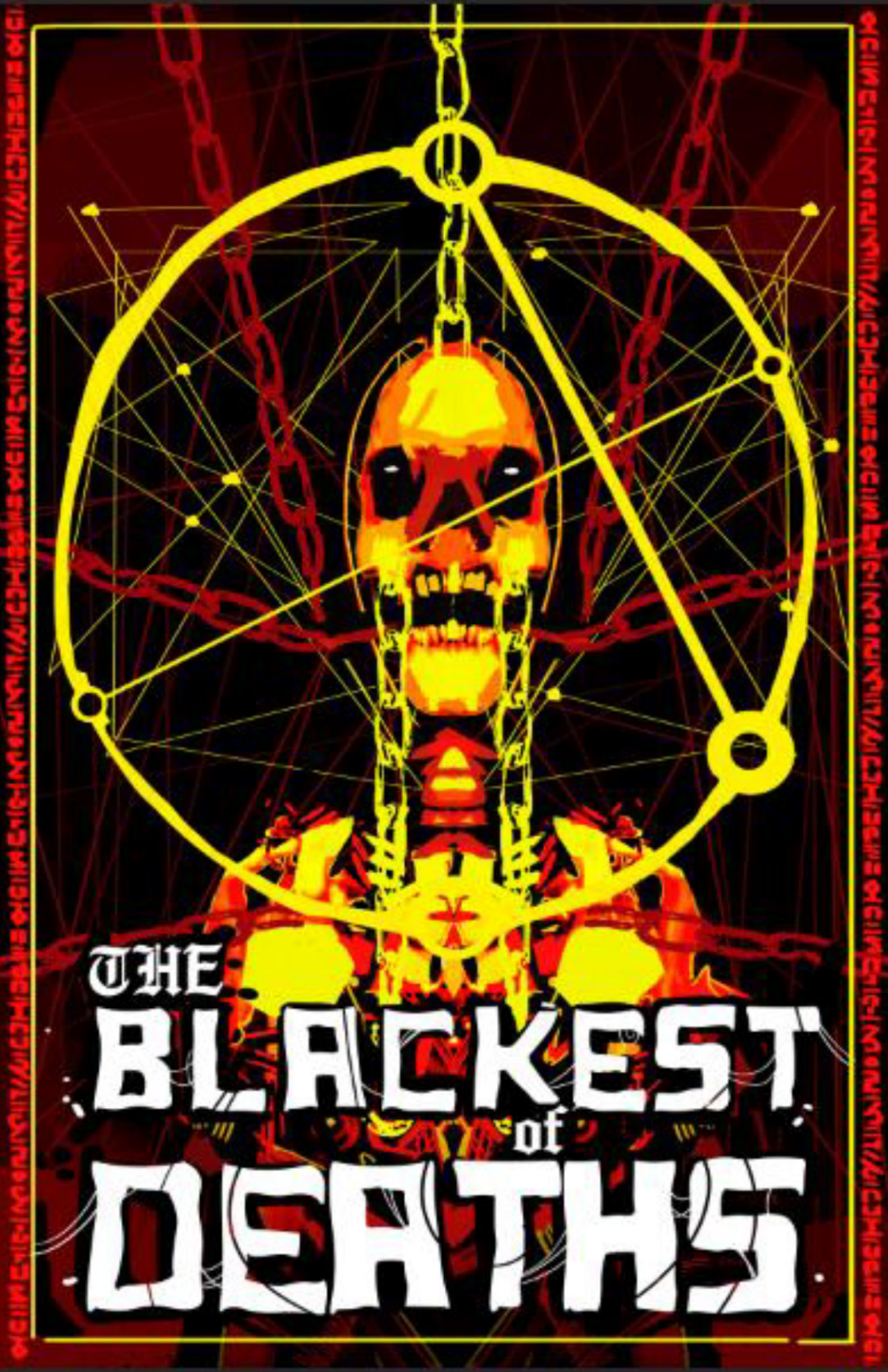
THE
BLACKEST
of
DEATHS

The Blackest of Deaths

DIRE OLD SCHOOL FANTASY RPG

By

Eric Bloat

Caution:

This game was designed by using a unique mix of Modern and Classic game mechanics; however, this game is very old school in it's principles and philosophies. The Blackest of Deaths has no modern sensibilities from a tonal standpoint. For those who have never experienced the old school way of play or for those who have but have now forgotten through the years, please understand this before continuing:

YOUR CHARACTERS WILL DIE!

