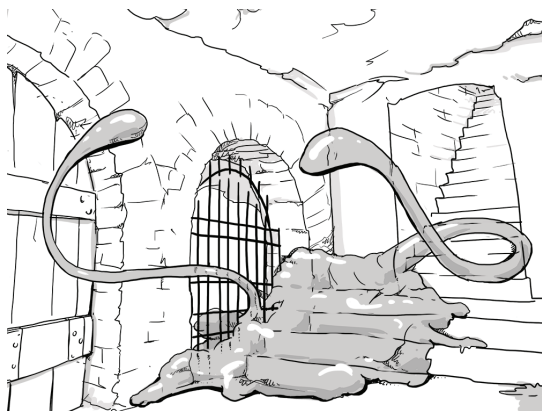
Ochre Jelly
Init +3; AC 8[11]; HD 6; HP 21; Save 11
Move 30'; CL/XP 6/400
Attacks (×1)
Attack: HTB +6, DMG 3d4
Special
Acidic Digestion: Ochre jellies use their acidic secretions to dissolve their prey before digestion. Any character killed will have their body completely dissolved by the ochre jelly in 1d6 hours. This will leave nothing to be used as the target of a Raise Dead spell.
Lightning Division: If hit by electric or lightning damage, an ochre jelly will fission into two new ochre jellies. When this happens, reroll hit points for the newly created ochre jellies.
Harvest
Ochre Acid ×1d6 oz. 50d

Owlbear

Magical hybrids with the body of a bear and the face and beak of an owl, with some feathers on the head and places on the body as well. They are solitary predators with a range from the arctic to sub-tropical forests.

Owlbear
Init +2; AC 5[14]; HD 5+1, HP 21; Save 12
Move 120'; CL/XP 5/240
Attacks (x3)
Claws ×2: HTB +5, DMG 1d6 (Hug Attack)
Bite ×1: HTB +5, DMG 2d6
Special
Hug Attack: If both claw attacks hit, the owl bear grips its target in a hug with its claws doing an extra 2d8 damage.
Harvest
Owlbear Pelt 125d

Pegasus

Created by the gods act as flying cavalry. The Pegasi are horses with feathered wings. The most common color is white. They were freed to roam wild after the Uttermost War. Since then, they been captured occasionally and trained as steeds.

A Pegasus can be tamed at any age with a successful Professional (Animal Handler) ability check of 10 or better. A tamed Pegasus can be used as a flying mount and will sell for 2,000d. A colt will sell for 1,000d. However, their high metabolism causes them to eat four times the amount of a food a normal horse does which makes their upkeep expensive.

Pegasus
Init +2; AC 6[13]; HD 4; HP 14; Save 13
Move 240'/480' (fly); CL/XP 4/120
Attacks (×2)
Hooves ×2: HTB +4, DMG 1d8
Harvest
Pegasus Feathers 100d

Rat

Rodents of unusual size can be found in the sewers and allies of cities and also underground in dungeons. When encountered, about 1 in 20 are diseased. The worst carry the plague.

Rat, Giant

A large cat-sized rat found in swarms of 4d6 giant rats.

Giant Rat
Init +0; AC 7[12]; HD 1d4 HP; HP 2; Save 18
Move 120'; CL/XP A/5
Attacks (×1)
Bite: HTB +0, DMG 1d3
Harvest
Rat Pelt 5d

Diseased Giant Rat
Init +0; AC 7[12]; HD 1d4 HP; HP 2; Save 18
Move 120'; CL/XP A/5
Attacks (×1)
Bite: HTB +0, DMG 1d3
Special
Disease: If bitten by a diseased giant rat, the victim must make a save versus poison or contract a random disease.
Harvest
Rat Pelt 5d

Rat, Monstrous

A large, wolf-sized rat found in swarms of 1d6 monstrous rats along with 2d6 giant rats.

Monstrous Rat
Init +1; AC 6[13]; HD 3; HP 10; Save 14
Move 120'; CL/XP 4/120
Attacks (x3)
Claws ×2: HTB +3, DMG 1d3
Bite ×1: HTB +3, DMG 1d6
Harvest
Rat Pelt 15d

Diseased Monstrous Rat
Init +1; AC 6[13]; HD 3; HP 10; Save 14
Move 120'; CL/XP 4/120
Attacks (x3)
Claws ×2: HTB +3, DMG 1d3
Bite ×1: HTB +3, DMG 1d6
Special
Disease: If bitten by a diseased monstrous rat, the victim must make a save versus poison or contract a random disease.
Harvest
Rat Pelt 15d

Shadow

Shadows are incorporeal remains of an undead after its physical body decays into dust. All that left is the necromantic essence that gave the undead its unnatural life. They appear as indistinct shadowy humanoids wrapped in darkness.

Shadow
Init +1; AC 7[12]; HD 3+3; HP 15; Save 14
Move 120'; CL/XP 4/120
Attacks (×1)
Touch: HTB +3, DMG 1d4 (*Chilling Touch*)
Special
Chilling Touch: If a shadow hits with its touch, the victim will lose one point of Strength. If the victim's Strength is reduced to 0, the character will die and will rise as a shadow 1d4 rounds later. The lost Strength is completely restored if the victim is able to rest for two hours. *Magical Immunity*: As Undead, a shadow is immune to Sleep, Charm, and other mind control spells. They can only be damaged by spells, silver weapons, or magical weapons.
Harvest
Essence of the Shadow 75d

Skeleton

Bones of the dead that been animated through the use of necromantic energies. These undead appear as animated skeletons held together by shreds of dried muscle and connective tissue.

Skeleton
Init +0; AC 8[11]; HD 1; HP 4; Save 17
Move 120'; CL/XP 1/15
Attacks (×1)
Shortsword: HTB +1, DMG 1d6
Harvest
Bones 10d

Skeleton with Shield
Init +0; AC 7[12]; HD 1; HP 4; Save 17
Move 120'; CL/XP 1/15
Attacks (×1)
Shortsword: HTB +1, DMG 1d6
Harvest
Bones 10d

Snake

Other than vipers and cobras with their poisonous bites, normal snakes are not particularly dangerous. Vipers are highly poisonous, and about a foot or two in length. Cobras are about four to six feet long. Constrictors are also four to six feet long and not poisonous. Anacondas and giant pythons are considered giant constrictor snakes.

Vipers' and cobras' poison bites are lethal, requiring characters to make a saving throw with a +2 bonus or die. Constrictors are not poisonous, but if they hit, they do automatic damage from constriction thereafter.

Viper
Init +0; AC 5[14]; HD 1d6 HP; HP 4; Save 18
Move 180'; CL/XP 2/30
Attacks (×1)
Bite: HTB +0, DMG 1 (*Poison Bite*)
Special
Poison Bite: If the viper hits with its bite, the target must make an advantaged saving throw versus poison or die.
Harvest
Snakeskin 2d; Viper Venom ×1 oz. 10d

Cobra
Init +0; AC 5[14]; HD 1; HP 4; Save 17
Move 160'; CL/XP 3/60
Attacks (×1)
Bite: HTB +1, DMG 1 (*Poison Bite*)
Special
Poison Bite: If the cobra hits with its bite, the target must make a saving throw versus poison or die.
Harvest
Snakeskin 2d; Cobra Venom ×1 oz. 100d

Constrictor
Init +0; AC 6[13]; HD 2; HP 7; Save 16
Move 120'; CL/XP 2/30
Attacks (×1)
Constriction: HTB +2, DMG 1d3 (*Constriction*)
Special
Constriction: If the constrictor hits with a successful attack, it will continue to do 1d3 damage on subsequent rounds until killed or its victim escapes with a 15 or better Athletics ability check.
Harvest
Snakeskin 2d

Silurians

During the Dawn Wars, the demons altered various types of animals into servitor creatures. Among these were the silurians, giant man-sized snakes created with two clawed arms and a painful, venomous bite. In addition, the demons successfully added in the wolf's pack instinct allowing the silurians to operate in large packs (2d6 silurians), hunting the enemies of the demons. Since the imprisonment of the demons in the abyss, these creatures inhabit the jungles of the Majestic Fantasy Realms. They like to swarm in the trees above before attacking their prey. They are often captured and bred to serve an evil master. Fortunately, silurians are quite rare.

Silurian
Init +1; AC 5[14]; HD 3; HP 12; Save 14
Move 120'/90' (climbing); CL/XP 4/120
Attacks (x3)
Bite: HTB +3, DMG 1d6 (*Poison Bite*)
Claws (×2): HTB +3, DMG 1d6
Special
Pack Hunter: When two or more silurians attack a single target together, they get +2 to hit.
Constriction: If a silurian hits with a successful claw attack, it will wrap its tail around the victim and continue to do 1d4 damage on subsequent rounds until killed or its victim escapes with a 15 or better Athletics ability check.
Poison Bite: If the silurian hits with its bite, the target must make a saving throw versus poison or suffer an additional 2d6 damage as their body is wracked with pain.
Harvest
Snakeskin 50d; Silurian Venom ×1d6 oz. 50d

Spider

Throughout the wilderness and underground are large spiders ranging from the size of a cat to larger than a wagon. They are typically ambush predators and found in all climates except for the arctic.

Spider, Huge

A cat-sized spider noted for being aggressive hunters.

Huge Spider
Init +0; AC 8[11]; HD 1+1; HP 4; Save 17
Move 90'; CL/XP 3/60
Attacks (×1)
Bite: HTB +1, DMG 1 (*Poison Bite*)
Special
Poison Bite: If bitten by a huge spider, the victim must make an advantaged saving throw or die from the lethal poison.
Harvest
Spider Venom ×1oz. 15d

Spider, Giant

The four-foot-long, man-sized giant spiders are noted for their excellence at ambush hunting.

Giant Spider
Init +1; AC 6[13]; HD 2+2; HP 10; Save 16
Move 180'; CL/XP 5/240
Attacks (×1)
Bite: HTB +2, DMG 1d6 (*Poison Bite*)
Special
Poison Bite: If bitten by a giant spider, the victim must make an advantaged saving throw or die from the lethal poison.
Harvest
Spider Venom ×1oz. 50d
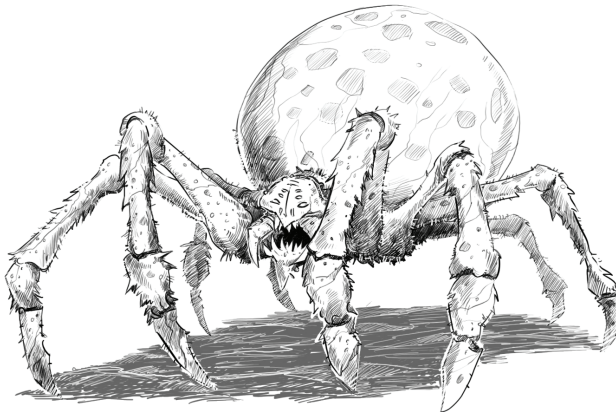
Spider, Phase

Phase spiders are giant spiders who became magical creatures capable of shifting in and out of the ethereal plane due to the concentration of mana in a phase organ.

Phase Spider
Init +1; AC 3[16]; HD 2+2; HP 10; Save 16
Move 180'; CL/XP 6/400
Attacks (×1)
Bite: HTB +2, DMG 1d6 (*Poison Bite*)
Special
Poison Bite: If bitten by a phase spider, the victim must make an advantaged saving throw or die from the lethal poison.   *Phase Shifting*: As one of their actions during combat, a phase spider can shift to the ethereal plane or back. This allows them to shift to ethereal, move, and in the next round, phase back in and attack.
Harvest
Spider Venom ×1oz. 50d; 1 Viz (Phase Spider Web)

Stirge

These opportunistic blood sucking hunters roam temperate forest in swarms of 4d6 striges. They look like small feathered anteaters with wings. Their proboscises have sharp fangs which they used to pierce their victim's skin.

Stirge
Init +0; AC 7[12]; HD 1+1; HP 5; Save 17
Move 30'/180' (fly); CL/XP 1/15
Attacks (×1)
Sting: HTB +1, DMG 1d3 (*Blood Drain*)
Special
Blood Drain: If a stirge's sting hits, it will latch on and suck its victim's blood at a rate of 1d4 HP per round. A sucking stirge can be ripped off by making a successful Athletics check of 10 or better. The victim will take another 1d3 damage.
Harvest
Feathers 1d

Tick, Giant

Giant ticks burrow into detritus or hang off of trees to ambush their victims. They are found in areas with heavy vegetation. They resemble two-foot-long ticks.

Giant Tick
Init +1; AC 4[15]; HD 3; HP 10; Save 14
Move 30'; CL/XP 3/60
Attacks (×1)
Bite: HTB +3, DMG 1d4 (Blood Drain, Cause Plague)
Special
Blood Drain: If a giant tick's bite hits, it will latch on and suck its victim blood at a rate of 4 HP per round. A sucking giant tick can be ripped off by making a successful Athletics check of 15 or better. The victim will take another 1d4 damage. The tick can also be removed by holding a torch on its body or killing it.
Cause Plague: A victim of a giant tick bite will contract a virulent plague and will die in 2d4 days from fever and boils. Halfway through, the victim will be in the midst of a fever and will be incapacitated. This can be removed by the use of a Cure Disease spell.
Harvest
Tick Saliva ×1d3 oz. 5d

Unicorn

Unicorns are a magical manifestation of the life of the land. They are a reminder of the potential of life and all that is innocent. They appear in lands that are in harmony and are viewed as a good omen that the realm is blessed. Unicorns look like white horses with a single ivory horn in the center of their foreheads.

Only the truly innocent can approach and ride a unicorn. Otherwise the unicorn will use its speed and teleport ability to flee. The death of unicorn produces a supernatural call to all paladins and other divine champions within 100 miles that a great evil has been done.

Unicorn
Init +2; AC 2[17]; HD 4+5; HP 19; Save 13
Move 240'; CL/XP 5/240
Attacks (×3)
Hooves x2: HTB +4, DMG 1d8
Horn ×1: HTB +4, DMG 1d8
Special
Charge: If a unicorn moves 120' or more towards a target and hits with its horn, it does double damage.
Magical Immunity: Spell casters have to roll a 16 or better on a d20 in order for their spells to affect the unicorn.
Teleport: A unicorn can teleport within 360 ft. once a day without error. This ability includes any riders.
Harvest
5 Viz (Unicorn Horn)
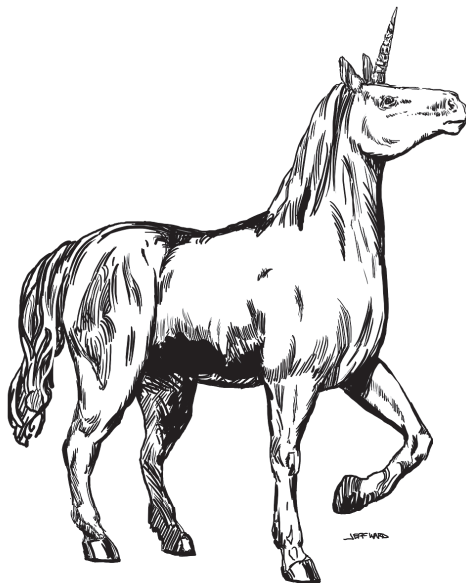
Wight

Wights are undead typically animated by the spirts of restless dead who are determined to protect their graves either due to greed or a strong sense of duty to their ancestral burial places. Wights appear as gaunt, skeletal humans dressed in grave robes with their eyes burning with an unholy light. During their burial rites, most religions incorporate rituals that prevent wights from rising, although in some cases they are deliberately omitted to provide a burial site with guardians.

Wights are unable to travel more than a mile away from the bounds of their burial site. In the case of barrow mounds, this can be an extensive range of several square miles.

Wight
Init +1; AC 5[14]; HD 3; HP 10; Save 14
Move 90'; CL/XP 5/240
Attacks (×1)
Claw: HTB +3, DMG 1 HP (Chilling Touch)
Special
Chilling Touch: Every time a wight hits with its claws, it drains a point of Constitution. A character that reaches 0 Constitution will die and rise as a wight 1d6 rounds later. Lost Constitution is restored at a rate of 1d3 Constitution points per week.
Magical Immunity: Wights can only be damaged by magic, magical weapons, or silver weapons. As undead, they are not affected by Charm Person or Sleep spells.
Harvest
1 Viz (Bone Dust)

Wolf

Fierce canine predators found in sub-arctic and temperate forests. They are highly social and intelligent, and they hunt in organized packs of 4d6 wolves.

Grey Wolf

Ordinary grey wolves inhabiting the wilderness.

Grey Wolf
Init +1; AC 7[12]; HD 2+2; HP 10; Save 16
Move 180'; CL/XP 2/30
Attacks (×1)
Bite: HTB +2, DMG 1d4+1
Special
Pack Hunter: When two or more Wolves attack a single target together, they get +2 to hit.
Harvest
Pelt 15d

Worg

Worgs are large, intelligent, and evil wolves. They were originally bred by demons, but now are found serving Orcs and other evil masters.

Worg
Init +2; AC 6[13]; HD 4; HP 15; Save 13
Move 180'; CL/XP 4/120
Attacks (×1)
Bite: HTB +4, DMG 1d6+1
Special
Pack Hunter: When two or more Worgs attack a single target together, they get +2 to hit.
Harvest
Pelt 50d

Wraith

Undead beings whose bodies have been infused with so much necromantic energy that they only exist partially on this plane of existence. Wraiths are among the most intelligent and powerful of the undead and are often found as lieutenants in command of lesser undead. Without armor or clothing, they appear as an indistinct shadowy humanoids wrapped in darkness.

Wraith
Init +2; AC 3[16]; HD 4; HP 14; Save 13
Move 90'; CL/XP 6/400
Attacks (×1)
Longsword: HTB +4, DMG 1d8
Special
Chilling Touch: If a wraith hits with its touch or weapon, the victim will lose two points of Strength. If the victim's Strength is reduced to 0, the character will die and will rise as a shadow 1d4 rounds later. The lost Strength is completely restored if the victim is able to rest for two hours. *Magical Immunity*: The wraith can only be damaged by magic, magical weapons, silver weapons, or spells.
Harvest
Necromantic Essence 100d

Yellow Mold

Yellow mold is a subterranean fungus that is extremely hazardous to explorers. It can be destroyed with fire. It appears as a yellowish-brown carpet of moss covering rocky surfaces.

Yellow Mold
CL/XP 3/60
Special
Acidic Skin: The mold is coated with an acidic slime that does 1d6 acid damage if touched.
Poisonous Spore: If touched or disturbed, roll a d20. On an 11 or better, the carpet of yellow mold releases a cloud of spores. Everybody within 5 feet of the point of disturbance must make a saving throw versus poison or die a horrible choking death.
Harvest
Yellow Mold Spores 10d

*Sewer Entrance to the Upper Storerooms
with yellow mold hanging from the ceiling
- Castle Blackmarsh Dungeons*

Zombie

A corpse that been animated through the use of necromantic energies. They appear as a decayed corpse; how decayed depends on how they were animated.