This game and the fictitious plane in which it exists, was not designed to be a fun, challenging evening for your adventuring party to bounce from challenge to challenge, singing, joking or quipping with the NPCs and monsters before easily dispatching them with your near Godlike abilities. No, in this game you are not the heroes, you're greedy fools, adventuring into secret or forgotten places; dangerous places! These places often guarded by or inhabited by persons and creatures much more powerful than yourselves! *These caves, dungeons and dark dwellings can kill you! They were not designed to be beaten. These places were designed to be a place that would kill intruders!**

It is this designer's belief that balanced encounters are not realistic or gritty enough for a game such as this. So, please know going in that no effort has been made to create specific monsters for your party's encounter level. In fact, there is no leveling system in this game. If you're wise, it would serve you well to heed these words of advice: Learn to run or sneak by monsters or NPCs. You need not fight and kill every single living thing that's not a part of your adventuring party. Also, bring 1 to 2 backup characters to each session, just to be safe.

So yes, this is the type of game your grandparent's preachers warned them about in the 70s & 80s! It's a game dark, dire and grim, where evil, sneaky and diabolical creatures and traps await around each corner or behind each new door. Waiting for characters to come charging in, swords drawn ready fight them head on, while screaming war cries for all the monsters in the surrounding chambers to hear. Do that and you'll die more times than not. But if you keep your wits about, play it smart, you may just make it out alive and with a hefty or powerful reward for your troubles.

Now, you've been warned. Are you ready to proceed? Good luck!
– Eric B.

*Inspired by Ben Milton's YouTube channel, Questing Beast, specifically the review for Tomb of the Serpent Kings.

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Be sure to check out The Hero's Journey
And White Star by Barrel Rider Games
James M. Spahn

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Introduction

When Eric Bloat approached me and asked if he could draw upon some of the rules introduced in my own RPG, The Hero's Journey Fantasy Roleplaying, I was a bit surprised. First, that Eric even did that in the first place. He didn't have to. The Hero's Journey is an OGL game. But Eric's cool like that, so he asked and I told him to rock on.

A few months later, he started teasing out The Blackest of Deaths and my initial reaction was "Oh cool. Bloat'll probably do a pretty sweet rendition of grimdark fantasy." He was kind enough to provide me with a copy and when I opened it up my initial surprise ratcheted up to genuine shock. Not only had he given me an author's credit in the product, but he'd taken The Hero's Journey - a game where the player characters are the active forces for good in a high fantasy setting filled with wonder and magic - and used them to create a game where you are going to die.

Not only had he done it, he did it very, very well. The Blackest of Deaths is what it says on the tin. Your character is dropped into a brutal, unforgiving world that is actively opposed to your survival. You're prey that doesn't know it's place yet. There's no character advancement, no way to pull victory from the jaws of defeat. There is you, a handful of meager items, a few minimal abilities, and the finality of defeat.

Now, that sounds like a real downer to most. Why would anyone want to play that? Isn't the point of a roleplaying game to experience some kind of power fantasy and

character agency? Well, the answer to all of these questions is yes -- and that's the beauty of Blackest. Surviving to fight another day in this game feels like a genuine accomplishment. Your character will struggle like never before. Your character will fail. Your character will die.

But not every time. And on those rare occasions when you do manage to leap from the gaping, inexorable jaws of oblivion, you'll walk away with a great story to tell your fellow gamers and a gaming experience worth remembering. You will live. You will cheat death. You will survive. This time...

- James M. Spahn, Barrel Rider Games

Prefatory Matters

When I first created The Blackest of Deaths Ashcan Version, I set out to write a game for experienced gamers that streamlined a lot of the mechanics, while keeping them familiar, and with this thought not a lot of explanation went into what a roleplaying game was, common abbreviations, what you need to play, etc. I figured I was really only writing this game for my friends and followers and we all already knew how to play and hack roleplaying games so I could just skip the basics and no one would miss them.

Well as it goes, after I released the Ashcan Version, it turns out a lot of people did miss them! I got lots of questions about the basics and that's when I decided to rectify my ill-conceived notion when it came time to do the full game version.

- Eric

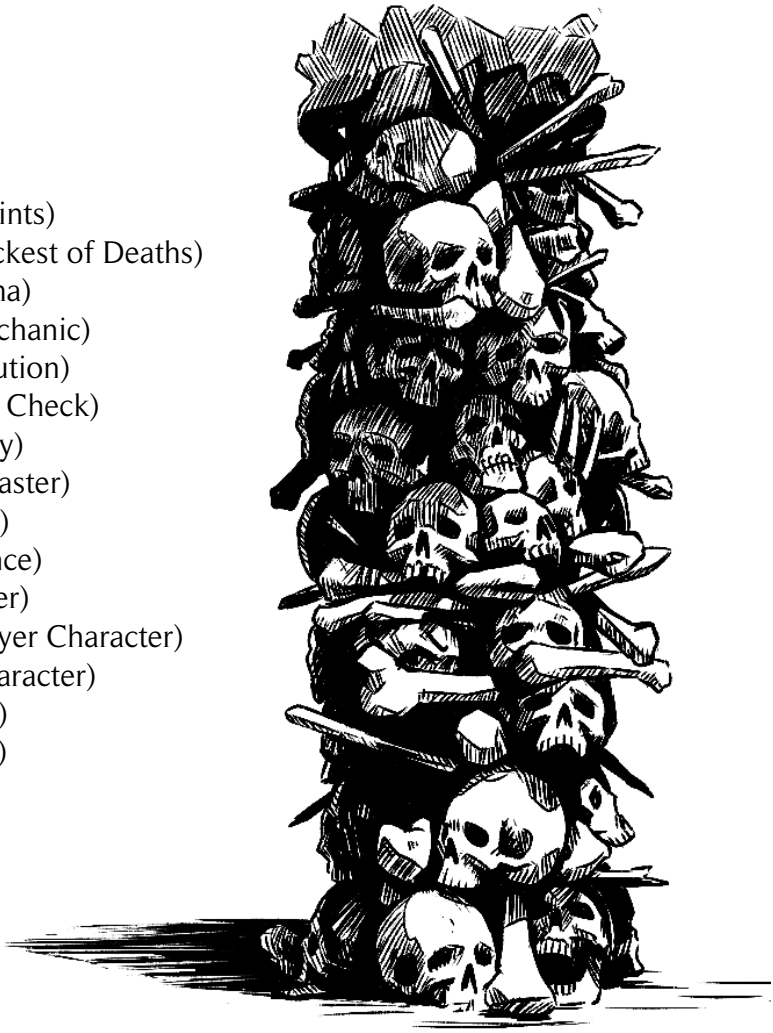
What is a Roleplaying Game?

A tabletop roleplaying game is a game that you play either online or in person with 1 or more participants (this game requires 2 or more players, but is best suited for 4 to 5 participates). 1 participant is the Game Master (or GM). Everyone else is a player. The GM is responsible for creating the world and the adventure and generally know the rules well. The Players are responsible listening to, respecting and trusting the GM when it comes time for tough decision making.

Beyond that, all you need is this book, paper, pencil, a set of polyhedral dice (or RPG dice) and your imagination. Don't forget that!

Things To Know Before Proceeding

COMMON ABBREVIATIONS AND DEFINITIONS

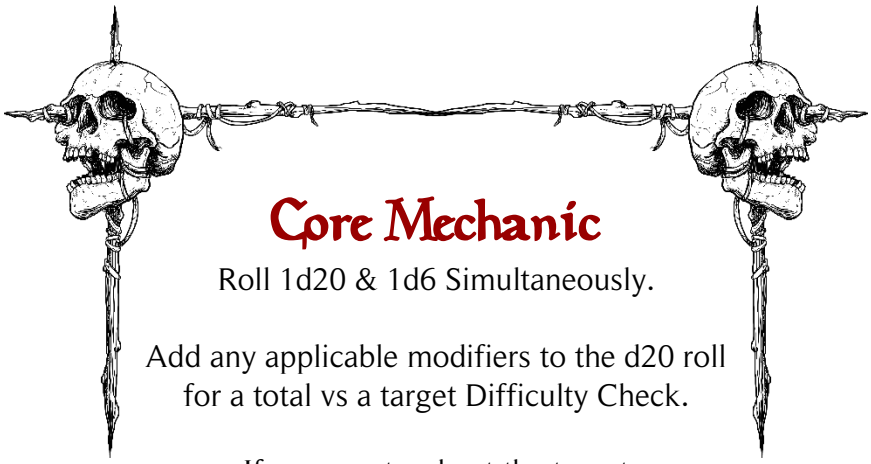


AP (Armor Points)
BoD (The Blackest of Deaths)
CHA (Charisma)
CM (Core Mechanic)
CON (Constitution)
DC (Difficulty Check)
DEX (Dexterity)
GM (Game Master)
HP (Hit Points)
INT (Intelligence)
MOD (Modifier)
NPC (Non-Player Character)
PC (Player Character)
STR (Strength)
WIS (Wisdom)

1d20 – roll 1 twenty-sided die for a total
3d6 – roll 3 six-sided dice for a cumulative total
4d4+4 – roll 4 four-sided dice for a total, then add 4 to the total

Rulings vs Rules

This rulebook is incomplete. There is not a rule for every situation. This was intentional. The Game Master (GM) will have to make up rules from time to time, and that's okay. The rules in this book can be changed. It's your game now. Play it the way you want. That makes it the most fun for your group.



Core Mechanic

Roll 1d20 & 1d6 Simultaneously.

Add any applicable modifiers to the d20 roll for a total vs a target Difficulty Check.

If you meet or beat the target Difficulty Check you succeed.

On the d6,
Ignore a roll of 2, 3, 4 or 5.
For a roll of 1 add a Hindrance.
For a roll of 6 add a Benefit.

Hindrance

Hindrance adds an additional challenge or difficulty that was not present before the attempt.

Example: A Barbarian is successful with his axe attack; however, the axe has become embedded in his opponent and it costs the Barbarian his next attack to remove it.

Benefit

Benefit adds an additional convenience that was not present before the attempt.