Zombie
Init -1; AC 8[11]; HD 2; HP 7; Save 16
Move 60'; CL/XP 2/30
Attacks (×1)
Fists: HTB +2, DMG 1d8
Special
Hard to Kill: If a zombie is brought down to 0 hit points, it can roll its saving throw with advantage. If the saving throw is successful, it will get up with 1 hit point.
Undead: As mindless undead creatures, zombies are immune to Charm Person and Sleep.

MAJESTIC FANTASY RPG

RULES FOR FANTASTIC MEDIEVAL WARGAMES

(WHERE YOU HOPE THAT YOU DO NOT ROLL A ONE)

A SINGLE VOLUME

(UNLESS IT SELLS THEN TEN MORE!)

(BARELY) PUBLISHED BY

Not this again! Can we put away the "magic" cards and play Majestic Fantasy? Please!?
- Castle Blackmarsh Dungeon circa 1993.

NPCs

In addition to monsters, fantasy settings are home to a variety of non-player characters. Some are friendly to the characters, most are neutral, and a few are enemies. In the Majestic Fantasy Realms campaigns, NPCs are often the character's primary opposition. Of the treasures won at the end of an adventure, the friendly NPCs encountered often turn out to be the most valuable as allies.

NPC Descriptions

Each NPC description starts off with a short explanation (Thief) followed by the level and character class if applicable (1st Level Burglar). This is followed by a description plus any additional details about this type of NPC. At the end is the NPC's stat block.

Init The bonus to add to the initiative die.

AC Descending Armor Class followed by ascending Armor Class in brackets.

HP The average number of hit points for an NPC of this type.

Save The target number for the creature's saving throw.

Move The number of feet that can be moved in a round.

CL The NPC's challenge level.

XP The experience to be awarded for defeating the NPC.

This is followed by the list of attacks the NPCs has. Each attack lists the NPC's to-hit bonus, damage dealt, and in parentheses any special effects of the attack.

In the example below, the Thief has one attack that is a large dagger with +0 to hit and does 1d4 damage and one attack that is a small dagger that can be used in melee or thrown.

After damage, the stat block lists how many times the missile weapon can be used in an attack (the rate of fire or ROF). In example below, the Thief can only throw one small dagger in an attack. Next is the range (RNG) of the small dagger; in the example, that's 10 feet. Maximum range is double the listed range. Any attack made above the listed range up to the maximum range is made at a disadvantage.

Next, the attributes of the NPCs are listed along with the bonus or penalty associated with them. This includes Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

This is followed by a list of ability bonuses that the NPC has. In the example below, the Thief has +2 to any climbing rolls. Generally, you will need to roll a d20, add 2 to your result, and hope for a 15 or better.

Typically, the last entry is the significant possessions of the NPCs. Depending on the circumstances, these can be bought or taken from the NPCs. The NPCs could also give their possessions away.

The last entry for NPCs capable of casting spells will a list of spells typically memorized.

Note on NPC Classes
Several NPCs have classes not found in the Basic Rules for the Majestic Fantasy RPG. The full details of these classes can be found in other supplements for the Majestic Fantasy RPG. These supplements are not needed to use the included NPCs as a full description of any special class ability has been included with the description of the NPC.

Rogues

These characters represent the criminal underworld of a fantasy setting. Rogues in the city are divided between two rival groups, Thieves and Toughs; others act as bandits roaming the countryside. The low-level leader of both is represented by the Gang Leader.

Thief

A rank and file member of the thieves' guild. When not on a job, a burglar is often found roaming the streets casing their next job, looking for a mark, or running a scam.

Thief, 1st Level Burglar
Init +1; AC 8[11]; HP 3; Save 15
Move 120'; CL/XP 1/15
Attacks (×1)
Large Dagger: HTB +0, DMG 1d4
Small Dagger: HTB +0/+1, DMG 1d3, RoF 1, RNG: 10 ft.
Attributes
Str 10 (+0); Dex 12 (+1); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 10 (+0)
Abilities
Area Knowledge (City) +1; Climbing +2; Eavesdrop +1; Legerdemain +2; Locution +1; Perception +1; Stealth +2
Possessions
Clothes; large dagger; 2× small daggers; 5d.

Tough

A rank and file gang member of the thieves' guilds. When not raising hell or sleeping off a drinking binge at home, they are typically employed as day laborers.

Tough, 1st Level Thug
Init +0; AC 8[11]; HP 4; Save 15
Move 120'; CL/XP 1/15
Attacks (×1)
Club: HTB +1, DMG 1d4+2
Attributes
Str 13 (+1); Dex 10 (+0); Con 10 (+0); Int 10 (+0); Wis 8 (-1); Cha 10 (+0)
Special
Brute Strength: +1 to damage for all weapons.
Abilities
Athletics +3; Intimidation +1
Possessions
Clothes; club; 2d.

Bandit

A bandit who was a peasant militiaman and managed to keep their spear and a wooden shield.

Bandit w/ Spear, 1st Level Craftsman
Init +0; AC 8[11]; HP 4; Save 17
Move 120'; CL/XP B/10
Attacks (×1)
Spear: HTB +0, DMG 1d6
Attributes
Str 10 (+0); Dex 10 (+0); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 10 (+0)
Abilities
Professional (Farming) +1
Possessions
Clothes; small shield; spear; 1d.

Bandit Archer

A bandit who was a peasant militiaman and managed to keep their short bow and a dagger.

Bandit Archer, 1st Level Craftsman
Init +0; AC 9[10]; HP 4; Save 17
Move 120'; CL/XP B/10
Attacks (×1)
Dagger: HTB +0, DMG 1d4
Short Bow: HTB +0, RoF: 2, RNG: 50 ft./yds., DMG 1d6
Attributes
Str 10 (+0); Dex 10 (+0); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 10 (+0)
Abilities
Professional (Farming) +1
Possessions
Clothes; short bow; dagger; 1d.

Gang Leader

The leader of a bandit or urban gang (4d6 individuals).

Gang Leader, 3rd Level Thug
Init +0; AC 6[13]; HP 10; Save 13
Move 120'; CL/XP 3/60
Attacks (×1)
Shortsword: HTB +3, DMG 1d6+4
Large Dagger: HTB +1, DMG 1d4+4
Attributes
Str 15 (+2); Dex 10 (+0); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 12 (+1)
Special
Brute Strength: +2 to damage for all weapons
Abilities
Area Knowledge (Local City) +1; Athletics +5; Intimidation +2
Possessions
Cuirboulli; small shield; shortsword; large dagger; 1 day's rations; bedroll; 10d.
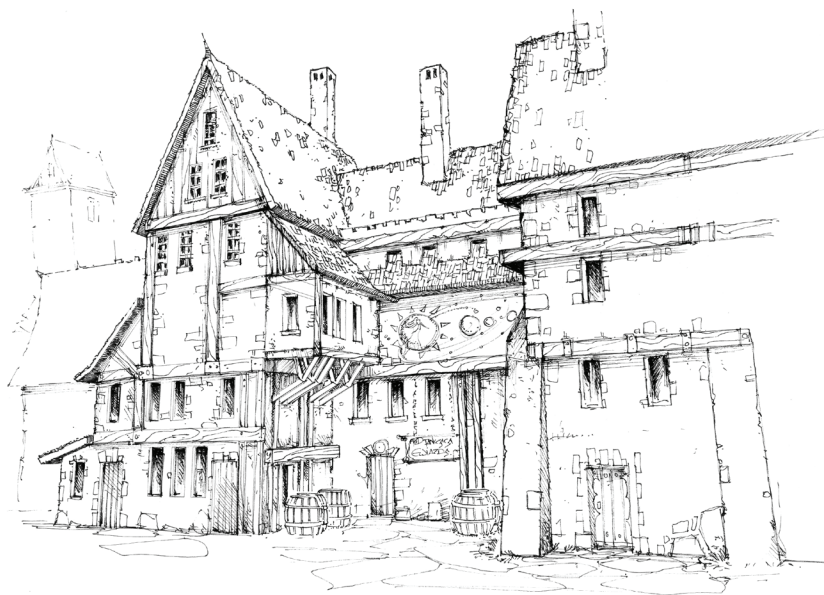
The Grey Maiden Tavern
Headquarters of the Brotherhood of the Lion
The Thieves Guild of the City State of Eastgate

Entrance to the cave inhabited by Egric of Meldan's bandit gang.
near the village of Kensla - Barony of Westower
Scourge of the Demon Wolf

Fighters

Characters who make their living by the sword. Some are the ordinary guards led by sergeants and captains. Others serve the lords of the land as knights and their commanders, the banner knight.

Guard

A trained medium footman serving as a city guardsman. The guard is armed with scale armor, a medium shield, a 1H spear, and a shortsword.

Guard, Medium Footman, 1st Level Fighter
Init +1; AC 4[15]; HP 6; Save 14
Move 90'; CL/XP 1/15
Attacks (×1)
Spear, 1H; HTB +2/+1, DMG 1d6+1, RoF: 1, RNG: 20 ft.
Shortsword: HTB +2, DMG 1d6
Attributes
Str 12 (+1); Dex 11 (+0); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 10 (+0)
Abilities
Athletics +2, Intimidation +1, Strategy +1
Possessions
Scale armor; medium shield; 1h spear; shortsword; 3 days' rations; bedroll; 10d.

Sergeant

An experienced medium footman in command of four to eight guardsmen. The sergeant is armed with scale armor, a medium shield, a 1H spear, and a shortsword.

Medium Foot Sergeant, 2nd Level Fighter
Init +2; AC 4[15]; HP 11; Save 13
Move 90'; CL/XP 2/30
Attacks (×1)
Spear: 1H; HTB +4/+2, DMG 1d6+1, RoF: 1, RNG: 20 ft
Shortsword: HTB +4, DMG 1d6
Attributes
Str 12 (+1); Dex 11 (+0); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 12 (+1)
Abilities
Athletics +2, Intimidation +2, Strategy +1
Possessions
Scale armor; medium shield; 1h spear; shortsword; 3 days' rations; bedroll; 15d.

Captain

An experienced medium footman in command of at least a company of 20 men. The captain is armed with chainmail armor, a medium shield, a 1H spear, and a shortsword.

Medium Foot Captain, 6th Level Fighter
Init +7; AC 2[17]; HP 27; Save 9
Move 90'; CL/XP 6/400
Attacks (×1)
Spear: 1H; HTB +8/+7, DMG 1d6+2, RoF: 1, RNG: 20 ft.
Shortsword: HTB +8, DMG 1d6+2
Attributes
Str 15 (+2); Dex 12 (+1); Con 12 (+1); Int 10 (+0); Wis 10 (+0); Cha 13 (+1)
Abilities
Athletics +4, Intimidation +2, Strategy +2
Possessions
Chainmail armor; medium shield; 1h spear; shortsword; 3 days' rations; bedroll; 1 Potion of Healing (*1d8+1*); 120d.

Knight

A mounted warrior sworn to their liege.

Knight, 3rd Level Knight
Init +4; AC 1[18]; HP 19; Save 12 (+2 vs. being unhorsed)
Move 60'; CL/XP 4/120
Attacks (×1)
Longsword: HTB +4, DMG 1d8+1
Large Dagger: HTB +4, DMG 1d4+1
Lance (on horse only); HTB +5, DMG 4d4+3 (Lance)
Attributes
Str 12 (+1); Dex 12 (+1); Con 12 (+1); Int 10 (+0); Wis 10 (+0); Cha 12 (+1)
Abilities
Athletics +2, Locution +2, Strategy +1
Special
Veterinary: May spend an entire turn (10 minutes) to heal their horse of 6 points of damage once per day. Can use this knowledge on others with human-like bodies for 3 points of healing once per day.
Natural Leader: +1 to any Morale or Loyalty check for hirelings or henchmen
Possessions
Plate armor; medium shield; longsword; dagger; lance; 3 days' rations; bedroll; 1 Potion of Healing (*1d8+1*); 80d.

Banner Knight

A mounted warrior sworn to their liege. A warrior experienced enough to be given a banner by their liege that allows the knight to be in command of a company of 20 other knights.

Banner Knight, 6th Level Knight
Init +7; AC 1[18]; HP 40; Save 9 (+2 vs. being unhorsed)
Move 60'; CL/XP 7/600
Attacks (×1)
Longsword; HTB +7, DMG 1d8+1
Large Dagger; HTB +7, DMG 1d4+1
Lance: HTB +8 (on horse only), DMG 4d4+3 (Lance)
Attributes
Str 13 (+1); Dex 13 (+1); Con 12 (+1); Int 10 (+0); Wis 10 (+0); Cha 13 (+1)
Abilities
Athletics +3, Locution +2, Strategy +2
Special
Veterinary: May spend an entire turn (10 minutes) to heal their horse of 12 points of damage once per day. Can use this knowledge on others with human-like bodies for 6 points of healing once per day.
Natural Leader: +1 to any Morale or Loyalty check for hirelings or henchmen.
Possessions
Plate armor; medium shield; longsword; dagger; lance; 3 days' rations; bedroll; 2× Potions of Healing (*1d8+1*); 120d.

Horse, Warhorse

A warhorse has been trained so it no longer fears blood and battle. The downside of the warhorse's training is that it bonds with a specific rider and will be need to be re-trained if it is to be used by someone else. This takes four weeks and a successful Professional (Ostler) ability check of 10 or better

Warhorse
Init +1; AC 7[12] HD 3; HP 10; Save 14
Move 180'; CL/XP 3/60
Attacks (×1)
Hooves; HTB +3, DMG 1d6+1
Special
Combat Trained; There is no check to attack while riding a warhorse. If the horse is hit during combat, the rider must make an Athletics check of 10 or better or the warhorse will run away from whatever hit it.
Harvest
Hide 20d

Magic-Users

While there are many orders of magic in the Majestic Fantasy Realms, the most common are the Magic-Users. The common Magic-User ranks are apprentice, journeyman, and master.

Apprentice Mage

An apprentice is a Magic-User who just completed their initial studies and is capable of casting a single 1st level spell. Most apprentices will stick around their master or school until they are 3rd level. However, there are exceptions that will begin adventuring right way.

Apprentice Mage, 1st Level Magic-User
Init +0; AC 9[10]; HP 3; Save 15 (+2 versus spells)
Move 120'; CL/XP 2/30
Attacks (×1)
Staff: HTB +0, DMG 1d6
Large Dagger: HTB +0, DMG 1d4
Attributes
Str 10 (+0); Dex 10 (+0); Con 10 (+0); Int 13 (+1); Wis 10 (+0); Cha 10 (+0)
Abilities
Thaumatology +1; Research +1; Natural Philosophy +1; History +1; Mathematics +1
Possessions
Clothes; staff; spell book with *Create Scroll*, *Light*, *Read Magic*, *Sleep*; 10d.
Apprentice Typical Spells
1st Level: *Sleep*

Journeyman Mage

By 3rd level, most Magic-Users are ready to leave their master to go adventuring.

Journeyman Mage, 3rd Level Magic-User
Init +0; AC 9[10]; HP 7; Save 13 (+2 versus spells)
Move 120'; CL/XP 4/120
Attacks (×1)
Staff: HTB +0, DMG 1d6
Large Dagger: HTB +0, DMG 1d4
Attributes
Str 10 (+0); Dex 10 (+0); Con 10 (+0); Int 13 (+1); Wis 10 (+0); Cha 10 (+0)
Abilities
Thaumatology +2; Research +1; Natural Philosophy +2; History +2; Mathematics +1
Ritual Magic: Can cast 1st level spells as rituals
Possessions
Clothes; staff with Wizard's Touch; 20d ritual components; 1 viz (Moonlight Dew); scroll of *Sleep*; Potion of Healing (*1d8+1*); spell book with *Charm Person*, *Create Scroll*, *Detect Magic*, *Enchant Potion*, *Light*, *Read Magic*, *Sleep*, *Web*; 50d.
Journeymen Mage Typical Spells
1st Level: *Charm Person*, *Sleep*
2nd Level: *Web*

Emporium of the Strange and Arcane
Castle Blackmarsh - Blackmarsh

Master Mage

At 6th level, the Magic-User is recognized as a master by most of the magical orders and will take on novices to train as apprentices.

Master Mage, 6th Level Magic-User
Init +0; AC 9[10]; HP 15; Save 10 (+2 versus spells)
Move 120'; CL/XP 7/600
Attacks (×1)
Staff: HTB +1, DMG 1d6
Large Dagger: HTB +1, DMG 1d4
Attributes
Str 10 (+0); Dex 10 (+0); Con 10 (+0); Int 13 (+1); Wis 10 (+0); Cha 10 (+0)
Abilities
Thaumatology +3; Research +2; Nat. Philosophy +3; History +2; Mathematics +2; Locution +1
Ritual Magic: Can cast 1st level spells as rituals
Possessions
Clothes; staff with Wizard's Touch; 60d ritual components; 3 viz (Pure Spring Water, Four Leaf Clover, Perfect Crystal); scroll of *Sleep*; Potion of Healing (*1d8+1*); spell book with *Charm Person, Create Scroll, Detect Magic, Fireball, Haste, Invisibility, Magic Missile, Shield, Sleep, Web*; 145d.
Master Mage Typical Spells
1st Level: *Charm Person, Magic Missile, Shield, Sleep*
2nd Level: *Invisibility, Web*
3rd Level: *Fireball, Haste*

Church of Delaquain

Delaquain is the goddess of justice, war, and paladins. The goddess defends the helpless, and protects the innocent from those who would prey on them. The clerics represent the militant arm of the church.

Acolyte of Delaquain

Acolytes have just completed their initial training and are now ready to defend the church and the people from those who would prey on them.

Acolyte of Delaquain, 1st Level Cleric
Init +0; AC 4[15]; HP 4; Save 15 (+2 vs. Paralyzed or Poison)
Move 90'; CL/XP 2/30
Attacks (×1)
Mace: HTB +0, DMG 1d6
Attributes
Str 11 (+0); Dex 10 (+0); Con 10 (+0); Int 10 (+1); Wis 13 (+1); Cha 10 (+0)
Abilities
Locution +1; Physician +1; Theology +1
Shield of Faith: When a spell is cast upon the acolyte, roll 1d20 and add 4. If the roll is 21 or higher, the spell has no effect on them.
Turn Undead: If the 1d20 roll is successful, 2d6 undead are Turned and forced to depart for 3d6 rounds. **HD 1:** 10; **HD 2:** 13; **HD 3:** 16; **HD 4**: 19; **HD 5:** 20
Possessions
Chainmail armor; medium shield; mace; holy symbol; 3 days' rations; bedroll; 20d.