Example: An attacker using her bow and arrow misses the mark; however, the attack goes completely unnoticed by her opponent.

Advantage

When rolling with Advantage, players roll 2d20 & 2d6 Simultaneously, picking the highest results.

Disadvantage

When rolling with Disadvantage, players roll 2d20 & 2d6 Simultaneously, picking the lowest results.

Attributes

There are Six attributes: Strength, Intelligence, Wisdom, Dexterity, Constitution & Charisma.

STRENGTH (STR):
A high Strength can give your character bonuses when attacking with a melee weapon, punching or kicking attacks and damage and any other STR related tasks.

INTELLIGENCE (INT):
Intelligence represents IQ, reasoning and the ability to solve puzzles or difficult tasks and any other INT related tasks.
Note: Your INT score represents how many languages your character can speak. (Minimum of 1)

WISDOM (WIS):
Wisdom represents a character's mental fortitude, discipline, dedication and any other WIS related tasks.

CONSTITUTION (CON):
Constitution is the health and endurance or your character and goes towards any other CON related tasks.
Note: Add your CON score to your Hit Points at Character Creation.

DEXTERITY (DEX):
Dexterity is a combination of agility, speed, coordination and you can add your characters bonuses when attacking with a ranged weapon attacks and damage and any other DEX related tasks.
Note: Add your DEX score to your starting Evade Score (11).

CHARISMA (CHA):
Charisma represents your character's charm, leadership, presence, social and any other CHA related tasks.

Note: Attributes can be raised higher than 3 by Racial and Class Bonuses and certain magic items.

Determining Attributes

To Determine your character's Attributes:
Roll 6d6. Set any "1" to the side.

Any "6" rolled converts to an Attribute of "3".
Assign the "3" to your most important Attributes.
Note: You may not have rolled any "6" and that's okay.
Just move on down the list until each Attribute has a score.

Any "4" or "5" rolled converts to an Attribute of "2".
Assign the "2" to your next most important Attribute.

Any "2" or "3" rolled converts to an Attribute of "1"
Assign the "1" to your next most important Attribute.

Now, Re-roll any "1" that was set aside.

Any "4", "5" or "6" rolled converts to an Attribute of "0".
Assign the "0" to your next most important Attribute.

Any "2" or "3" rolled converts to an Attribute of "-1".
Assign the "-1" to your next most important Attribute.

Any "1" rolled converts to an Attribute of "-2".
Assign the "1" to your least important Attribute.

Rolled	"1" Re-rolled	Number converted	Attribute	Score Assigned
6		3	STR:	3
4		2	INT:	2
2		1	WIS:	1
2		1	DEX:	1
1	5	0	CON:	0
1	1	-2	CHA:	-2

Hit Points

Character begin with a base Hit Points (HP) score of 10. Then add or subtract your CON score and any +/- received from Race and Class.

After Character Creation, the only way to increase your HP is by acquiring vary rare magic items.

healing

8 hours of rest will recover all of your HP. You can also use a Healing Salve twice a day to recover 1d6 lost HP.

Death

Death occurs when your character takes enough damage to bring their HP down to 0 or below.

If the character has any Luck Points remaining, they player can choose to spend a Luck Point for an attempt to roll a Natural 20 on a d20. If the player rolls a Natural 20 then the character comes back from the dead with 1 HP. The player can spend all of the Luck Points to attempt to raise a dead character. However, when the character's Luck runs out, the character is truly dead.

Saving Throws and Skills

While both Saving Throws and Skills can commonly be found in most old school roleplaying games, they do not exist in this one.

In place of the traditional Saves and Skills, instead use the Core Mechanic adding an appropriate Attribute Score and any applicable modifiers vs a Target Difficulty Check.

Example: A character drinks poison. The player rolls 1d20 (and 1d6) then adds her CON score to the d20 roll vs a Difficulty Check set by the Game Master.

Leveling Up

While going up in levels and gaining experience can commonly be found in most old school roleplaying games, they do not exist in this one.

Characters in this game start out at Character Creation more capable than 1st level characters in most old school fantasy roleplaying games but they do not advance in levels.

This game is not about seeing how high your character can go in levels but rather how long can your character survive before potentially dying the blackest of deaths, left alone, to rot away in the dark of a dungeon or cave or some other less than preferable resting place.

Luck

All characters start with 1d4+2 Luck Points.

You can spend 1 Luck Point to re-roll any roll (usually a terrible roll). However, you must accept the re-roll as final, even if it is less advantageous than the first roll. You cannot spend another Luck Point to re-roll a re-roll.

You can spend as many Luck Points as you wish per session but you only regain 1 point per session.

Certain powerful and rare magic items may grant additional Luck Points.

Evade

Evade is your character's natural defense to dodge oncoming attacks. All characters start with a base Evade score of 11, then the character adds her DEX score to calculate her Evade total. Evade replaces traditional Armor Class.