Priest of Delaquain - Robert Conley 1990

Temple of Delaquain - Village of Kensla
Barony of Westower - Scourge of the Demon Wolf

Priest of Delaquain

A fully trained Cleric of Delaquain capable of undertaking missions for the church and performing all holy rituals.

Priest of Delaquain, 3rd Level Cleric
Init +0; AC 4[15]; HP 11; Save 13 (+2 vs. Paralyzed or Poison)
Move 90'; CL/XP 4/120
Attacks (×1)
Mace: HTB +2, DMG 1d6+1
Attributes
Str 12 (+1); Dex 10 (+0); Con 10 (+0); Int 10 (+0); Wis 13 (+1); Cha 12 (+1)
Abilities
Locution +2; Physician +1; Theology +2
Shield of Faith: When a spell is cast upon the priest, roll 1d20 and add 12. If the roll is 21 or higher, the spell has no effect on them. *Granted Spell*: Can cast *Prayer* once a day.
Turn Undead: On a successful 1d20 roll, 2d6 undead are Turned and forced to depart for 3d6 rounds. **HD 1:** 4; **HD 2:** 7; **HD 3:** 10; **HD 4:** 13; **HD 5:** 16; **HD 6:** 19; **HD 7:** 20
Possessions
Chainmail armor; medium shield; mace; holy symbol; Potion of Healing (*1d8+1*); 3 days' rations; bedroll; 60d.
Priest of Delaquain Typical Spells
1st Level: *Cure Light Wounds, Detect Evil*

Elder of Delaquain

An experienced Cleric of Delaquain in charge of a temple or shrine. Often found leading missions for the Church.

Elder of Delaquain, 6th Level Cleric
Init +0; AC 3[16]; HP 27; Save 10 (+2 vs. Paralyzed or Poison)
Move 90'; CL/XP 7/600
Attacks (×1)
Mace +1: HTB +4, DMG 1d6+2
Attributes
Str 13 (+1); Dex 10 (+0); Con 12 (+1); Int 10 (+0); Wis 15 (+2); Cha 13 (+1)
Abilities
Locution +3; Perception +1; Physician +2; Stealth +1; Theology +3
Shield of Faith: When a spell is cast upon the elder, the spell has no effect on them.
Granted Spell: Can cast Prayer once a day.
Turn Undead: On a successful 1d20 roll, 2d6 undead are Turned and forced to depart for 3d6 rounds. **HD 1-2:** Destroyed; **HD 3-4:** Turned; **HD 5:** 4; **HD 6:** 7; **HD 7:** 10; **HD 8:** 13; **HD 9:** 16; **HD 10:** 19; **HD 11:** 20
Ritual Spell Casting: Can cast any 1st or 2nd level Divine spells as a 10-minute ritual costing 10d in components for 1st level, 40d for 2nd level.
Possessions
Chainmail Armor +1; medium shield; Mace +1; holy symbol; Potion of Healing (*1d8+1*); scroll of *Cure Light Wounds*; 3 days' rations; bedroll; 120d in ritual components; 240d.
Priest of Delaquain Typical Spells
1st Level: *Cure Light Wounds, Detect Evil*
2nd Level: *Bless, Hold Person*
3rd Level: *Remove Curse*
4th Level: *Cure Serious Wounds*

Church of Sarrath

Sarrath is the god of war, serpents, and duty. He is the conqueror, the emperor, and the dragon. He teaches that one must obey those placed above and expect those below to obey. Sarrath is the implacable enemy of all demons and those who follow them.

Acolyte of Sarrath

Acolytes have just completed their initial training. They are now ready to rid the world of demons and those who worship them, and to enforce the will of the dragon god.

Acolyte of Sarrath, 1st Level Cleric
Init +0; AC 4[15]; HP 4; Save 15 (+2 vs. Paralyzed or Poison)
Move 90'; CL/XP 2/30
Attacks (×1)
Broadsword: HTB +0, DMG 1d8;
Attributes
Str 11 (+0); Dex 10 (+0); Con 10 (+0); Int 10 (+1); Wis 13 (+1); Cha 10 (+0)
Abilities
Intimidation +1; Locution +1; Theology +1
Shield of Faith: When a spell is cast upon the acolyte, roll 1d20 and add 4. If the roll is 21 or higher, the spell has no effect on them.
Turn Undead: If the 1d20 roll is successful, 2d6 undead are Turned and forced to depart for 3d6 rounds. **HD 1:** 10; **HD 2:** 13; **HD 3:** 16; **HD 4**: 19; **HD 5:** 20
Possessions
Chainmail armor; medium shield; broadsword; holy symbol; 3 days' rations; bedroll; 20d.

Priest of Sarrath - Robert Conley 1990

Pillar of Obedience, The Trials of Ma'at
The Swamps of Acheron - Home of Sarrath

Priest of Sarrath

A fully trained Cleric of Sarrath capable of leading inquisitions and purging demons from the land along with performing all holy rituals.

Priest of Sarrath, 3rd Level Cleric
Init +0; AC 4[15]; HP 14; Save 13 (+2 vs. Paralyzed or Poison)
Move 90'; CL/XP 4/120
Attacks (×1)
Broadsword: HTB +2, DMG 1d8+1;
Attributes
Str 12 (+1); Dex 10 (+0); Con 12 (+1); Int 10 (+0); Wis 13 (+1); Cha 10 (+0)
Abilities
Intimidation +1; Locution +1; Strategy +1; Theology +2
Shield of Faith: When a spell is cast upon the priest, roll 1d20 and add 12. If the roll is 21 or higher, the spell has no effect on them.
Granted Spell: Can cast *Stick to Snakes* once per day.
Turn Undead: On a successful 1d20 roll, 2d6 undead are Turned and forced to depart for 3d6 rounds. **HD 1:** 4; **HD 2:** 7; **HD 3:** 10; **HD 4:** 13; **HD 5:** 16; **HD 6:** 19; **HD 7:** 20
Possessions
Chainmail armor; medium shield; broadsword; holy symbol; scroll of Cure Light Wounds; 3 days' rations; bedroll; 60d.
Priest of Sarrath Typical Spells
1st Level: *Command, Detect Evil*

Archon of Sarrath

An experienced Cleric of Sarrath in command of forces loyal to the church. They are often found leading missions and inquisitions to rid a city or countryside of demons and to enforce the will of the church.

Archon of Sarrath, 6th Level Cleric
Init +0; AC 0[18]; HP 27; Save 10 (+2 vs. Paralyzed or Poison)
Move 90'; CL/XP 7/600
Attacks (×1)
Broadsword: +1; HTB +4, DMG 1d8+2
Attributes
Str 13 (+1); Dex 10 (+0); Con 12 (+1); Int 10 (+0); Wis 15 (+2); Cha 12 (+1)
Abilities
Intimidation +2; Locution +1; Perception: +1; Stealth +1; Strategy +2; Theology +3
Shield of Faith: When a spell is cast upon the archon, the spell has no effect on them.
Granted Spell: Can cast Sticks to Snake once per day.
Turn Undead: On a successful 1d20 roll, 2d6 undead are Turned and forced to depart for 3d6 rounds. **HD 1-2:** Destroyed; **HD 3-4:** Turned; **HD 5:** 4; **HD 6:** 7; **HD 7:** 10; **HD 8:** 13; **HD 9:** 16; **HD 10:** 19; **HD 11:** 20
Ritual Spell Casting: Can cast any 1st or 2nd level Divine spells as 10-minute rituals costing 10d in components for 1st level, 40d for 2nd level.
Possessions
Plate armor; Medium Shield +1; broadsword; holy symbol; charm of Command; scroll of Bless; scroll of Cure Light Wounds; 3 days' rations; bedroll; 160d in ritual components; 240d.
Archon of Sarrath Typical Spells
1st Level*: Command, Detect Evil*
2nd Level*: Hold Person, Silence (15' radius)*
3rd Level*: Remove Curse*
4th Level*: Cure Serious Wounds*

The Hellknight Temple
City State of Eastgate

Additional Cleric Spells

Some of the NPC Clerics have higher level spells that are not found in the basic rules. The descriptions of these spells are below:

Cure Serious Wounds (Cleric, 4th Level)
Range: Touch; Duration: Immediate
Cures 2d6+2 hit points of damage

Prayer (Divine, 3rd Level)
Range: 30 feet, Duration: to the end of the following round
The spell bestows a short-term divine blessing to help a spell or attack succeed. *Prayer* affects a 50-foot-radius sphere. This causes a saving throw penalty to all creatures in that area. The penalty is -1 plus an additional -1 for every 10 caster levels. In addition, all allies of the caster gain +1 to hit for the spell's duration as long as they are inside the area of the spell.

Remove Curse (Cleric, 3rd Level)
Range: Touch; Duration: Immediate
This spell removes one curse from a person or object.

Sticks to Snakes (Cleric, 4th Level)
Range: 120 feet; Duration: 1 hour
This spell will turn 2d8 sticks (2 to 3 feet in length) into snakes. Roll 1d20. On an 11 or better, the snake is venomous. The snakes will obey the caster's command and revert back into sticks at the end of the spell or when killed.

Orcs

The Demons were unsatisfied with early races they bred; too much Human free will remained in their creations. With the Orcs, the Demons sought to correct this "flaw;" they bred the Orcs stronger and hardier than Humans. To curb their free will, the demons gave the Orcs a fierce aggressiveness that only subsided in the presence of strong leaders.

The Orcs were used to slaughter the Demons' remaining slaves and were placed in their stead. The few Orcs that were freed or escaped slavery found their aggressive instincts left them unable to cooperate with other cultures. After the Dawn War, the Orcs fled to the deep wilderness. Their ability to breed quickly soon found them filling the empty lands of the Majestic Fantasy Realms and brought them into renewed conflict with other cultures.

- Orcs are short lived and have half the lifespan of Humans.
- Orcs get +2 to Strength, +1 to Constitution, -1 to Intelligence, -2 to Wisdom, -2 to Charisma.
- Orcs get +2 on saving throws vs. poison.
- An Orc's base movement is 120 feet per round.

Orc Warrior

A blooded warrior of an Orc tribe. Wears leather armor with scavenged bits of metal sewn on for added protection. Carries a spear and a large dagger with jagged edges.

Orc Warrior, 1st Level Fighter
Init +1; AC 5[14]; HP 7; Save 14
Move 120'; CL/XP 1/15
Attacks (×1)
Spear. 1H; HTB +3/+2, DMG 1d6+2, RoF: 1, RNG: 20 ft
Large Dagger. HTB +3, DMG 1d4+2
Attributes
Str 14 (+2); Dex 10 (+0); Con 12 (+1); Int 9 (+0); Wis 8 (-1); Cha 8 (-1)
Abilities
Athletics +2, Intimidation +1, Survival +1
Possessions
Ring armor; small shield; 1h spear; large dagger; 1 day's ration; bundle of hides; 8d.
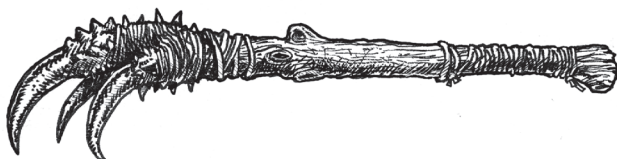
Orc Lieutenant

An Orc leader who has fought and intimidated their way to be a leader of a small warband (1d6 Orcs). Usually subordinate to a tribal chief or shaman. Managed to upgrade to the equivalent of scale armor and carries a better shield along with a shortsword and a spear.

| Orc Lieutenant, 3rd Level Fighter |
|---|
| Init +3; AC 4[15]; HP 13; Save 13 |
| Move 90'; CL/XP 2/30 |
| **Attacks (×1)** |
| *Spear*: 1H; HTB +5/+3, DMG 1d6+2, RoF: 1, RNG: 20 ft |
| *Shortsword*: HTB +5, DMG 1d6+2 |
| **Attributes** |
| Str 14 (+2); Dex 10 (+0); Con 12 (+1); Int 10 (+0); Wis 8 (-1); Cha 10 (+0) |
| **Abilities** |
| Athletics +2, Intimidation +1, Survival +1 |
| **Possessions** |
| Scale armor; medium shield; 1h spear; shortsword; 3 days' rations; bedding; 25d. |

Orc Chief

A ferocious leader who has fought and murdered their way to leadership of the tribe. Among the trophies the chief has won are chainmail armor, a battle axe, and some valuable jewelry.

Orc Chief, 6th Level Fighter
Init +7; AC 3[16]; HP 27; Save 9
Move 90'; CL/XP 6/400
Attacks (×1)
Spear: 1H; HTB +8/+6, DMG 1d6+3, RoF: 1, RNG: 20 ft
Battle axe: HTB +8, DMG 1d8+3
Attributes
Str 18 (+3); Dex 10 (+0); Con 14 (+2); Int 10 (+0); Wis 8 (-1); Cha 11 (+0)
Abilities
Athletics +4, Intimidation +2, Survival +2
Possessions
Chainmail armor; medium shield; battle axe; large dagger; 3 days's rations; bedroll; 1 Potion of Healing (*1d8+1*); jeweled pendent (100d); 2 gold earrings (20d each).

Orc Mystic

An Orc who has mastered the rudiments of the arcane arts. They cast spells from rune-carved bones that function much like scrolls and are unable to cast memorized spells. Note that the Artificer is a ritual-only spell caster found in the Lost Grimoire of Magic supplement.

Orc Mystic, 3rd Level Artificer
Init +0; AC 9[10]; HP 7; Save 13 (+2 versus spells)
Move 120'; CL/XP 4/120
Attacks (×1)
Staff: HTB +0, DMG 1d6
Large Dagger: HTB +0, DMG 1d4
Attributes
Str 11 (+0); Dex 10 (+0); Con 11 (+0); Int 11 (+0); Wis 8 (-1); Cha 8 (-1)
Abilities
Thaumatology +2; Research +1; Area Knowledge +1; Herblore +1; Survival +1
Ritual Magic: Can cast up to 2nd level spells as rituals
Possessions
Clothes; staff; large dagger; 40d ritual components; 2 viz (Vial of Blood, Eye of Newt); bone (scroll) of *Sleep*; bone of *Magic Missile*; bone of *Detect Evil*; Potion of Healing (*1d8+1*); ritual book with *Charm Person, Create Scroll, Detect Evil, Enchant Potion, Levitate, Magic Missile, Read Magic, Sleep;* 25d.
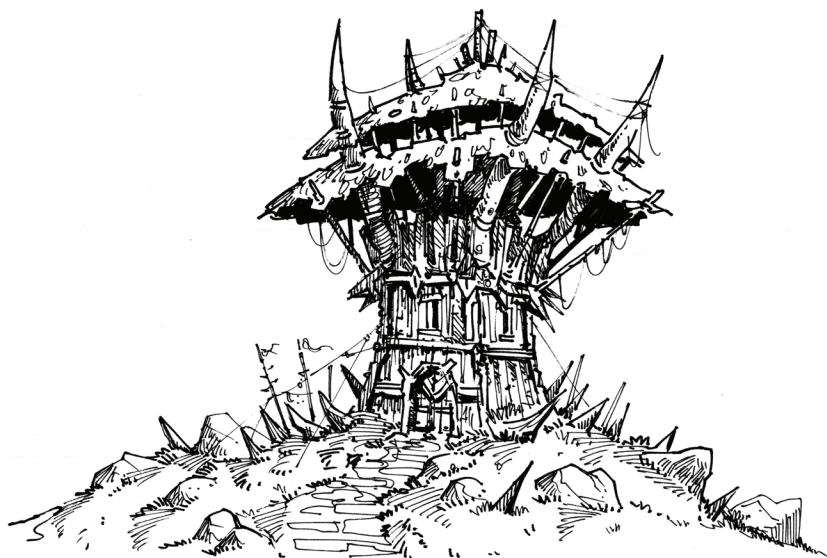
Orc Watchtower - Forest of Blood
Southland

Orc Shaman

Some mystics learn to contact the Orcs' former demonic masters and, in exchange for renewed vows of service, gain the service of a demonic servitor. Like the mystic, the shamans cast their spells from rune-carved bones that function like scrolls.

Orc Shaman, 6th Level Artificer
Init +0; AC 9[10]; HP 15; Save 10 (+2 versus spells)
Move 120'; CL/XP 7/600
Attacks (×1)
Staff: HTB +1, DMG 1d6
Large Dagger: HTB +1, DMG 1d4
Attributes
Str 11 (+0); Dex 10 (+0); Con 12 (+1); Int 13 (+1); Wis 9 (+0); Cha 9 (+0)
Abilities
Thaumatology +3; Research +2; Area Knowledge +2; Herblore +2; Locution +1; Survival +2; Theology +1
Ritual Magic: Can cast up to 3rd level spells as rituals
Possessions
Clothes; staff; large dagger; 100d ritual components; 4 viz (2 vials of Blood, Dried Frog, Firetouch Moss); bone of *Charm Person*; 2 bones of *Magic Missile*; bone of *Detect Evil*; bone of *Invisibility*; bone of *Haste*; bone of *Fireball*; Potion of Healing (*1d8+1*); ritual book with *Charm Person, Create Scroll, Detect Evil, Fireball, Haste, Invisibility, Levitate, Magic Missile, Read Magic, Sleep*; 60d.

Goblins

Goblins were bred by demons to act as skilled labor. In place of the Orcs' aggression, the Goblins' attention spans were altered. It became narrower and more focused on a single activity. Their need for approval and status was heightened. This manifested itself as greed, extreme competitiveness, and an obsessive interest in a single craft. During the Dawn War, freed Goblins found they were unable to relate to other cultures. After the demons were imprisoned in the Abyss, the Goblins drifted off and settled their own lands separate from the other cultures. Their lands are an ever-changing kaleidoscope of petty kingdoms and tribes that come into conflict when a tribe fixates on something within another culture's territory.

• Goblins are short-lived and have half the lifespan of Humans.
• Goblins have -2 to Wisdom and -1 to Charisma.
• Goblins gain +2 to add to the ability of their choice.
• A Goblin's base move is 120 feet per round.

Goblin Warrior

A rank and file warrior and hunter of a Goblin tribe. Utterly devoted to protecting and providing food for their tribe. Goblin warriors have advantage (roll twice, take higher roll) on Morale checks.

Goblin Warrior, 1st Level Fighter
Init +1; AC 6[13]; HP 4; Save 14
Move 120'; CL/XP 1/15
Attacks (×1)
Spear: 1H; HTB +2/+1, DMG 1d6+1, RoF: 1, RNG: 20 ft
Club: HTB +2, DMG 1d4+1
Short Bow: HTB +1, DMG 1d6, RoF: 2, RNG: 50 ft.
Attributes
Str 12 (+1); Dex 10 (+0); Con 10 (+0); Int 10 (+0); Wis 8 (-1); Cha 9 (+0)
Abilities
Athletics +2, Perception +1, Survival +3
Possessions
Linen armor (AC 7[+2]); small shield; 1h spear; club; short bow; 20 arrows; 3 days' rations; bedding; 5d.