Armor Points

All pieces of qualifying Armor (and Shields) are assigned an Armor Point value between 1 & 4 points. These Armor Points act as a damage reducer, reducing 1 point of damage per Armor Point, when the character is taking damage during combat.

A successful attack's damage cannot be reduced below 1 point of damage.

A characters Armor Points can never exceed 6 points* no matter how much armor they are wearing.

*This restriction does not apply to Magical Armor.

Everything in Turn

This game plays much like a tabletop board game. Everything in this game happens in turns, beginning with the player who wins initiative (see below) and moves on to each other Player and Game Master around the table in a clockwise direction.

This includes: Combat, Roleplaying, Adventuring. All is done in turn order.

DO I HAVE TO WAIT FOR MY TURN TO TALK???

No. On anyone's turn you can say a sentence or two but if you need to monologue, wait for your turn to go. The GM will tell you when you've said too much.

If another player asks you a question, you can answer right away and that counts as their turn, not yours. If your answer runs really long, the GM will tell you when their turn is up.

Marching Order is determined by the players but it does not impact the order of their turn in play.

Initiative

To roll for initiative, simply roll 1d6+DEX Score, the highest total score goes first.

The Game Master can call for a new initiative at the end of a round or allow the order of initiative to carry over into additional rounds.
*Note: Monsters & NPCs do not roll initiative.

Move

A character's move is a base 30', unless otherwise noted. A character gains +5' Move for every 2 in their DEX score and -5' Move for each 2 negative DEX they have.

Your Move is how far you can progress in a round and still attack or use an action. You may use your action to go double your Move in the round but cannot attack if this method is chosen.

Terror

Whenever a Character encounters a monster or NPC for the first time, or if they have never made a successful Terror Check against them, they must attempt a Core Mechanic roll. The DC is the Monster's TERROR stat. If they fail, roll on the chart below (unless otherwise specified), and then they must re-roll when they see the monster again (or next feel its direct presence) after coming to their senses. Once they ever make a successful roll, they do not need to make future Terror Checks against that monster or NPC.

Roll	Failure	Terror Effect
1	Spooked	You run away at full speed and are terrified for 30 seconds.
2	Stunned	You take 2 steps back and lose your next action.
3	Urinate	Lose your actions this round, you are at -1 to all rolls & AC for the encounter
4	Faint	Pass out for 1 minute
5	Run & Hide	Hide for 30 seconds
6	Scream	Lose all actions this round and next

Choose a Race

CHANGELING

DWARF

ELF

GOBLIN

Choose a Race

HALF-MEDUSA

HUMAN

KOBOLD

SERPENT MEN

Changeling

One of the world's most mysterious races are the Changeling. Changelings are rarely seen in the natural state, which is a 6'+ androgynous, grey humanoid with sleepy facial features. Changelings can alter their physical form, making them excellent spies and thieves. This also makes them distrusted and unwanted in most societies. Changelings are known for living up to 300 years, or more.

Attributes: +1 WIS, -1 CHA
HP: -1

Shape Change
Three times a day, a Changeling may alter its full body to look like another humanoid they have seen in person. They can alter their appearance to another humanoid (3'-7' tall). While altered, they retain their attributes. They can alter their facial features or minor physical details at will.

A Changelings internal organs & skin are very tough from years of altering shape so often. You gain +1 AP and roll with Advantage against poisons or diseases. If you are hit by an attack with Benefit, you may force the attacker to re-roll the Benefit. However, you are stuck with that roll.

Eyes of Truth
Changelings have 60' Dark Vision, but can see perfectly in bright lights. They also have Advantage on checks to see thru illusions and to notice other shape changers.

Skilled Race
Changelings develop many skills from living a different type of life each day. They may add their WIS score to any check that involves a knowledge or a trade skill. If that skill is WIS based, roll with Advantage.

Dwarf

Tough and tenacious, dwarves possess a natural hardiness unrivaled by the other races. They favor heavy weapons and broad armor over magic or subterfuge. Dwarves are very insular and have a natural distrust of elves and goblins. They are not known for their niceties, often speaking their minds without any concern for others. They have an intense hatred of orcs and trolls, whom they often attack on sight.

ATTRIBUTES: +1 to CON, -1 to WIS, HP: +1

BY AXE AND HAMMER

Dwarves are able to wield battle axes, hand axes and war hammers regardless of other class restrictions.

TOUGH AS NAILS

Dwarves have a natural Armor Point score of 1, even when unarmored. This is in addition to any armor worn.

UNDERGROUND SENSES

Dwarves do not become lost when exploring underground environments. They can automatically sense sloping passages and their own depth beneath the ground. They also receive a +3 to detecting concealed doors, secret doors or traps built into stonework when actively searching for these things.

CRAFTSMAN'S EYE

Dwarves are able to determine the value of gold, jewels, weapons, armor and other items of metalwork. They can spot forgeries, fakes, and even discern the presence of any enchantments on such items—they cannot determine the exact magical properties.