Smade the Magnificent's Crown. Boss of the Goblins of Eastgate

Goblin Underboss

An underboss is starting to learn how to use cunning and guile to manipulate their fellow Goblins into follow the underboss' obsessions instead of their own. Typically commands 2d6 Goblin warriors.

Goblin Underboss, 3rd Level Fighter
Init +3; AC 4[15]; HP 10; Save 13
Move 120'; CL/XP 2/30
Attacks (×1)
Spear: 1H; HTB +5/+3, DMG 1d6+2, RoF: 1, RNG: 20 ft
Shortsword: HTB +5, DMG 1d6+2
Attributes
Str 12 (+1); Dex 10 (+0); Con 10 (+0); Int 11 (+0); Wis 8 (-1); Cha 10 (+0)
Abilities
Athletics +2, Perception +1, Survival +3
Possessions
Ring armor (AC 6[+3]); medium shield; 1h spear; shortsword; 3 days' rations; bedding; 20d.

Goblin Boss

A Goblin who, through their cunning, has managed to manipulate the entire tribe to follow their obsessions. These obsessions often involve the acquisition of many valuable things like gold, magical items, or jewelry.

Goblin Boss, 6th Level Fighter
Init +7; AC 2[17]; HP 22; Save 9
Move 90'; CL/XP 6/400
Attacks (×1)
Broadsword: HTB +7, DMG 1d8+1
Small Dagger ×3: HTB +7, DMG 1d3+1, RoF 1, RNG 20 ft.
Attributes
Str 15 (+1); Dex 12 (+1); Con 14 (+2); Int 11 (+0); Wis 10 (+0); Cha 11 (+0)
Abilities
Athletics +4, Perception +2, Survival +4
Possessions
Chainmail armor; medium shield; broadsword; 3 small daggers; 3 days' rations; bedroll; 1 Potion of Healing (*1d8+1*); Potion of Invisibility; Potion of Heroism; silver crown (200d); gold ring (100d).

Goblin Sage

Goblin sages are those who are obsessed with lore and spells. Having mastered the rudiments of the arcane arts, Goblin sages use their wits to manipulate the bosses and underbosses into launching raids and expeditions to retrieve magical artifacts. Goblins sages typically inscribe their spells onto thin tablets of slate that shatter when the spell is cast.

Goblin Sage, 3rd Level Artificer
Init +0; AC 9[10]; HP 7; Save 13 (+2 versus spells)
Move 120'; CL/XP 4/120
Attacks (×1)
Staff: HTB +0, DMG 1d6
Large Dagger: HTB +0, DMG 1d4
Attributes
Str 10 (+0); Dex 10 (+0); Con 10 (+0); Int 12 (+1); Wis 9 (+0); Cha 9 (+0)
Abilities
Thaumatology +4; Research +1; History +1; Herblore +1; Survival +1
Ritual Magic: Can cast up to 2nd level spells as rituals
Possessions
Clothes; staff; 40d ritual components; 2 viz (Rat Droppings, Crystalline Bat Guano); tablet (scroll) of *Read Languages*; tablet of *Charm Person*; tablet of *Locate Object*; tablet of *Web*; Potion of Healing (*1d8+1*); ritual book with *Charm Person, Create Scroll, Enchant Potion, Invisibility, Locate Objects, Magic Missile, Read Magic, Read Languages, Web*; 30d.

Elves

The Elves were created as the shining example of the potential of life. To this end, they were given great blessings compared to Humans: immortality, resistance to damage, faster healing, and more. However, as the centuries wore on, the Elves have come to realize that their gifts have a price. They are forever bound to the Majestic Realms.

Elven Warrior

A warrior Elf guarding the Elves' sacred forest. Elven warriors rely heavily on stealth and ranged attacks to confuse and divide invaders.

Elven Warrior, 1st Level Fighter
Init +1; AC 6[13]; HP 4; Save 14
Move 120'; CL/XP 1/15
Attacks (×1)
Spear, 1H: HTB +2/+2, DMG 1d6+1, RoF: 1, RNG: 20 ft
Large Dagger: HTB +2, DMG 1d4+1
Composite Bow: HTB +2, DMG 1d6+1, RoF: 2, RNG: 100 ft.
Attributes
Str 12 (+1); Dex 12 (+1); Con 11 (+0); Int 10 (+0); Wis 10 (+0); Cha 12 (+1)
Abilities
Athletics +2, Perception +1, Stealth +1
Possessions
Elven chainmail (AC 4[+5]); medium shield; 1h spear; large dagger; composite bow; 20 arrows; 3 days' rations; bedding; Potion of Healing (*1d8+1*); silver jewelry (30d); 20d.

Elven Captain

The Elves patrol the edge of their forest homeland in search of interlopers. Many times, the Elves' responsibility is not to fight but to rescue strangers from the mystical barriers the Elves place around their woodland realms. After being rescued, the interlopers are escorted to the edge of the forest. An Elven captain will lead a band consisting of themselves, an Elven wizard, and three Elven warriors.

Elven Captain, 6th Level Fighter
Init +7; AC 1[18]; HP 35; Save 9
Move 120'; CL/XP 6/400
Attacks (×1)
Composite bow: HTB +7, DMG 1d6+2, RoF: 2, RNG: 70 ft
Broadsword: HTB +8, DMG 1d8+2
Large Dagger: HTB +8, DMG 1d4+2
Attributes
Str 15 (+2); Dex 14 (+1); Con 13 (+1); Int 10 (+0); Wis 10 (+0); Cha 15 (+2)
Abilities
Athletics +2, Stealth +2, Strategy +1, Survival +2
Possessions
Eleven Chainmail Armor +1; Medium Shield +1; broadsword; large dagger; composite bow; 40 arrows; 3 days' rations; bedroll; 2 Potions of Healing (*1d8+1*); jeweled pendent (100d).

Elven Wizard

Elven wizards follow the way of the Trehaen, an older form of magic that internalizes knowledge of spells within the mind of the wizard. As a result, the Elven wizard doesn't have to memorize spells. They do, however, have a more limited selection than a Magic-User with a spellbook. Many Elven wizards also learn to use a useful weapon such as a bow.

Below, the list of "Wizard Typical Spells" lists what spells they have internalized and how many spells they can cast per day.

Elven Wizard, 3rd Level Trehaen
Init +0; AC 8[9]; HP 7; Save 13 (+2 versus spells)
Move 120'; CL/XP 4/120
Attacks (×1)
Short Bow: HTB +0, DMG 1d6, RoF: 2, RNG: 50 ft.
Large Dagger: HTB +0, DMG 1d4
Attributes
Str 10 (+0); Dex 12 (+1); Con 12 (+0); Int 13 (+1); Wis 10 (+0); Cha 13 (+1)
Abilities
Thaumatology +2; Research +1; Natural Philosophy +2; Herblore +1; Stealth +1; Weapon Prof (Short Bow) *Ritual Magic*: Can cast 1st level spells as rituals
Possessions
Clothes; bow (stave) with Wizard's Touch; 20 arrows; large dagger; 20d ritual components; 2 viz (Firelight Moss, Moontouched Ivy); scroll of *Charm Person*; Potion of Healing (*1d8+1*)
Wizard Typical Spells
1st Level (1 per day): *Protection from Evil, Sleep*
2nd Level (1 per day): *Phantasmal Force*

Garden of Twilight
outside of the land entrance of the Elf Queen's Tower
0804 - Stardell Falls - Blackmarsh
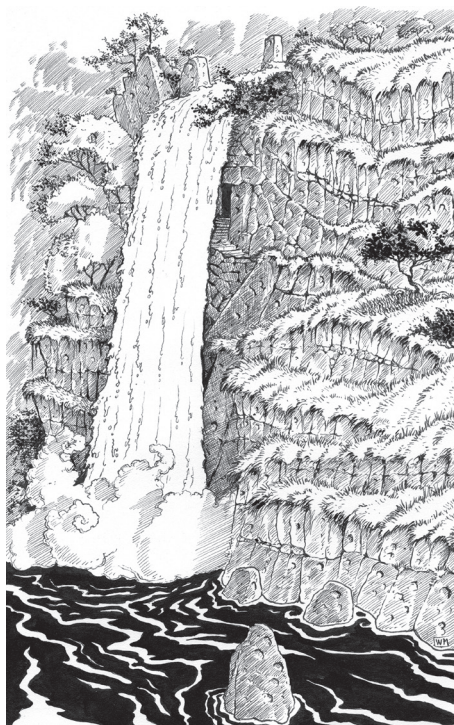
Stardell Falls
0804 - Stardell Falls - Elves - Blackmarsh

Dwarves

The Dwarves were one of the earliest races the Demons bred from Humans. They were designed to act as underground workers. Unfortunately for the Demons, the Dwarves' hardiness also resulted in a legendary stubbornness. The early Dwarves were not easily terrorized by the Demons and soon revolted. They took readily to the metalsmith arts and are credited with the discovery of ironworking. After the wars they returned to the mountains where they still dwell today.

Dwarven Soldier

Dwarves are generally well-equipped compared to their neighboring cultures. This is a typical Dwarven soldier found on a patrol or guarding their mountain homes.

Dwarven Soldier, 1st Level Fighter
Init +1; AC 3 [16]; HP 7; Save 14 (+4 vs. poison)
Move 90'; CL/XP 1/15
Attacks (×1)
Battle Axe: HTB +2, DMG 1d8+1
Throwing Axe: HTB +2/+1, DMG 1d6+1, RoF: 1, RNG: 10 ft.
Attributes
Str 12 (+1); Dex 10 (+0); Con 12 (+1); Int 10 (+0); Wis 10 (+0); Cha 9 (+0)
Abilities
Athletics +3, Intimidation +1, Professional (Miner) +1, Strategy +1
Possessions
Chainmail armor; medium shield; battle axe; throwing axe; 3 days' rations; bedroll; silver pendent keepsake with jewel (15d); 10d.
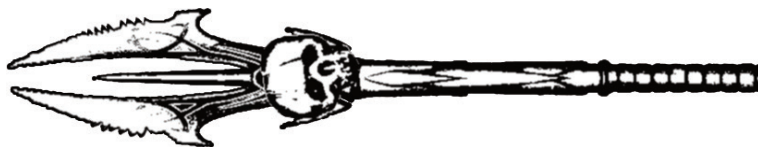
Dwarven Sergeant

An experienced Dwarven warrior in command of five soldiers. They are armed with chainmail armor, a medium shield, a halberd, and a throwing axe. The halberd can be used in combat, but its primary use is an aid to help the soldiers under their command maintain formation through signals and gestures. The sergeant is often found in command of a patrol or detachment of guards.

| Dwarven Sergeant, 3rd Level Fighter |
| --- |
| Init +3; AC 4[15]; HP 20; Save 12 (+4 vs. poison) |
| Move 60'; CL/XP 3/60 |
| **Attacks (×1)** |
| *Halberd*: HTB +3, DMG (blade) 1d8+2, DMG (spike) 1d10, Reach 10 ft. (spike) Special: May knock opponent prone with hook on a failed save. *Throwing Axe*; HTB +4/+3, DMG 1d6+1, RoF: 1, RNG: 10 ft.; |
| **Attributes** |
| Str 12 (+1); Dex 11 (+0); Con 12 (+1); Int 10 (+0); Wis 10 (+0); Cha 11 (+0) |
| **Abilities** |
| Athletics +3, Intimidation +1, Professional (Miner) +1, Strategy +2 |
| **Possessions** |
| Chainmail armor; medium shield; battle axe; throwing axe; 3 days' rations; bedroll; Potion of Healing (*1d8+1*); silver pendent keepsake with jewel (20d); 30d. |

Dwarven Captain

A veteran of many battles, the Dwarven captain is a formidable warrior. Wielding the feared long axe, the captain leads a company (20 Dwarves) into battle. Often found in command of an outpost or keep.

Dwarven Captain, 6th Level Fighter
Init +7; AC 3[16]; HP 50; Save 9 (+4 vs. poison)
Move 40'; CL/XP 6/400
Attacks (×1)
Long Axe: HTB +8, DMG 1d10+4
Battle Axe: HTB +8, DMG 1d8+2
Attributes
Str 15 (+2); Dex 12 (+1); Con 15 (+2); Int 10 (+0); Wis 10 (+0); Cha 12 (+1)
Abilities
Athletics +5, Intimidation +2, Strategy +3
Possessions
Plate armor; long axe; battle axe; 3 days' rations; bedroll; 3 Potions of Healing (*1d8+1*); gold pendent keepsake with jewel (120d); 2 gold crowns (640d).

Dwarven Priest

Dwarves follow Veritas the High Lord on whose forge the world was made. A full priest is assigned to each Dwarven keep or outpost to tend to the company's (20 Dwarves) spiritual needs and to provide healing and aid against the supernatural.

Dwarven Priest, 3rd Level Cleric
Init +0; AC 4[15]; HP 11; Save 13 (+2 vs. Paralyzed, +6 vs. Poison)
Move 60'; CL/XP 5/240
Attacks (×1)
Battle axe: HTB +2, DMG 1d8+1
Attributes
Str 12 (+1); Dex 10 (+0); Con 12 (+1); Int 10 (+0); Wis 13 (+1); Cha 11 (+0)
Abilities
Athletics +2; Locution +2; Physician +1; Theology +2;
Shield of Faith: When a spell is cast upon the priest, roll 1d20 and add 12, if the roll is 21 or higher the spell has no effect on the Cleric.
Granted Spell: Can cast Lesser Holy Word once a day.
Turn Undead: On a successful 1d20 roll, 2d6 undead are Turned and forced to depart for 3d6 rounds. **HD 1:** 4; **HD 2:** 7; **HD 3:** 10; **HD 4:** 13; **HD 5:** 16; **HD 6:** 19; **HD 5:** 20;
Possessions
Chainmail armor; medium shield; battle axe; holy symbol; Potion of Healing (*1d8+1*); 3 days' rations; bedroll; silver neck torc with engravings (30d); 100d.
Dwarven Priest Typical Spells
1st Level: *Command, Cure Light Wounds*

Lesser Holy Word (*Cleric, Priest of Veritas*)
Range: 20-foot radius; **Duration:** *Immediate;* **MI:** *Yes;*
The Lesser Holy Word will affect all creatures within a 20-foot radius as follows.

Table: Lesser Holy Word Effects

HD	Effect
Less than 2	Death
2 to 4	Stunned for 2d10 turns
5 to 8	Deafened for 1d6 turns
9 or greater	Unaffected.

Dwarven Rune-caster

Dwarves continue to practice an ancient form of magic called rune casting. Rune-casters can't cast memorized spells but instead make spell runes which are similar to scrolls. Unlike scrolls, a rune-caster can use 1 viz per spell level to cast it without the rune disappearing. In addition, a rune-caster can cast any spell in their spellbook as a 10-minute ritual using components costing 10d times the spell level squared.

Like Dwarven priests, each Dwarven keep or outpost will have a resident rune-caster to aid with arcane and mundane threats to the kingdom. Rune-casters often have a runestaff, a staff designed to be easy to inscribe spell runes on in order to cast magic in battle.

Dwarven Runecaster, 3rd Level Runecaster
Init +0; AC 8[9]; HP 10; Save 13 (+2 versus spells)
Move 120'; CL/XP 4/120
Attacks (×1)
Runestaff: HTB +0, DMG 1d6
Hand Axe: HTB +0, DMG 1d6, RoF 1, Rng 10 ft.
Attributes
Str 10 (+0); Dex 10 (+0); Con 12 (+1); Int 13 (+1); Wis 10 (+0); Cha 9 (+0)
Abilities
Thaumatology +2; Research +1; Natural Philosophy +2; History +2; Mathematics +1
Ritual Magic: Can cast 1st level spells as rituals.
Possessions
Clothes; leather armor; runestaff with temporary runes of *Sleep*, *Charm Person*, and *Web*; 2 viz (Quartz Crystal, Cave Water); Potion of Healing (1d8+1); ritual book with *Charm Person, Create Rune, Detect Magic, Enchant Potion, Light, Read Magic, Sleep, Web*; 100d of ritual components; 50d.

Halflings

Halflings are traditionally allied with the Elves and Dwarves. Given the friction between Elven and Dwarven cultures, the Halflings are glue that keep them together. They prefer do this quietly and with a minimum of fuss.

Halfling cultures prizes a quiet life focused on family and home. But there is a wider world and it's comings and goings manage to affect the Halflings realms. As a result, different groups of Halflings need to work together to keep home and family safe and prosperous.

Halfling Bounder

The Bounders patrols the boundaries of the Halfling realms to look for troublemakers and big folks where they shouldn't be. They are volunteers who equip themselves with a spear, short bow, and a large dagger. When encountering trespassers, the Bounders use stealth to track where they are going and what they are doing. If there looks to be trouble, the patrol will send back a pair of runners to raise the militia. Otherwise they will talk to the interlopers and ask them politely about their business.

Halfling Bounder, 1st Level Fighter
Init +2; AC 6[13]; HP 6; Save 14
Move 90'; CL/XP 1/15
Attacks (×1)
Spear: 1H; HTB +2/+2, DMG 1d6+1, RoF: 1, RNG: 20 ft
Short Bow: HTB +2, RoF: 2, RNG: 50 ft./yds., DMG 1d6
Large Dagger: HTB +2, DMG 1d4+1
Attributes
Str 12 (+1); Dex 13 (+1); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 10 (+0)
Abilities
Athletics +2, Stealth +5, Strategy +1
Possessions
Leather armor; buckler; 1h spear; short bow; 20 arrows; large dagger; 3 days' rations of potatoes; ale; bedroll; 10d.

Halfling Sergeant

An experienced Bounder in charge of a patrol of five. If a trespassing group appears peaceful, the sergeant will be the first to speak to them.

Halfling Sergeant, 3rd Level Fighter
Init +4; AC 5[14]; HP 18 Save 12
Move 90'; CL/XP 3/60
Attacks (×1)
Spear, 1H; HTB +4/+4, DMG 1d6+1, RoF: 1, RNG: 20 ft
Short Bow; HTB +4, RoF: 2, RNG: 50 ft./yds., DMG 1d6
Large Dagger; HTB +4, DMG 1d4+1
Attributes
Str 12 (+1); Dex 14 (+1); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 12 (+1)
Abilities
Athletics +2, Locution +1; Stealth +5, Strategy +1;
Possessions
Leather armor; buckler; 1h spear; short bow; 20 arrows; large dagger; 3 days' rations of potatoes; ale; packet of pipeweed (5d); bedroll, 10d.

Halfling Shadow

The Shadows are groups of Halflings who have an active interest in the wider world. They identify threats to the Halfling realms and deal with them, preferably by recruiting local allies from neighboring realms and getting them to cooperate. But when there is no recourse, the Shadows will use their skill to deal with the threat by directly focusing on the enemy leaders. The Shadows have honed pugilism to a high art.

Halfling Shadow, 3rd Level Thug
Init +1; AC 6[13]; HP 10; Save 13
Move 120'; CL/XP 3/60
Attacks (×1)
Shortsword: HTB +2, DMG 1d6+2
Fisticuffs: HTB +2, DMG 1d3+2
Large Dagger: HTB +2, DMG 1d4+2
Attributes
Str 13 (+1); Dex 12 (+1); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 12 (+1)
Special
Brute Strength: +1 to damage for all weapons.
Abilities
Area Knowledge (Region) +1; Athletics +2; Legerdemain +1; Locution +1; Intimidation +1; Stealth +4
Possessions
Leather; small shield; shortsword; large dagger; pipeweed (5d); flask of ale; packets of tea (1d); 3 days' rations; bedroll; 34d.

Halfling Shadow Leader

A member of the Shadows who is valued for their experience. Often asked for advice on conducting operations and sometimes will take charge in the field for dangerous threats.

Halfling Shadow Leader, 6th Level Thug
Init +1; AC 6[13]; HP 10; Save 10
Move 120'; CL/XP 3/60
Attacks (×1)
Shortsword; HTB +4, DMG 1d6+4
Fisticuffs; HTB +4, DMG 1d3+4
Large Dagger; HTB +4, DMG 1d4+4
Attributes
Str 15 (+2); Dex 13 (+1); Con 12 (+1); Int 10 (+0); Wis 10 (+0); Cha 13 (+1)
Special
Brute Strength: +2 to damage for all weapons.
Abilities
Area Knowledge (Region) +1; Athletics +3; Legerdemain +1; Locution +2; Intimidation +1; Stealth +5
Possessions
Leather; small shield; shortsword; large dagger; the finest pipeweed (20d); flask of ale; packets of tea (1d); 3 days' rations; bedroll; a silver keepsake on a wrist chain (60d); 121d.

Halfling Healer

Halfling cultures often honor Dannu, the goddess of hearth and healing. Worship is centered around weekly meetings led by the village elders and there is no formal priesthood. However, there are halflings who dedicated their lives in service of Dannu. They live in cottages tending to the sick and needy in nearby villages.
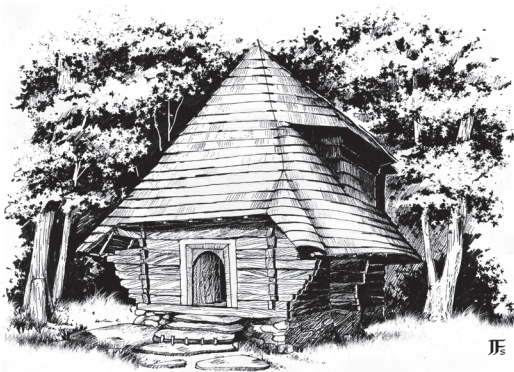
Halfling Healer, 3rd Level Cleric (Dannu)
Init +0; AC 4[15]; HP 11; Save 13 (+2 vs. Paralyzed or Poison)
Move 90'; CL/XP 4/120
Attacks (×1)
Staff; HTB +1, DMG 1d6
Attributes
Str 10 (+0); Dex 12 (+1); Con 10 (+0); Int 10 (+0); Wis 13 (+1); Cha 12 (+1)
Abilities
Locution +2; Physician +1; Stealth +4; Theology +2
Shield of Faith: When a spell cast upon the healer, roll 1d20 and add 12, if the roll is 21 or higher the spell has no effect on the Cleric. *Granted Spells*: Can cast *Exorcise* once a day.
Dannu's Touch: Cast Cure Light Wounds 1/day.
Turn Undead: On a successful 1d20 roll, 2d6 undead are Turned and forced to depart for 3d6 rounds. **HD 1:** 4; **HD 2:** 7; **HD 3:** 10; **HD 4:** 13; **HD 5:** 16; **HD 6:** 19; **HD 5:** 20
Possessions
Leather armor; staff; holy symbol; Potion of Healing (*1d8+1*); 3 days' rations; bedroll; 1 viz (Pristine Rosemary); 60d.
Priest of Dannu Typical Spells
1st Level: *Cure Light Wounds, Detect Evil*

Exorcise (*Cleric 6th level*)
Range: 60 feet; Duration: Immediate; MI: No;
The spell will cause a summoned or extra-planar creature to be banished to its place of origin if it fails its saving throw. This spell will also remove any spirits possessing a creature's body.

Lizard Men

During the Dawn Wars at the beginning of time, several campaigns took place in swamps or jungle regions. In their quest to perfect their servitors, the Demons gave the Lizard Men aquatic abilities to act as elite shock forces in those regions. Since the wars, the Lizard Men have continued to live in the swamps and rainforests of the Majestic Fantasy Realms.

- Lizard Men have a lifespan equal to that of a Human.
- Lizard Men get +2 to Constitution, +2 to Strength, -1 to Charisma.
- Lizard Men have scales which give -1[+1] to Armor Class.
- Lizard Men have claws which give +1 to punching damage.
- Lizard Men's base move is 120 feet per round both running and swimming.
- Lizard Men live in humid hot conditions, treating dry climates or cold climates as extreme weather conditions. Under such conditions, they must make a saving throw every hour. Failure indicates 3d6 damage while success reduces the damage to 1d6.

Lizard Man Warrior

Lizard Men tribes are protected by their rank and file warriors armed with wooden shields and spears.

Lizard Man Warrior, 1st Level Fighter
Init +1; AC 7[12]; HP 7; Save 14
Move 120'/120' (swim); CL/XP 1/15
Attacks (×1)
Spear: 1H; HTB +2/+1, DMG 1d6+1, RoF: 1, RNG: 20 ft
Large Dagger: HTB +2, DMG 1d4+1
Attributes
Str 12 (+1); Dex 10 (+0); Con 12 (+1); Int 10 (+0); Wis 10 (+0); Cha 9 (-1)
Abilities
Athletics +2, Survival +2
Special
Claws: +1 to Punching damage (1d3+3)
Possessions
Small shield; 1h spear; large dagger; 3 days' rations; bedroll; pendent with an agate gem (5d).

Lizard Man Guard

Every tribal chief has 2d6 warriors as part of their personal band. They are experienced warriors that act as the chief's guards and lieutenants in battle. Each guard wears a leather harness sewn with metal rings that give additional protections to the upper body and arms along with a similarly armored belted skirt to protect the legs.

| Lizard Man Guard, 2nd Level Fighter |
|---|
| Init +2; AC 4[15]; HP 12; Save 13 |
| Move 120'/120' (swim); CL/XP 2/30 |
| **Attacks (×1)** |
| *Greatsword*: 1H; HTB +4/+2, DMG 1d10 |
| *Large Dagger*: HTB +4, DMG 1d4+2 |
| **Attributes** |
| Str 14 (+2); Dex 10 (+0); Con 12 (+1); Int 10 (+0); Wis 10 (+0); Cha 10 (+0) |
| **Abilities** |
| Athletics +2, Survival +2 |
| **Special** |
| *Claws*: +1 to Punching damage (1d3+3) |
| **Possessions** |
| Ring armor; small shield; 1h spear; large dagger; 3 days' rations; bedroll; pendent with an agate gem (5d); silver upper arm bracelet (50d). |

Lizard Man Chief

An experienced and formidable warrior who has protected their tribe for decades. The chief wears a similar leather harness to their guards but now fully protected with metal scales instead of rings. The harness does slow down the chief on land and in the water.

Lizard Man Chief, 6th Level Fighter
Init +7; AC 2[17]; HP 27; Save 9
Move 90'/90' (swim); CL/XP 6/400
Attacks (×1)
Spear: 1H; HTB +8/+7, DMG 1d6+2, RoF: 1, RNG: 20 ft
Shortsword: HTB +8, DMG 1d6+2
Attributes
Str 15 (+2); Dex 12 (+1); Con 13 (+1); Int 10 (+0); Wis 10 (+0); Cha 12 (+1)
Abilities
Athletics +3, Intimidation +1, Strategy +2, Survival +2
Special
Claws: +1 to Punching damage (1d3+3);
Possessions
Scale armor; medium shield; 1h spear; large dagger; 3 days' rations; bedroll; 1 Potion of Healing (1d8+1); pendent with an agate gem (5d); gold upper arm bracelet (200d).
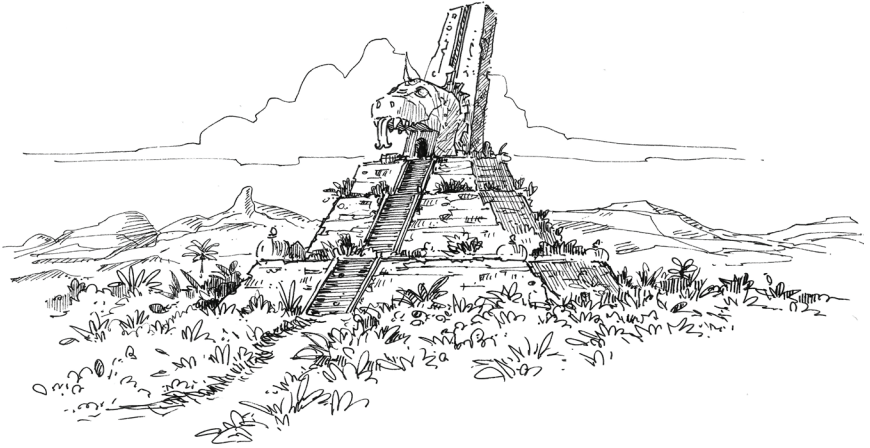
The Imperial Temple before the Human Rebellion
Sakar Island - Lizardmen - The Misty Isles

Home of the Wizard of the Isle
Hex 1309 - Smoking Bay - Blackmarsh

Viridians

The demons were originally a diverse group united by their desire to dominate creation on their own terms. They consisted of a mix of rebel deities, Elves, and Humans. After their successful rebellion, they turned on each other when they could not agree on the division of the spoils of creation. The end result was a hierarchy of stronger demons dominating the weaker demons. Among the weakest of the demons was a group known as the Viridians or the Green Lords.

After the Dawn War, they were imprisoned in the Abyss along with the other demons. Centuries later, the Viridians escaped. By manipulating the Serpent Men and other cultures, the Viridians managed to have their pawns steal one of the crystals warding the entrance of the Abyss. The resulting gap was just large enough to allow all of the Viridians to escape, leaving the stronger demons imprisoned. The Viridians fled the entrance and sailed into the Akkadian Sea. They landed on its shore and founded the city of Viridastu.

Viridastu grew into the capital of a large empire enslaving Humans and Goblins. At their height, the Viridians fell into infighting as their ancestors once did. Their numbers dwindled over the centuries, resulting in more of their empire being run by Humans and Goblins. The last Viridian of Imperial Blood was killed, and the Empire has now collapsed into civil war. A few surviving Viridians wander the land, a shadow of their past glory.

- Viridians have a lifespan triple that of a Human.
- Viridians add 2 to Charisma.
- Viridians have an innate ability to cast magic (see below). If a Viridian has a spell-using class, this is in addition to their normal spell abilities. When they gain a new spell slot, they permanently choose a spell to fill that slot. They then can cast that spell 1/day.
- Viridians are considered enchanted and demonic creatures in regard to spells. (see Protection from Evil, etc.)
- Viridians' base move is 120 feet per round.

Viridian Spell Table

Level	Spells Per Day			
	1	2	3	4
1	1			
2	1			
3	1	1		
4	1	1		
5	1	1	1	
6	2	1	1	

Viridian Master Artificer

Some Viridians choose to master magic beyond
their demonic ability to cast spells. Because their
practice uses an older form of magic where all
spells are cast as laborious, 10-minute rituals,
these Viridians hone their skill at creating
scrolls, charms, wands, and other magic items.
Consequently, they are known as artificers.

A master artificer has mastered their craft and
possesses a small but potent number of items to
use in their diabolical plans. While the empire has
been shattered, the survivors still scheme to gain
dominion over the Majestic Fantasy Realms.

Viridian Master Artificer, 6th Level Artificer
Init +0; AC 9[10]; HP 15; Save 10 (+2 versus spells)
Move 120'; CL/XP 7/600
Attacks (×1)
Staff: HTB +1, DMG 1d6
Large Dagger: HTB +1, DMG 1d4
Attributes
Str 10 (+0); Dex 10 (+0); Con 10 (+0); Int 13 (+1); Wis 10 (+0); Cha 12 (+1)
Abilities
Thaumatology +3; Research +2; Nat. Philosophy +3; History +2; Mathematics +2; Locution +1
Ritual Magic: Can cast up to 3rd level spells as rituals
Special
Innate Magic: Can cast each of the following once per day: *Charm Person, Shield, Detect Thoughts, Lightning Bolt*
Possessions
Clothes; staff with Wizard's Touch; 200d ritual components; 3 viz (2 vials of Human Blood, 1 Dryad Hair Leaf); scroll of *Sleep*; scroll of *Haste*; charm of *Mirror Image*; Potion of Healing (*1d8+1*); spell book with *Charm Person, Create Scroll, Light, Magic Missile, Protection from Evil, Read Languages, Shield, Sleep, Detect Thoughts, Knock, Mirror Image, Haste, Lightning Bolt, Water Breathing*; silver ring with quartz gem (100d); 125d.

Treasure

Every creature values something, whether it is a knight pulling their sword out of the smith's fire for the first time or a dragon sleeping on top of a glittering hoard. This section details the various treasures that can be found throughout the Majestic Fantasy Realms.

Coins

Silver pennies weigh 1 dram (250 pennies weigh one pound) and are about the size of a United States dime. Silver pennies are denoted by the d symbol. Historically, this is short for denarius, the old Roman silver coin. England, and later the United Kingdom, used this system in their accounting to note when a value is in pennies. For example, 12d means 12 silver pennies.

Copper farthings, when minted, also weigh around 1 dram (250 farthings weigh one pound) and, like the silver penny, are also the size of a United States dime. It is far more typical to break a silver penny into quarter pieces. Often mints will build in bend lines into the mold of the coin to facilitate this.

If you want more variety in the types of coins, you can add in other types of coins. I have found it effective to use silver pennies as the base coin, and add another, much more valuable coin.

The high value coin I choose is the gold crown. It is a one-ounce (16 drams in one ounce, and 16 crowns in one pound) gold coin about the size of a United States half-dollar. It is worth 320d as gold is twenty times more valuable.

Gold crowns originated from the Dwarves and their use spread along the trade routes from the Dwarven realms. Crowns became the dominant coin of high value due to their consistent purity. Debasement of Gold Crowns by a mint is one of the few reasons that Dwarves will involve themselves in Human affairs.

Rare Coinage

There are several types of higher values coins one can substitute in for silver pennies in addition to the gold crown. Other rare coins are a one-pound bar of silver called the mark, worth 240d, and a gold penny worth 20d. In the Majestic Fantasy Realms, the mark is use as a high value currency among the Viking cultures, while gold pennies are used by the Elves and are common in lands dominated by Elven culture.

Base Coin

1d = 1 silver penny = 1 dram (250 per pound)

Coinage Table

Coin	Abbr.	Value	# per lb.	Size
Copper Farthing	f	¼d	250	US Dime
Silver Penny	d	1d	250	US Dime
Gold Crown	crown	320d	16	US Half-Dollar
Gold Penny	gp	20d	250	US Dime
Silver Mark	mark	240d	1	A bar 2.5"×1"×1"

Jewelry

Jewelry comes in different types like rings, necklaces, and bracelets. They also are made out of a variety of semi-precious and precious materials like bone, silver, and gold. Sometimes they are embellished with gems or have intricate engravings.

The following are two tables with various examples of common and uncommon jewelry you can use as treasure along with their value.

Common Jewelry

Roll	Type
1	Copper necklace with carnelian gem (36d)
2	Brass brooch (1d)
3	Brass ring with engravings (1d)
4	Bronze necklace (10d)
5	Glass ring with carvings(1d)
6	Copper earring with carvings (1d)
7	Glass brooch with inlays of writing (2d)
8	Bone necklace with onyx gem (28d)
9	Copper bracelet (8d)
10	Glass pendent (2d)

Uncommon Jewelry

| Roll	Type
1	Copper necklace with carnelian gem (36d)
2	Brass brooch (1d)
3	Brass ring with engravings (1d)
4	Bronze necklace (10d)
5	Glass ring with carvings(1d)
6	Copper earring with carvings (1d)
7	Glass brooch with inlays of writing (2d)
8	Bone necklace with onyx gem (28d)
9	Copper bracelet (8d)
10	Glass pendent (2d)
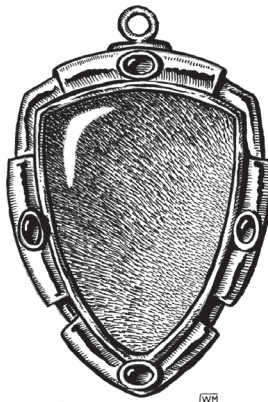
Gems

Certain minerals are prized for their beauty and rarity. They are often incorporated into jewelry. Jewelers have developed various tests to tell the different types of gems apart; the most important is a scratch test where the gem is used to try to scratch different substances of a known hardness. This is particularly useful when trying to distinguish between the different crystalline gems.

Common Gemstones

Roll	Type	Value
1	Agate	5d
2	Glass	1d
3	Quartz (rock crystal)	5d
4	Turquoise	5d
5	Jasper	25d
6	Onyx	25d

Uncommon Gemstones

Roll	Type	Value
1	Amber	50d
2	Coral	50d
3	Garnet	50d
4	Jade	50d
5	Opal	250d
6	Pearl	250d
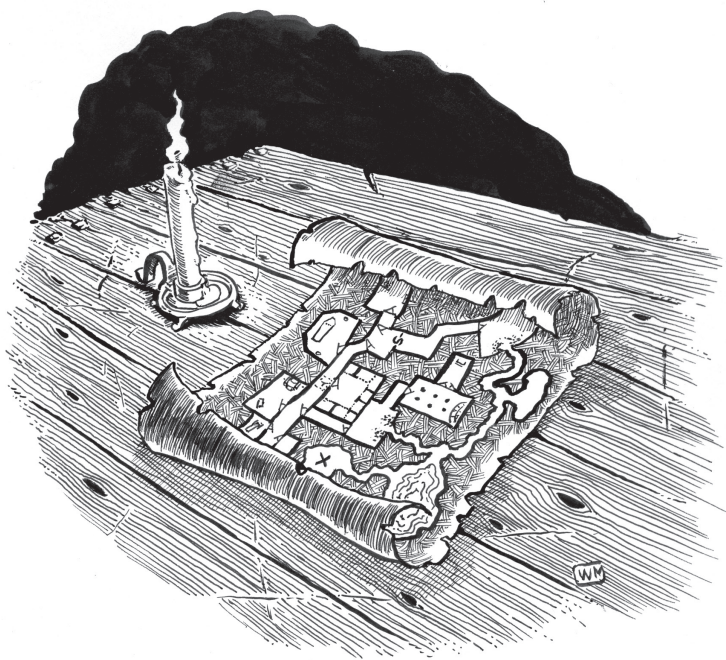
Gem Types

Agate   **5d**
A translucent gemstone with a waxy appearance. It can be white, grey, light blue, orange, red, or black. It is noted for wavy grains of different shades of the base color and can be carved into a variety of shapes. It is very similar to onyx except for the shape of the grain pattern.