MAGIC & POISON RESISTANCE

Dwarves are exceptionally hale and resistant to poisons and magic spells. They receive a +4 bonus to their roll vs. difficulty checks made to resist effects from these sources.

DARK VISION

Dwarves can see in starlight, moonlight, or perfect darkness at a distance of up to 90 feet.

Elf

Elves are nearly immortal and often seem arrogant or aloof when interacting with other races. They regard humans as short-sighted and foolish and dislike dour and work-obsessed dwarves. Insular to the point of near-xenophobia, elves are as cold and beautiful as the winter dawn.

Elves are supremely stealthy when traversing the wild places of the world and train for decades in the arts of swordplay and archery. Elves hold life to be a sacred thing and loathe to slay other beings unless they are in the service of evil. But when the wrath of an elf is brought against an evil foe, those who stand against an elf often cower in fear at their magnificence.

ATTRIBUTES: +1 to DEX and CHA, -1 to STR, HP: -1

PARALYSIS IMMUNITY
Elves are immune to the paralyzing magical effects.

FRIEND OF THE WOODLAND REALM
Natural creatures rarely react with hostility to elves unless directly an obviously threatened. They regard elves as natural creatures of the forest, just like them.

FOREST WALKER
Whenever an elf is traveling through a forest or woodland terrain, they leave no trace of their passing and are invisible if they remain still. They must be alone, with other elves, or at least 90 feet away from non-elvish allies to benefit from this ability.

ELVISH SENSES
Elves are highly attuned to the ways of magic, both natural and foul. They can automatically detect the presence of magic and evil in the same manner as the Detect Evil and Detect Magic spells, at a range of up to 60'.

STAR SIGHT
Elves can see as easily in starlight or moonlight as they can in day light. They are still blinded by total or magical darkness.

Goblin

Born of a forbidden union between elves and orcs, was the origin of the goblin race. This unique mix of those two races gifted the goblins with neither the strength and determination of the orcs nor the beauty and longevity of the elves. Instead, the goblins were imbued with a short stature (4-5 ft), slimy green skin, crude manner and tongue and often sniveling cowardice. They are welcome almost nowhere and virtually shunned by all.

ATTRIBUTES: -1 to INT and WIS, +1 to STR and DEX
HP: -1

THE CURSE OF THE UNWANTED
Feeling they have no place in the world, goblins often become adventurers and wanderers, selling their swords to the highest bidder in hopes of to squeak out a living. A rare few find hope in the good things of the world and pursue a noble end,
raising their blades in defense of the weak.

FEARFUL NATURE
Because of the goblins natural sense of mistrust, they are hyper-vigilant to dangers. Because of this, goblins receive a +2 Evade bonus at character creation.

MAGIC AND SUPERSTITION
Goblins are superstitious and are constantly worried about doing something that would bring them bad luck. They are also terrified of magic and those that practice it and as such cannot be a magic related class. They also have a penalty -2 on all Difficulty Checks vs magic attack/effect rolls.

Despite their fear of magic, goblins will happily and greedily try to use magic items, potions and other magical treasures.

AVERSION TO LIGHT
Preferring to stay indoors or underground during the day, goblins suffer Disadvantageous on all Difficulty Checks made while in direct, unshaded, sunlight.

Half-Medusa

One of the rarest races in the world is the Medusa. Feared and hated in almost every culture, the Medusa must travel with great care not to be detected by the masses. Medusa appear as beautiful human women or handsome man with greenish to greyish skin, with several snakes entwined in their hair. Their life span is unknown, but are often reported to live for thousands of years.
Attributes: +1 DEX, +1 INT, -1 STR HP: -1

Keep Your Distance
Half-Medusa are adept at fighting at range. They gain +1 to attack with a range weapon or spell.

Snake Hair
The snakes in a Medusa's hair of Medusa gets a simultaneous attack (sperate from the Medusa) against anyone attacking the Medusa in melee with +1 to attack and do 1 damage. If they damage a target, the target suffers Disadvantage for the next 2 rounds. This affect can stack. Also, the hair gives them a better chance of spotting anything noteworthy or hidden. They roll with Advantage for any visual related checks.

Self-Illusion
Half-Medusa are masters of illusion and disguise. X times a day (X is their CHA score), the Medusa may make themselves look like another humanoid race or the same size and shape. This can last up to 2 hours but does not alter their voice or clothing. They also gain Advantage on any disguise related checks.

Petrifying Looks
Although Medusa are very beautiful, their gaze can be deadly. Three times a day, they can gaze at a living being and attempt to petrify them. The target must be within 100' and see the Medusa. They must make a CON DC: 1+ CHA score. If they fail, they are turned to stone and are dead. Every time the Medusa gains a permeant HP boost, permanently add 1 to the DC.