Amber   **50d**
Fossilized tree resin that is a transparent, deep golden yellow. Can be shaped and polished, but not faceted.

Amethyst   **50d**
A transparent purple crystalline gemstone. Can be cut into a variety of polished, faceted shapes.

Coral   **50d**
The skeleton of a marine coral that is usually some shade of pink to red. Can be shaped and polished into an opaque gem, but not faceted.

Glass   **1d**
Ordinary glass with a polished, faceted shape.

Garnet   **50d**
A transparent, crystalline gemstone found in nearly all colors except for blue. Can be cut into a variety of polished, faceted shapes.

Jade   **50d**
A translucent mineral that can be carved into a variety of shapes. Its green color ranges from a whitish green to a deep almost black green.

Jasper   **25d**
An opaque material that can be carved into a variety of polished shapes. It can be red, yellow, brown, or green, and has a mottled appearance of different shades of the base color.

Onyx   **25d**
A translucent gemstone with a waxy appearance. It can be white, grey, light blue, orange, red, or black. It is noted for parallel grains of different shades of the base color and can be carved into a variety of shapes. It is very similar to agate except for the shape of the grain pattern.

Opal   **250d**
An opaque gemstone colored black, white, or orange. This gem has iridescent flecks and can be carved into a variety of polished shapes.

Pearl   **50d**
An opaque white round gemstone with an iridescent sheen. It can be carved into a variety of small shapes or cut into thin strips to be used as an inlay.

Quartz   **5d**
(Rock Crystal)
A common crystal that is transparent and found in a variety of colors. It often has minute inclusions (details inside the gem) and imperfections. It can be cut into a variety of polished faceted shapes.

Magic Weapons

The following lists several types of magical weapons.

Random Sword Type (1d6)

Roll	Type
1-2	Shortsword
3-5	Broadsword
6	Greatsword

+1 Sword

Effect

Adds 1 to the attacker's to-hit roll and damage roll with this sword.

Costs

Creation: 300d; Sale: 600d

+1 Sword, +2 vs Lycanthropes

Effect

Adds 1 to the attacker's to-hit roll and damage roll with this sword.
Adds an additional +1 to the attacker's damage roll (for a total of +2 damage) when used against Lycanthropes.

Costs

Creation: 400d; Sale: 800d

+1 Sword, +2 vs Magic-Users

Effect

Adds 1 to the attacker's to-hit roll and damage roll with this sword.
Adds an additional 1 to the attacker's damage roll (for a total of +2 damage) when used against Magic-Users.

Costs

Creation: 400d; Sale: 800d

+1 Sword, +3 vs Undead

Effect

Adds 1 to the attacker's to-hit roll and damage roll with this sword.
Adds an additional 2 to the attacker's damage roll (for a total of +3 damage) when used against Undead.

Costs

Creation: 600d; Sale: 1,200d

+1 Sword, +3 vs Dragons

Effect

Adds 1 to the attacker's to-hit roll and damage roll with this sword.
Adds an additional 2 to the attacker's damage roll (for a total of +3 damage) when used against Dragons.

Costs

Creation: 600d; Sale: 1,200d

+1 Sword with Light

Effect

Adds 1 to the attacker's to-hit roll and damage roll with this sword.

The sword emits bright sunlight in a 15-foot radius, with dim light and shadows out to 25 feet.

Costs

Creation: 350d; Sale: 700d

+2 Sword

Effect

Adds 2 to the attackers to-hit roll and damage roll with this sword.

Costs

Creation: 1,000d; Sale: 2,000d

-1 Cursed Sword

Effect

Subtracts 1 from the attacker's to-hit roll and damage roll with this sword.

Will teleport into the wielder's hand from any distance once combat ensues. This effect will start when the cursed weapon is first picked up by the wielder and ends either with the use of a Remove Curse spell or if the wielder dies.

Costs

Creation: 300d; Sale: 600d

+1 Arrow/Bolt (×10)

Effect

Adds 1 to the attacker's to-hit roll and damage roll when using this arrow or bolt in a bow.

Costs

Creation: 500d; Sale: 1,000d

+1 Throwing Axe

Effect

Adds 1 to the attacker's to-hit roll and damage roll with this throwing axe.
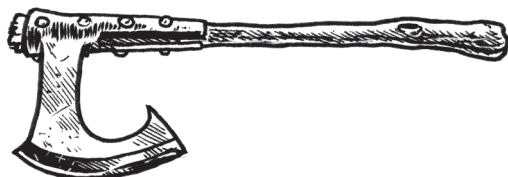
Costs

Creation: 300d; Sale: 600d

+1 Battle Axe

Effect

Adds 1 to the attacker's to-hit roll and damage roll with this battle axe.

Costs

Creation: 300d; Sale: 600d

+1 Dagger

Effect

Adds 1 to the attacker's to-hit roll and damage roll with this dagger.

Costs

Creation: 300d; Sale: 600d

+1 Mace

Effect

Adds 1 to the attacker's to-hit roll and damage roll with this mace.

Costs

Creation: 300d; Sale: 600d

Magic Armor

Any of the armor found in the list of equipment can be enchanted with improved protection.

Random Armor Type (1d6)

Roll	Type
1	Leather
2	Ring
3-4	Mail
5-6	Plate

+1 Protection (Armor)

Effect

Adds 1 to the Armor Class value of the armor.
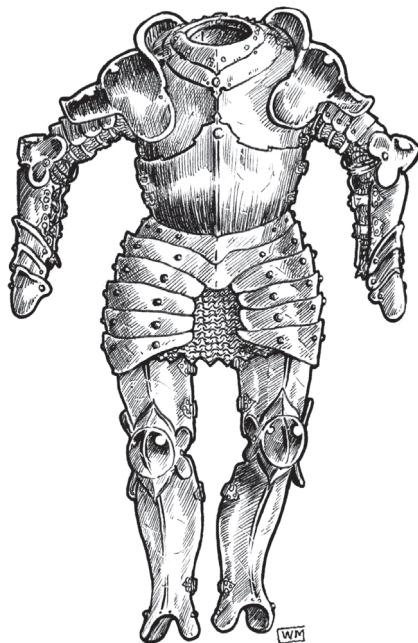
Costs

Creation: 500d; Sale: 1,000d

Cursed Plate Armor

Effect

The wearer's Armor Class becomes AC 9[10]. This armor cannot be taken off until the wearer dies or a Remove Curse spell is cast on it.

Costs

Creation: 200d; Sale: 400d

Random Shield Type (1d6)

Roll	Type
1-2	Buckler
3-6	Medium

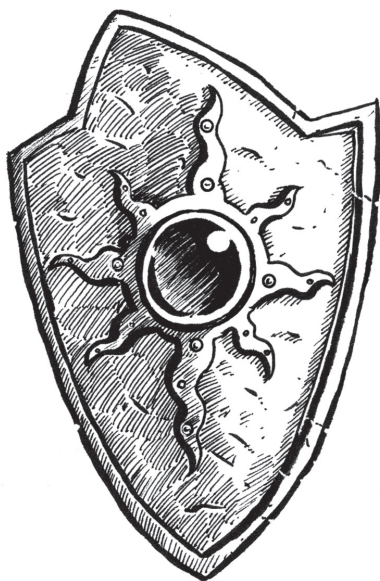**+1 Protection (Shield)**

Effect

Adds 1 to the Armor Class bonus of the shield.

Costs

Creation: 250d; Sale: 500d

Potions

Potions are strange magical brews filling dusty, stoppered bottles, often found in forgotten corners or in forbidden places. Time has often worn away any markings that once identified the contents of these mysterious mixtures—if the maker even chose to label them in the first place. The consequences of drinking a potion can be varied: some of these can produce wondrously useful effects, but others might be deadly poisons!

Potions are usable by all character classes.

Potion of Diminution

Duration: 2d6 hours

Effect

This potion causes the drinker to shrink down to six inches tall for 2d6 hours. Taking smaller doses of the potion results in less of a reduction in size.

Costs

Creation: 300d; Sale: 600d

Potion of Gaseous Form

Duration: 1d6 + 6 turns

Effect

The drinker's body turns to a mist, allowing access to any place that is not airtight. Equipment is left behind; only the body becomes gaseous.

Costs

Creation: 300d; Sale: 600d

Potion of Growth

Duration: 1d6 + 6 turns

Effect

The drinker grows up to five times their normal height.

Costs

Creation: 250d; Sale: 500d

Potion of Healing

Duration: Instant

Effect

This potion cures 1d8+1 hit points of damage.

Costs

Creation: 200d; Sale: 400d

Potion of Invisibility

Duration: Special

Effect

The drinker of this potion becomes invisible to both normal sight and darkvision. Being invisible grants advantage on stealth checks. If others perceive the presence of an invisible creature, they roll at a disadvantage to hit the invisible creature if they attack. If an invisible creature makes an attack, the potion ends. Otherwise, it lasts until dispelled or voluntarily dropped by the drinker.

Costs

Creation: 250d; Sale: 500d

Potion of Levitation

Duration: 1d6 turns

Effect

This potion allows the drinker to levitate themself, moving vertically up or down 100 feet per turn, 10 feet per minute, or 1 foot per combat round. There is no lateral movement, but the imbiber can drag themself along with anything they can grab like a wall or rope. The maximum change in altitude is limited to 120 feet.

Costs

Creation: 250d; Sale: 500d
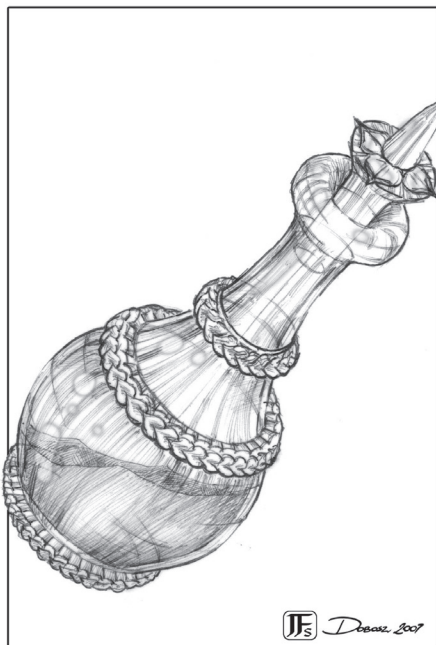
Scrolls

Scrolls allow a spellcaster to cast the inscribed spell as an action. The caster can use any scroll as long as the inscribed spell's level is equal to or lower than the highest spell level the caster can memorize. Once cast, the spell dissipates from the scroll, leaving a blank sheet of papyrus, parchment, or vellum. Use the random spell determination tables to generate the contents of a scroll.

Scroll, Magical
Creation: 100d per spell level inscribed; Sale: 200d per spell level

Protection Scrolls

These scrolls can be used by any character class.

Scroll of Protection from Lycanthropes
Duration: 1 hour
Effect
Everyone within 10 feet of the reader is protected from the attacks of any lycanthrope.
Costs
Creation: 1,000d; Sale: 2,000d

Scroll of Protection from Undead
Duration: 1 hour.
Effect
Everyone within 10 feet of the reader is protected from the attacks of undead. This affects up to 36 HD worth of undead. Roll 6d6 for the number of HD affected. Lowest HD undead are affected first.
Costs
Creation: 1,000d; Sale: 2,000d

Cursed Scrolls

Cursed scrolls can inflict curses ranging from the amusing to the annoying to the unbelievably catastrophic. The referee is encouraged to invent interesting curses that might be written on scrolls, in addition to the possibilities shown on the table. A successful saving throw will allow the reader to avoid the curse. Most curses can be removed with a Remove Curse spell.

Cursed Scroll
Effect
See Curse Scroll Table on the next page.
Costs
Creation: 2,000d; Sale: 4,000d

Cursed Scroll Table

Roll	Nature of the Curse
1	**Blindness** (3d6 turns)
2	**Causes an aversion**. The character gains a strong aversion to (roll 1d6): (1) Swords, (2) Spiders, (3) Armor, (4) Spell casting, (5) Bathing, (6) Being underground.
3	**Confusion**. Character acts randomly.
4	**Despondency** (1d6 days' duration). The character will refuse to go anywhere, as there is simply no point to it.
5	**Dimensional Vortex**. The character is physically sucked up into the scroll, appearing as a new word on the page until rescued by a Remove Curse spell.
6	**Hallucinations** (3d6 turns). The exact nature of the hallucinations varies, but in general, the character will either begin casting spells and/or attacking nearby people, or will remain fascinated by the colors, unwilling to move.
7	**Instant Death**
8	**Levitation**. The character levitates one inch off the ground, and cannot get back down.
9	**Lose Experience**. Deduct 1d10 ×100 xp from character.
10	**Ability Loss**. Deduct -1 off of a randomly determined ability score.
11	**Adhesive**. The scroll is magically adhesive and becomes permanently stuck to the character's hands or body.
12	**Obedience** (3d6 turns). The character does what anyone suggests.
13	**Paralysis** (3d6 turns)
14	**Mass Paralysis**. Everyone in a 20-foot radius except the reader of the scroll must make a saving throw or be paralyzed for 3d6 turns. The reader of the scroll is unaffected.
15	**Permanent diminution in size**. Some of these reduce the reader to half size (50%), and some reduce the reader to 6 inches tall.
16	**Polymorph**. Roll 1d6. The character turns into (1) a pig, (2) a mouse, (3) a flamingo, (4) a talking parrot, (5) a dog, (6) a water buffalo.
17	**Sleep** (until curse is removed). In some cases, magical sleep can be broken by a kiss. Otherwise, the curse can only be removed by dispel magic.
18	**Smell**. The character smells foul for 1d8 days.
19	**Petrify**. Turned to stone.
20	**Uncontrollable sneezing** (3d6 turns). The reader is likely to attract wandering monsters, especially those that prey upon the weak.

Charms

The simplest of magic items to make, charms are similar to scrolls and wands in that they are used to cast a spell stored within them. Unlike scrolls the charm are rechargeable. Charms, unlike scrolls, can be used by any class. Use the random spell determination tables to determine the spell that is stored in a charm.
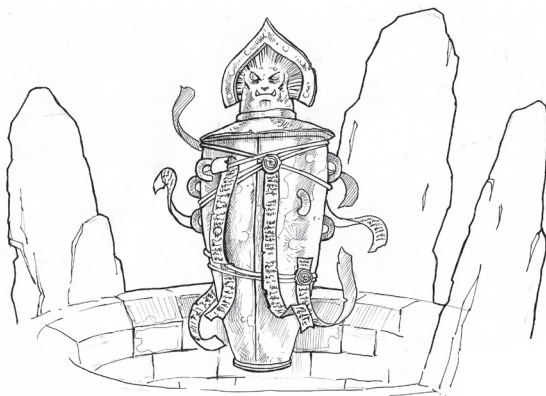
Charm, Magical

Creation: 200d per spell level stored; Sale: 400d per spell level;

Recharge: 50d per spell level stored; Sale: 100d per spell level;

Dunbury -Dunshire
1103 - Halflings - Southlands

Lord Alazar's Tomb
The Elf Lord's Temple Ruins - The Pallid Woods
near the City State of Eastgate

Rings

Rings are the most common type of jewelry to be enchanted as a magic item. One magical ring can be worn on each hand.

Ring of Fire Resistance
Effect
This grants the wearer advantage on any saving throw involving fire. The wearer is immune to normal fire.
Costs
Creation: 1,000d; Sale: 2,000d.

Ring of Invisibility
Effect
The wearer becomes invisible to both normal sight and darkvision. Being invisible grants advantage on stealth checks. If others perceive the presence of an invisible creature, they roll at a disadvantage to hit the invisible creature if they attack. If an invisible creature makes an attack, the potion ends. Otherwise, it lasts until dispelled or voluntarily dropped by the wearer of the ring.
Costs
Creation: 2,000d; Sale: 4,000d.

Ring of Mammal Control
Effect
As an action, the wearer can control mammals within 60 feet. This does not work on people.
Costs
Creation: 1,000d; Sale: 2,000d

Ring of Poison Resistance
Effect
This ring grants the wearer advantage on all saving throws made against poison.
Costs
Creation: 1,500d; Sale: 3,000d

Ring of Protection +1
Effect
Adds 1 to the wearer's Armor Class and 1 to all saving throws made by the wearer. A character can only benefit from one Ring of Protection at a time.
Costs
Creation: 1,500d; Sale: 3,000d

Wands

Wand magic is a development of rune magic and charms. Wands combine the two forms of magic to make an item that more capable of storing spells. Once crafted, wands may be recharged by simply casting the spell into them. This can be done using a memorized spell, viz, or using a spell cast by ritual. Each spell cast of the same type will restore one charge. Use the random spell determination tables to determine the spell that is stored in a wand.

Wand, 2 charges
Effect
A spell is bound within the wand and can be cast up to 2 times. After two uses, the wand can be recharged by casting that spell into the wand a number of times equal to the charges it can hold.
Costs
Creation: 500d per spell level (max 4th); Sale: 1,000d per spell level (max 4th)

Wand, 5 charges
Effect
A spell is bound within the wand and can be cast up to 5 times. After two uses, the wand can be recharged by casting that spell into the wand a number of times equal to the charges it can hold.
Costs
Creation: 1,000d per spell level (max 4th); Sale: 2,000d per spell level (max 4th)

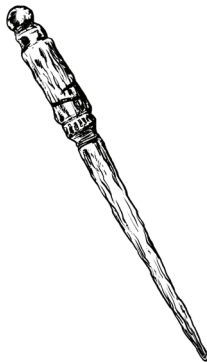| Wand, 10 charges |
| --- |
| **Effect** |
| A spell is bound within the wand and can be cast up to 10 times. After two uses, the wand can be recharged by casting that spell into the wand a number of times equal to the charges it can hold. |
| **Costs** |
| Creation: 2,000d per spell level (max 4th); Sale: 4,000d per spell level (max 4th) |

Wand of Detect Evil

Effect

The wielder of the wand can use an action to detect the following dangers: hostile sentient beings, hostile monsters, and enchantments/auras that causes damage or some type of harm. It does not detect traps, poisons, and other mundane dangers.

Costs

Creation: 1,500d; Sale: 3,000d

Wand of Detect Magic

Effect

The wielder of the wand can detect the presence of a spell, enchantment, or magic within 20 feet. This includes people under the effect of an ongoing spell as well as magical items. After one minute of examination and a successful Thaumatology Roll of 15 or better, the caster can figure out the exact nature of the magic involved, such as the properties of a magic item, or the fact the spell on an individual is Charm Person.

Costs

Creation: 1,500d; Sale: 3,000d

Wand of Paralyzing

Duration: Permanent until all charges are used.

Effect

The wielder of this wand can cast a cone of paralysis that expands out 60 feet long to a base 30 feet across at the wide end. Creatures in the cone are paralyzed for 3d6 turns if they fail their saving throw. The wand holds 25 charges, and cannot be recharged.

Costs

Creation: 2,000d; Sale: 4,000d

Miscellaneous Magic Items

A variety of objects can be infused with magic through laborious rituals to produce a magic item that can be used by any class.
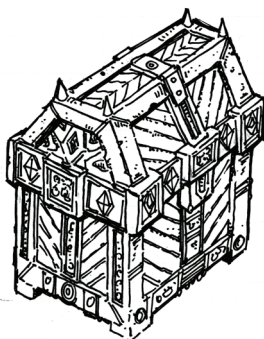
Arcane Coffer
Effect
A small chest crafted with sigils and runes carved on the outside. This allows viz to be stored indefinitely without dissipating at the next sunrise. An Arcane Coffer can store up to 100 viz and weighs 10 pounds. Inside are small slots and drawers to secure the individual items of viz.
Costs
Creation: 1,000d; Sale: 2,000d

Arrow of Direction
Effect
As an action, this arrow can be tossed into the air where it will hover three feet off the ground pointing in the direction requested by the thrower. This direction can be any point on a sphere surrounding the arrow including up and down. This can be used once per day and will stay in place for a maximum of 1 hour before falling to the ground.
Costs
Creation: 600d; Sale: 1,200d

Bag of Holding
Effect
This bag is larger on the inside than it is outside. Outside, it is the size of a large sack; inside, it opens to a space that is 10 feet by 5 feet by 3 feet. The bag can hold up to 100 lbs. of items, but the bag itself will only weigh 50 lbs. If placed inside a Portable Hole, a Bag of Devouring, or another Bag of Holding, both items will rupture and explode, their items lost in a rip in the fabric of time and space. The explosion does 10d6 damage to everybody within 20 feet.
Costs
Creation: 5,000d; Sale: 10,000d

Boots of Elvenkind
Effect
The wearer of the boots moves with complete silence if they try to stealth. Wearing the boots while running or doing normal movement will cause anybody trying to listen for enemies to have disadvantage on their Perception check.
Costs
Creation: 1,000d; Sale: 2,000d.

Bracers of Defense AC 6[13]

Effect

The wearer's base armor is now 6[13]. If the wearer of the bracers is wearing armor, take the better of the two.

Costs

Creation: 1,500d; Sale: 3,000d

Cloak of Elvenkind

Effect

Anybody trying to spot the wearer of this cloak will have disadvantage on their Perception check.
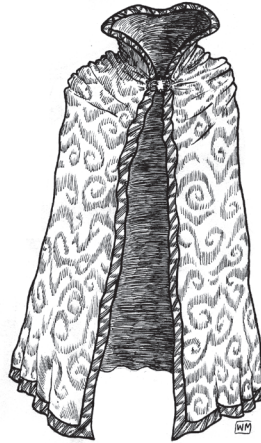
Costs

Creation: 1,000d; Sale: 2,000d

Cloak of Protection +1

Effect

The wearer gains a +1 bonus to Armor Class.

Costs

Creation: 1,000d; Sale: 2,000d

Crystal Ball

Effect

The Crystal Ball will allow the user to see what happening in any location the character desires to see. The distance is effectively unlimited. If used more than three times a day, the user needs to make a saving throw or suffers a bout of insanity for 1d6 days. Scryguard and other magic that protects against scrying will prevent the user of a Crystal Ball from seeing a location.

Costs

Creation: 2,000d; Sale: 4,000d
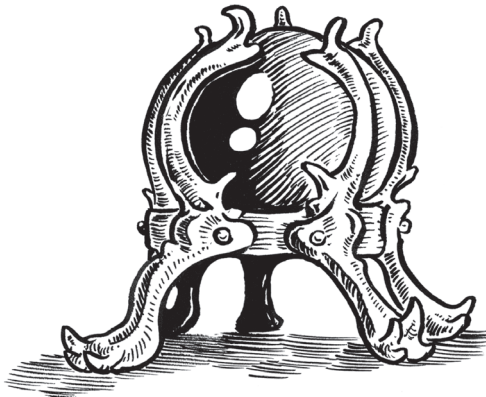
Dust of Appearance

Effect

A pinch of dust from this bag can be thrown in the air to make completely visible any invisible or ethereal thing in a 100-foot radius. Roll 1d3×10 for the number of pinches of dust in the bag.

Costs

Creation: 1,000d per bag; Sale: 2,000d per bag

Dust of Disappearance

Effect

A pinch of dust from this pouch can be thrown in the air to make everybody in a 10-foot radius invisible for 5d6 turns. Roll 1d3×10 for the number of pinches of dust in the bag.

Those affected become invisible to both normal sight and darkvision. Being invisible grants advantage on Stealth checks. If others perceive the presence of an invisible creature, the attack roll against the invisible creature is at disadvantage. If an invisible creature makes an attack, the effect ends. Otherwise, it lasts until dispelled or voluntarily ended by the affected person brushing off the dust.

Costs

Creation: 2,000d per bag; Sale: 4,000d per bag

Figurine of the Onyx Dog

Duration: 12 charges

Effect

This stone figure transforms into a hound of stone when the command word is spoken. It will seek without stopping whatever the owner tells it to find until it is killed or it succeeds. The stone hound has a keen sense of smell that allows it to detect creatures or objects that are invisible or hidden 75% of the time. If the onyx dog reverts back to a figure due to death or command, it can't be activated until a week has passed.

Costs

Creation: 1,000d; Sale: 2,000d

Onyx Dog

Init +1; AC 7[12]; HD 2+2; HP 10; Save 16

Move 180'; CL/XP 2/30

Attacks (×1)

Bite: HTB +2, DMG 1d4+1

Special

Keen Senses: If it rolls a 6 or higher on a d20, the Onyx Dog can sense invisible or hidden creatures or objects.

Harvest

Onyx Shards 100d

Gauntlets of Dexterity

Effect

These gauntlets give the wearer +2 to their Dexterity attribute.
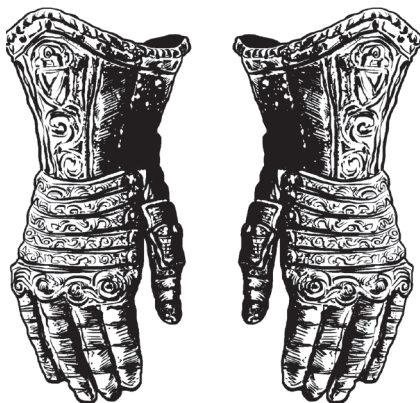
Costs

Creation: 1,000d; Sale: 2,000d

Gauntlets of Ogre Power

Effect

These gauntlets cause the wearer's Strength damage bonus to increase to +6. This replaces the wearer's natural Strength damage bonus. The wearer also gains advantage on all Athletics checks and adds +6 to the roll instead of their normal Strength bonus.

Costs

Creation: 1,500d; Sale: 3,000d

Gauntlets of Swimming and Climbing

Effect

These gauntlets give the wearer advantage to all climbing checks and all Athletics checks involving swimming. The wearer now has a swimming movement rate of 180 feet. The wearer has a chance to climb any vertical surface without falling. Roll a d20. On a roll of anything but a 1, the wearer succeeds at climbing ten feet.
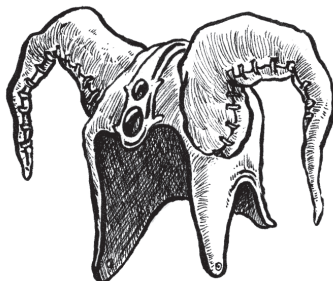
Costs

Creation: 1,000d; Sale: 2,000d

Helm of Reading Magic and Languages

Effect

The wearer of the helm can read all languages including magic script and scrolls.

Costs

Creation: 1,000d; Sale: 2,000d

Medallion of Detect Thoughts, 30 ft.

Effect

This medallion allows the wearer to detect the thoughts of other beings within 30 feet. The effect is blocked by 2 feet of solid stone or a thin sheet of lead.

Costs

Creation: 1,500d; Sale: 3,000d

Necklace of Fire with 3 Baubles

Effect

This necklace is hung with 3 small baubles. When thrown, the baubles explode in a ball of fire with a 20-foot radius that does 6d6 damage to anybody inside. Half damage is taken if a saving throw is made. The baubles can be thrown out to a range of 60 feet with accuracy. A max range of 120 feet is possible, but the character has to roll to hit AC 15. For each point below 15, the bauble misses by 5 feet. If the bauble misses, roll 1d8 to see in which compass direction the bauble moves. On a 1, it moves towards the thrower; on a 5, it moves directly away from the thrower.

Costs

Creation: 1,500d; Sale: 3,000d

Rope of Climbing

Effect

This is a 50-foot length of silk rope that can magically move up, down, or sideways when commanded. It also has the ability to tie and untie itself when commanded.

Costs

Creation: 1,500d; Sale: 3,000d
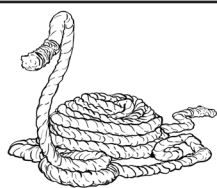
Rope of Entanglement

Effect

At first glance, this appears to be a simple, coiled length of rope. However, when commanded, it will unravel and extend itself to encompass up to 2d4+1 humanoids or smaller. If the victim fails their save, they are immobilized as if they are tied up. Other can attempt to hit the rope to free the victims. To hit the rope, the attacker needs a natural 20 on the attack roll. The rope will take 20 points of damage before being destroyed.

Costs

Creation: 1,500d; Sale: 3,000d

| **Spade of Excavation** |
| **Effect** |
| This magical spade can dig by itself when commanded. It will shovel out one cubic yard (27 cubic feet) per ten minutes. |
| **Costs** |
| Creation: 1,000d; Sale: 2,000d |

Cursed Items

Magic items can be created with deliberately malignant effects.

| **Bag of Devouring** |
| **Effect** |
| This bag is larger on the inside than it is outside. Outside, it is the size of a large sack; inside, it opens to a space that is 10 feet by 5 feet by 3 feet. The bag can hold up to 100 lbs. of items, but the bag itself will only weigh 50 lbs. Any items placed inside will fall into a rift in time and space and be lost forever within 1d4+1 hours. If placed inside a Portable Hole, Bag of Holding, or another Bag of Devouring, both items will rupture and explode. Any remaining items inside are lost in a rip in the fabric of time and space. The explosion does 10d6 damage to everybody within 20 feet. |
| **Costs** |
| Creation: 500d; Sale: 1,000d |

Viz   **200d/ea.**   **0.1/lb.**

Viz is a magical substance that takes many forms, from a flask of pure spring water to a newly blooming flower or an iridescent rock. What all these items have in common is they are infused with pure magic. Viz can be used in the casting of spells or the creation of magic items.

Viz allows a Magic-User to cast spells without losing them from memory. The viz is consumed in the process. A first level spell consumes one viz, a second level spell consumes two, a third level spell consumes three, and so on.

Viz is ephemeral and lasts only until the next sunrise unless it is contained in an Arcane Coffer. A Magic-User or Cleric can also use their knowledge of magic to maintain a cache of viz equal to half of their level rounded down plus the Magic-User's Intelligence bonus or the Cleric's Wisdom bonus.

One viz is worth 100d towards the creation of a magic item. The referee can use viz as treasure usable towards the creation of a magic item in place of giving out more coin.

Random Treasure Hoards
This section is designed to allow you to roll a hoard of treasure appropriate for the difficulty of an encounter or locale.

The first step is to add up the total experience point value of all the inhabitants. Next, use the following formula to compute the value of the treasure hoard. Then distribute the hoard throughout the locale in a way that makes sense.

Total value in silver pennies = total XP value × 1d3+1.

Treasure Hoard Values by Challenge Level

CL	XP	Min Hoard	Max Hoard
A (1d4 HP)	5	10d	20d
B (1d6 HP)	10	20d	40d
1	15	30d	60d
2	30	60d	120d
3	60	120d	240d
4	120	240d	480d
5	240	480d	800d
6	400	800d	1,200d
7	600	1,200d	1,600d
8	800	1,600d	2,200d
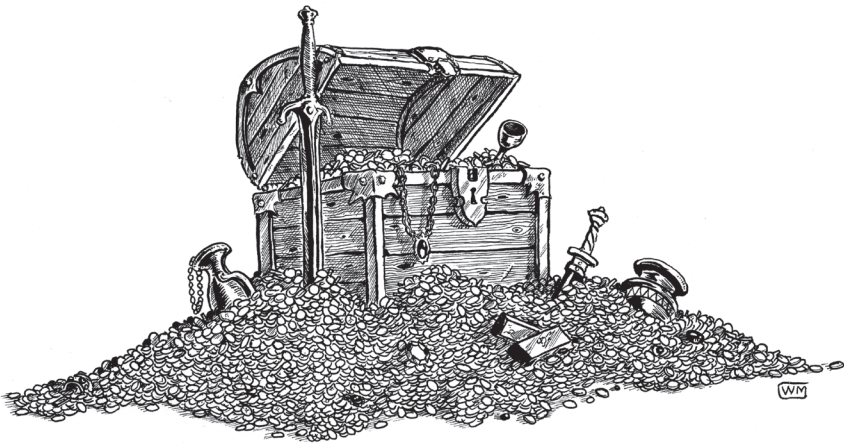
Treasure Assortments
The following are a series of tables with pre-generated hoards of treasures in 100d, 200d, 500d, 1,000d, and 2,500d increments. Pick the one closest to the value you want to generate and roll 1d20. Then look over the items and swap anything you don't like with another piece of treasure.

A hoard can consist of coins, gems, jewelry, rings, scrolls, charms, wands, and other miscellaneous magic items.

100d Treasure Assortment

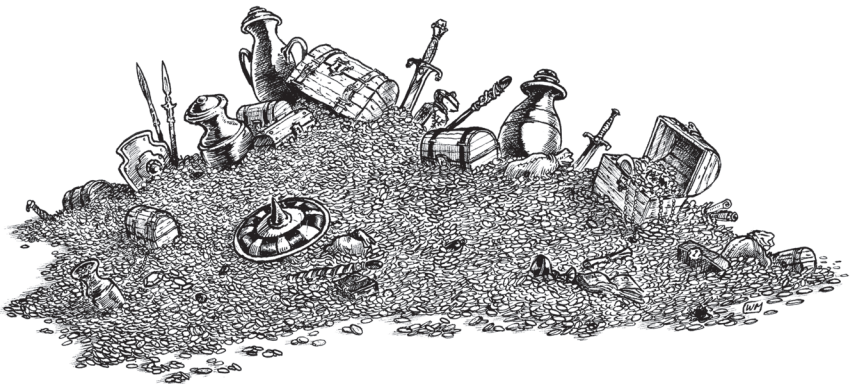| Roll	Treasure
1	87d
2	47d, 1 viz (Human Blood)
3	1 gp (20d), 97d
4	Potion of Growth, 19d
5	120d
6	84d
7	Scroll of Magic Missile, 27d
8	76d
9	Potion of Healing, 28d
10	Potion of Levitation, 17d
11	173d
12	131d
13	Brass ring with engravings (1d), 24d, 1 viz (Rose Flower Petals)
14	Scroll of *Magic Missile*, 28d
15	74d
16	2 gp (40d), 90d
17	Scroll of *Protection from Evil*, 15d
18	Scroll of *Magic Missile*, 33d
19	+1 Greatsword, 15d
20	Potion of Levitation, 26d

200d Treasure Assortment

Roll	Treasure
1	+1 Battle Axe, 222d
2	+1 Large Dagger, 121d
3	Glass brooch with script inlays (2d), 285d
4	Scroll of *Read Magic*, 131d
5	+1 Medium Shield, 5d, 2 viz (Morning Dew, Sprig of Mistletoe)
6	Potion of Growth, 138d
7	347d
8	Glass brooch with script inlays (2d), 150d
9	+1 Broadsword, Potion of Growth, 32d
10	340d
11	2 bolts with +1 damage only, 73d
12	+1 Battle Axe, 215d
13	+1 Large Dagger, Scroll of *Command*, 49d
14	Jasper gem (25d), 243d
15	284d
16	Potion of Gaseous Form, 138d
17	251d
18	Potion of Levitation, 105d
19	Charm of *Charm Person*, 11d, 1 viz (Maiden's Lock of Hair)
20	+1 Medium Shield, 178d

500d Treasure Assortment

| Roll	Treasure
1	4 Bolts with +1 damage only, Potion of Invisibility, Potion of Levitation, Brass Brooch (1d), 167d
2	+1 Broadsword, +1 Small Dagger, 517d
3	6 Arrows with +1 damage only, +1 Buckler, 177d, 1 viz (Clear Quartz)
4	1 Bolt with +1 damage only, Charm of *Sleep*, 253d
5	+1 Buckler, Scroll of *Command*, Potion of Levitation, 328d
6	+1 Medium Shield, onyx gem (25d), 236d
7	Glass brooch with script inlays (2d), 1 mark (240d), 349d
8	2 Arrows with +1 damage only, Potion of Growth, Potion of Diminution, 249d
9	2 Arrows with +1 damage only, +1 Battle Axe, Scroll of *Detect Evil*, 227d
10	Scroll of *Command*, Scroll of *Protection from Evil*, Glass ring with carvings (1d), 7 gp (140d), 215d
11	5 Bolts with +1 damage only, Brass ring with engravings (1d), 448d
12	Brass ring with engravings (1d), 1 mark (240d), 229d
13	2 Potions of Healing, 422d
14	+1 Small Dagger, Scroll of *Magic Missile*, Potion of Growth, 197d
15	Potion of Diminution, 423d, 2 viz (vial of Pure Spring Water, vial of A Newborn's Breath)
16	+1 Broadsword, Charm of *Purify Food and Drink*, Scroll of *Magic Missile*, 282d
17	Glass ring with carvings (1d), agate gem (5d), jasper gem (25d), 435d
18	Potion of Healing, Potion of Growth, 233d
19	Scroll of *Command*, Scroll of *Magic Missile*, Potion of Invisibility, brass brooch (1d), 274d
20	Potion of Invisibility, onyx gem (25d), 464d