Medusa have 60' Dark Vision, but suffer no light sensitivity.

human

Humans are the standard race and are not much different than yourself. They come in all shapes, sizes and colors. They receive no racial bonuses or penalties as all the rules written in this book were wrote with them in mind.

Despite their commonality, humans receive a +1 to an Attribute of their choosing at character creation.

Kobold

Kobolds are short (3'-4' tall) humanoids creatures that look like a small lizard man. They have scaly skin and long canine-like faces. After millennia underground, they have developed keen senses and are expert trap builders. Kobolds are suspicious of all other races, but they do like treasure, so they will work with them for profit.

Attributes: +2 DEX, -1 STR and WIS
HP: -2

Reptilian Skin
Kobolds have a tough hide made of hard scales. They gain +1 to Evade and +1 AP.

Trap Masters
Creating cunning traps is second nature to Kobolds. They gain Advantage on creating, detecting and disarming traps. Their traps are best used in caves or underground worlds (like arrow traps, salt traps, pit traps, poison traps, etc.).

Sneaky Bastards
When a Kobold attacks a living target that is unaware of its presence, they gain +2 to attack and gain a Benefit on a natural 18-20 that hits. Kobolds may use a crossbow and poisons, even if their class does not allow it.

From the Underground and Below
Kobolds are adapted to the dark underworld. They have 90' Dark Vision and are sensitive to bright lights (Disadvantage on all attack rolls when exposed to it). They can hide in the shadows or unseen areas, rolling with Advantage, DC check 14. If successful, they are unseen and gain +5 to Evade as long as they remain unseen.

Dragon Blood
Kobolds are believed to be distant ancestors of mighty dragons. They can speak, read and understand Draconic language. They also have +2 AP against damage caused by fire and heat.

Serpent Men

Powerful brutes and talented thieves that hail from the lands of nightmare and from dark and sweaty swamps. The Serpent Man stands an imposing 6'-7' tall and often weigh 300+ pounds. They have large muscles, scaly green and tan skin.

Attributes: +2 STR, +1 DEX, -1 INT, -1 CHA
HP: +2

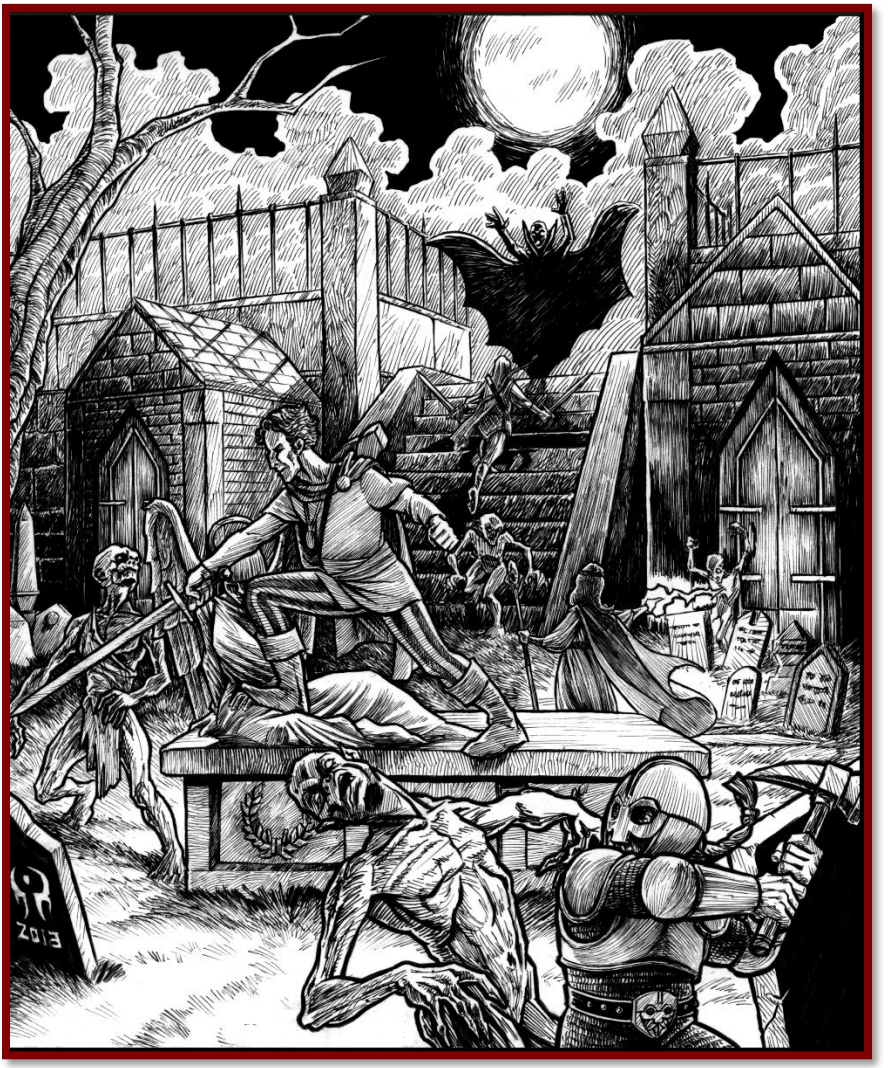
Overpowering Brutes
Serpent Men imposing statures makes them masterful warriors. They may use any melee weapon, no matter their class restrictions. They gain +1 to melee attacks and damage any round after they killed something in the previous round.