1,000d Treasure Assortment

| Roll	Treasure
1	6 gp (120d), 1,373d
2	1 crown (320d), 1,143d
3	+1 Mace, 1 crown (320d), 1,008d
4	1 crown (320d), 467d
5	Charm of *Shield*, Potion of Invisibility, 33d
6	Scroll of *Sleep*, Potion of *Healing*, Potion of Growth, Potion of Gaseous Form, 20d
7	1 mark (240d), 820d
8	Scroll of *Protection from Evil*, Scroll of *Detect Magic*, Scroll of *Detect Evil*, Potion of Growth, Potion of Levitation, 1 mark (240d), 247d
9	Ring of Fire Resistance, 55d, 1 viz (Scarred Wyvern Claw)
10	7 gp (140d), 825d
11	Potion of Healing, Potion of Levitation, Potion of Levitation, 168d
12	Scroll of *Command*, 1 mark (240d), 813d
13	1 crown (320d), 1,098d
14	4 Bolts with +1 damage only, Potion of Levitation, Potion of Growth, Potion of Healing, 18d
15	+1 Shortsword, Potion of Levitation, Potion of Gaseous Form, Potion of Growth, 22d
16	Cloak of Protection +1, Scroll of *Charm Person*, 14d
17	1 crown (320d), 957d
18	Potion of Levitation, silver bracelet (120d), 1 crown (320d), 460d
19	Scroll of *Light*, Gem (10d), 1 mark (240d), 580d, 2 viz (Dead Man's Finger, Dryad Leaf)
20	1 crown (320d), 1,097d

2,500d Treasure Assortment

Roll	Treasure
1	Scroll of *Magic Missile*, Potion of Invisibility, Potion of Diminution, silver brooch with amethyst gem (58d), 1 crown (320d), 2,763d
2	+1 Mail Armor, Ring of Invisibility, +1 Medium Shield, Charm of *Cure Light Wounds*, Potion of Growth, 232d
3	2 Arrows with +1 damage only, silver necklace (180d), glass pendent (2d), 3 marks (720d), 1,283d
4	Scroll of *Magic Missile*, Scroll of *Sleep*, silver bracelet with engravings (80d), 37 gp (740d), 2,174d
5	+1 Mail Armor, Scroll of *Detect Evil*, 2 Potions of Invisibility, Potion of Levitation, Potion of Diminution, 347d
6	Crystal Ball, Charm of *Cure Light Wounds*, 500d
7	+1 Battle Axe, Scroll of *Magic Missile*, Potion of *Gaseous Form*, onyx gem (25d), 1 crown (320d), 1,756d
8	+2 Broadsword, Charm of *Magic Missile*, copper necklace with carnelian gem (36d), 1 crown (320d), 862d
9	6 Bolts with +1 damage only, Scroll of *Purify Food and Drink*, Charm of *Shield*, Charm of *Command*, 1 crown (320d), 920d
10	Scroll of *Create Scroll*, Scroll of *Magic Missile*, 2 crowns (640d), 1,054d, 7 viz (Phase Spider Web, Mountain Moss, 5 Unicorn Horns)
11	Boots of Elvenkind, 1 Arrow with +1 damage only, gem (10d), 1 mark (240d), 1,202d
12	Scroll of *Detect Invisibility*, Charm of *Light*, copper necklace with carnelian gem (36d), jasper gem (25d), 1 crown (320d), 1,632d
13	+1 Greatsword +2 vs Magic-Users, Charm of *Magic Missile*, 1 crown (320d), 586d
14	+1 Mail Armor, Potion of Growth, Potion of Healing, 1 crown (320d), 796d
15	Scroll of *Sleep*, Charm of *Magic Missile*, Potion of Growth, 1 crown (320d), 1,830d
16	2 Arrows with +1 damage only, Potion of Invisibility, Potion of Growth, Potion of Healing, Potion of Invisibility, Potion of Levitation, 1 mark (240d), 1,269d
17	4 Arrows with +1 damage only, Potion of Invisibility, Potion of Levitation, Potion of Levitation, Potion of Diminution, 1 crown (320d), 1,197d, 1 viz (Hell Hound Fang)
18	Charm of *Protection from Evil*, Potion of Gaseous Form, 1 crown (320d), 1,983d
19	+1 Medium Shield, Potion of Gaseous Form, Potion of Levitation, Potion of Growth, Potion of Gaseous Form, 1 mark (240d), 1,011d
20	+1 Shortsword, Scroll of *Light*, agate gem (5d), 34 gp (680d), 1,181d
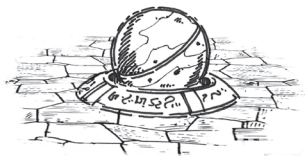
The Dragon Horns - South Pass
Lands of Eastgate
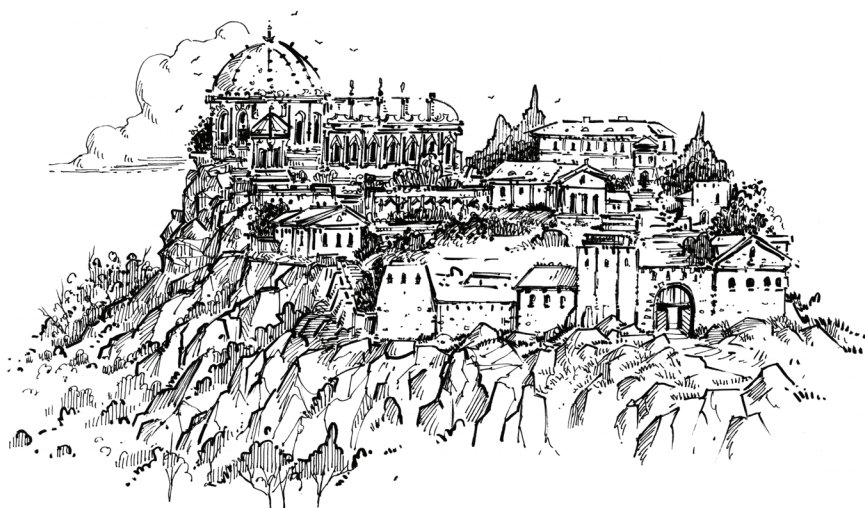
Blackoak Castle
Headquarters of the Blackmarsh Rangers
0407 - Blackmarsh

Random Spell Determination

To be used for determining which spell has been inscribed or stored in a charm, scroll, or wand.

Rob's Note: These tables are based on my observations of what spells players choose to inscribe on scrolls or charms. For example, slightly more Magic-Users than Clerics tend to make charms and scrolls. When a Cleric makes a charm or scroll, about the half of the time they choose the Cure Light Wounds spell. These observations are reflected in the die roll probability in the Spell Type table below.

Spell Type (1d20)	
Roll	**Spell**
1-12	Magic-User Spell
13-16	Cleric Spell: *Cure Light Wounds*
17-20	Cleric Spell

Cleric Spells (1d20)

Cleric Level 1		Cleric Level 2	
Roll	**Spell**	**Roll**	**Spell**
1-4	*Command*	1-2	*Bless*
5	*Create Scroll*	3-6	*Entangle*
6-9	*Cure Light Wounds*	7-8	*Find Traps*
10-12	*Detect Evil*	9-12	*Hold Person*
13-14	*Detect Magic*	13-16	*Silence, 15-foot Radius*
15-16	*Light*	17-18	*Snake Charm*
17-18	*Protection from Evil*	19-20	*Speak with Animals*
19-20	*Purify Food and Drink*		

Mistress Vercula
High Priestess of Daysha - Goddess of Wealth and Fate
Temple of the Weaver of the Golden Web - City State of Eastgate

Magic-User Spells (1d20)

Magic-User Level 1 Common	
Roll	Spell
1-3	*Charm Person*
4	*Detect Magic*
5	*Hold Portal*
6-10	*Magic Missile*
11-12	*Protection from Evil*
13-14	*Shield*
15-19	*Sleep*
20	Uncommon 1st Level Spells

Magic-User Level 1 Uncommon	
Roll	Spell
1	*Create Scroll*
2	*Enchant Magic Staff*
3-8	*Light*
9-14	*Read Languages*
15-20	*Read Magic*

Magic-User Level 2 Common	
Roll	Spell
1	*Darkness, 15' Radius*
2-3	*Detect Evil*
4	*Detect Invisibility*
5-6	*Detect Thoughts*
7	*Invisibility*
8	*Knock*
9	*Levitate*
10	*Locate Object*
11-12	*Mirror Image*
13	*Phantasmal Force*
14	*Strength*
15-18	*Web*
19	*Wizard Lock*
20	Uncommon 2nd Level Spells

Magic-User Level 2 Uncommon	
Roll	Spell
1-6	*Continual Light*
7-10	*Enchant Potion*
11-14	*Magic Mouth*
15-20	*Pyrotechnics*

Magic-User Level 3	
Roll	Spell
1-2	*Dispel Magic*
3-6	*Fireball*
7	*Fly*
8-9	*Haste*
10	*Hold Person*
11	*Invisibility, 10 ' Radius*
12-14	*Lightning Bolt*
15	*Monster Summoning I*
16	*Protect from Evil, 10' Radius*
17	*Protect from Missiles*
18-19	*Suggestion*
20	Uncommon 2nd Level Spells

Magic-User Level 3 Uncommon	
Roll	Spell
1-3	*Clairaudience*
4-6	*Clairvoyance*
7-9	*Darkvision*
10-11	*Explosive Runes*
12-13	*Rope Trick*
14-15	*Scryguard*
16-18	*Slow*
19-20	*Water Breathing*

Character Creation Reference

Character Generation Steps

- Roll 3d6 six times.
- Look at the character class summary and pick out the character class that interests you.
- Arrange the six rolls accordingly.
- It is recommended that the highest roll be placed in your class's prime requisite.
- Dexterity will improve Armor Class.
- Constitution will improve your hit points.
- Charisma will improve your character's relations with the NPCs of the setting and increase the number of loyal henchmen you can have.
- Rogue classes like the Burglar have bonuses to distribute among different abilities. Abilities are affected by different attributes, so look at the abilities list as a guide to arranging your rolls among your character's attributes.
- Look at the character background summary and pick out the background that you want to play. Keep in mind that human backgrounds get a 10% to 15% bonus to their earned experience in addition to their prime requisite bonus. Also keep in mind that some backgrounds come with complications when dealing with various cultures.
- Modify your attributes according to the background.
- Record your attribute modifiers, your background abilities, and your class abilities.
- Allocate your class' ability bonuses.
- Roll 3d6 + Charisma bonus and multiply by 100d for the number of silver pieces you start with. The shorthand for a silver piece is 'd' in these rules. One silver penny equals 1d. Copper pieces are represented by 'f' for farthings. There are four farthings in a silver penny.
- 1st level characters start at maximum hit points.
- Pull out the short equipment list and buy your weapons, armor, dungeon equipment, and starting magic items, if any. If you are starting above 1st level and are a Cleric or Magic-User, remember to reserve some of your starting wealth for ritual spell casting.
- Your character is now ready for adventuring.

Ability Scores & Bonuses

Roll 3d6, and add the 3 dice. Do this 6 times and arrange to taste.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Normal Starting Equipment

Roll 3d6 x 100d multiplied by your level for your starting money. Use the short price list to buy your character's equipment.

Magic Items

On the price list are magic items that your character can purchase if you can afford them. Note that spell casters with Enchant Scrolls and Enchant Potions can buy them at cost.

Abilities

Each ability is listed by name and what attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Area Knowledge (**INT**)
Athletics (**STR**)
Climbing (**Higher DEX or STR**)
Eavesdrop (**INT**)
Haggling (**INT or CHA**)
Herblore (**INT**)
History (**INT**)
Intimidation (**CHA**)
Legerdemain (**DEX**)
Locution (**CHA**)

Mathematics (**INT**)
Natural Philosophy (**INT**)
Perception (**WIS**)
Physician (**INT**)
Professional (type) (**varies**)
Research (**INT**)
Stealth (**DEX**)
Survival (**CON**)
Strategy (**INT**)
Thaumatology (**INT**)

Weight Carried
Based on Strength

STR	Carry	Max
3, 4, 5	70	140
6, 7, 8	75	150
9, 10, 11	80	160
12, 13, 14	85	170
15, 16, 17	90	180
18, 19, 20	100	200
21, 22, 23	125	250

Max Arcane Spell Level
Based on Intelligence

INT	Max Lvl
3 to 7	4
8 to 10	5
11 to 12	6
13 to 14	7
15 to 16	8
17+	9

Max Henchmen
Based on Charisma

CHA	Max
3 to 5	1
6 to 8	3
9 to 11	5
12 to 14	7
15 to 17	9
18+	11

Armor and Clothing do not count towards weight carried.

Exceeding the carry limit reduces the character move by ½ and the character is considered encumbered. Weight beyond the maximum can only be lifted by an Athletic(STR) ability check.
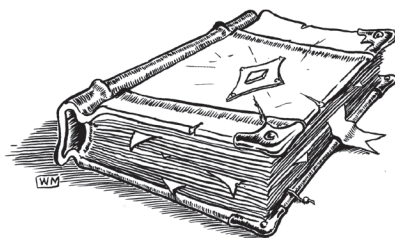
Equipment Price Reference

Armor

Leather, soft [+1]	25d/suit	10.0/lbs.
Ring Armor [+3]	300d/suit	30.0/lbs.
Mail, [+5]	1,250d/suit	50.0/lbs.
Plate Armor [+6]	3,000d/suit	100.0/lbs.
Helm	100d/ea.	3.0/lbs.

Shields

Buckler   24d/ea.   2.0/lbs.
+1 AC, Opponents: 1, Damage: 1d3,
Spike +5d; +1 damage

Shield, medium   60d/ea.   7.0/lbs.
+1 AC, Opponents: 4, Damage: 1d4

Weapons

Axe, throwing   10d/ea.   4.0/lbs.
Damage: 1d6, Rate of Fire: 1, Range: 10 ft., Max Range: 20ft

Axe, battle   50d/ea.   8.0/lbs.
Damage: 1d8

Broadsword, 1d8   150d/ea.   3.0/lbs.
Damage: 1d8

Club, light   N/A   3.0/lbs.
Damage: 1d4

Dagger, large   10d/ea.   1.0/lbs.
Damage: 1d4

Dagger, small   3d/ea.   0.2/lbs.
Damage: 1d3 Rate of Fire: 1, Range: 10 ft, Max Range: 20ft

Glaive   25d/ea.   8.0/lbs.
Damage 1d8+1, Reach: 5 ft.

Greatsword   200d/ea.   7.0/lbs.
Damage: 1d10

Mace, small   9d/ea.   3.0/lbs.
Damage: 1d4+1

Mace   13d/ea.   5.0/lbs.
Damage: 1d6

Shortsword, 1d6   100d/ea.   2.0/lbs.
Damage: 1d6

Spear 1H   10d/ea.   4.0/lbs.
Damage: 1d6 (1H), 1d8 (2H) Rate of Fire: 1, Range: 20 ft, Max Range: 40ft

Staff   3d/ea.   4.0/lbs.
Damage: 1d6

Missile Weapons

Bow, short,   13d/ea.   2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 50 ft/yds.

Bow, regular   25d/ea.   2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 60 ft/yds.

Bow, long   50d/ea.   3.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 70 ft/yds.

Crossbow, Light   30d/ea.   6.0/lbs.
Damage: 1d4+1 (Bolts), Accuracy: +2, Reload Actions: 1. Range: 60 ft/yds.

Crossbow, Heavy   38d/ea.   6.0/lbs.
Damage: 1d6+1 (Bolts), Accuracy: +4, Reload Actions: 2 Range: 60 ft/yds.

Crossbow, Knight Killer   46d/ea.   6.0/lbs.
Damage: 5d4 (Bolts), Accuracy: +4, Reload Actions: 10. Range: 100 ft/yds.

Equipment

Arrow	2f/ea.	0.1/lbs.
Backpack, 30 lbs.	48d/ea.	
Bedroll	2d/ea.	0.5/lb.
Bolts	1f/ea.	0.1/lbs.
Hammer	6d/ea.	1.0/lb.
Holy Symbol, wooden	10d/ea.	0.1/lb.
Holy Symbol, silver	250d/ea.	0.1/lb.
Holy Water, 4oz	150d/ea.	
Lantern	12d/ea.	0.25/lb.
Oil, Lamp, 4oz	2f/ea.	
Quiver	3d/ea.	0.5/lbs.
Pole, 10 foot	2d/ea.	
Rations, trail	5d/day	2.0/lb.
Rations, dried	20d/day	1.0/lb.
Ritual Components	1d/ea.	250/lb.
Rope, hemp	1d/ft.	
Rope, silk	10d/ft.	
Sack, linen, sm., 5 lbs.	2f/ea.	
Sack, buckram, lg., 10 lb.	1d/ea.	
Spice, Garlic	12d/oz.	
Spike	5d/ea.	0.2/lb.
Thieves Tools	25d/ea.	0.1/lb.
Tinderbox	6d/ea.	0.1/lb.
Torch	2f/ea.	0.2/lb.
Wineskin, ½ gal	10d/ea.	0.5/lb.

Magic Items

Magical Scroll, 1st level*	100d/ea.	0.1/lb.
Magical Scroll, 1st level	200d/ea.	0.1/lb.
Magical Scroll, 2nd level*	200d/ea.	0.1/lb.
Magical Scroll, 2nd level	400d/ea.	0.1/lb.
Magical Scroll, 3rd level*	300d/ea.	0.1/lb.
Magical Scroll, 3rd level	600d/ea.	0.1/lb.
Potion of Healing**	200d/ea.	0.2/lb.
Potion of Healing	400d/ea.	0.2/lb.
Viz	200d/ea.	0.1/lb.

Inscribing cost for a cleric or for a magic user with Create Scrolls in their spell book
**Brewing cost for a magic users with Create Potion in their spell book*

Animals

Guard or War Dog	48d/ea.
Trained Dog	24d/ea.
Horse, Riding	360d/ea.
Horse, Warhorse	600d/ea.

Hirelings

	Wage Monthly	Upkeep Monthly	Initial Invest
Animal Trainer	80d	160d	animal
Man-at-arms	30d	45d	arms
Porter	25d	25d	20d
Servant	25d	50d	0d

Money

1d = 1 Silver Penny   = 1 silver piece
1f = 1 Copper Farthing
4 Copper Farthings in 1 Silver Penny

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