Tornado of Claws and Teeth
Serpent Men can attack with their bite or claws that do 1d4 + STR score damage. This bite may also become infected unless they make a CON DC:12 check. If failed, the infected take 1 damage each round until cleaned or healed. They may use a Luck point to re-roll their check.

Scaled Flesh
Their skin is very hard and can withstand a lot of damage. +2 AP

Life in the Swamp
Serpent Men have 60' Dark Vision, can hold their breath for up to 30 minutes, swim at three times the speed of a normal human and gain +5 to any check involving hiding in a lush or swampy part of nature. They are comfortable in wet, hot, swampy areas.

Great Balance
It is difficult to trip or knock down a Serpent Man. Any attempt to do so is done at Disadvantage. They gain Advantage on any balance related check. They may attack with their tail for 1 + STR damage.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Choose A Class

ASSASSIN

BARBARIAN

BEAST MASTER

FORTUNE HUNTER

GLADIATOR

MENDER

MONSTER SLAYER

NECROMANCER

RANGER

STREET RAT

WAR MAGE

WARLOCK & WITCH

WARRIOR OF THE EMPTY HAND

Assassin

Assassins are stealthy combatants who prefer low key tactics over overt shows of strength and skill. Masters of disguise, Assassins have the ability to come in go in society and remain unseen or not recognized as well as the ability to impersonate and pass for other people of the same race.

Class Bonus
+1 to DEX

Class Restrictions
Dwarves cannot be Assassins as they lack the subtlety for subterfuge.

Weapon/Armor Restrictions
Assassins are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear leather armor and use buckler shields.

Back Stab
Assassins prefer to catch their foes unaware and strike from positions of advantage. Any time an Assassin attacks an opponent who is unaware of their presence, the Assassin rolls with Advantage. If the attack is successful, the Assassin doubles the damage rolled and ignores his target's Armor Point Reduction Value.

Poison Use
Assassins are knowledgeable regarding the uses of poison. If he has access to poison, he can apply it to his weapons without any fear of accidentally poisoning himself and rolls with Advantage to any attempt made to resist the effects of a poison.

Proficient Climbing
Assassins are more skilled at free-handed climbing than at other classes. Assassins roll with Advantage for all climbing attempts.

Impersonation & Forgery
Assassins, through the use of makeup and mimicry, impersonate a person they have studied well enough that even the person's own friends could not tell the difference between the Assassin and the real subject. Also, given sufficient time and the right tools, the Assassin can forge official papers, will, deeds and other type document that they so wish. The Assassin rolls with Advantage when attempting to Impersonate or Forge a document.

Note: The subject of the Impersonation must be of the same race as the Assassin. A human Assassin could not successfully impersonate a Dwarf, Goblin or Elf.

Traps and Locks
Assassins roll with Advantage for any attempts to find and disarm traps or to pick locks.

Barbarian

Barbarians are savage warriors who have not been softened by the civilized world. They know no fear in battle, cleaving enemies in two with their swords and axes, leaving woe and carnage in their wake.

A Barbarian serves as a front-line combatant, forgoing any attempts at subtlety. They typically shun villages and hate urban cities and formal religious temples, instead longing to dwell in the wild places of the world where they have only the strength of the arm and the mettle of their mind to tame the land.

Class Bonus
+1 to STR

Class Restrictions
Elves are never Barbarians

Weapon/Armor Restrictions
Barbarians shun the use of ranged weapons, seeing them as coward's tools. They can wield any melee weapon but may only wear leather armor or ring mail. They can use all types of shields.

Keen Instincts
Barbarians can detect and concealed doors easier than other characters. They roll with Advantage when attempting to find concealed doors.

Ready for Battle
Barbarians cannot be surprised.

Savage Blows
Barbarians receive +2 to all damage rolls from melee combat.

Shield as Weapon
In addition to a Barbarians attack with their normal weapon, Barbarians who use a shield can take an additional at Disadvantage, using their Shield as a Melee Weapon, doing 1d6-1 damage, if successful.

Resistance to Magic Effects
Barbarians roll with Advantage when attempting to resist Magical Spell Effects.

Wilderness Survival
Barbarians are adept at surviving in the wild places of the world and are always able to find food and water to sustain themselves when in the wilderness.

Beast Master

You are one with the animal kingdom, preferring their company to that of your kind. Beast Masters create a special bond with some creatures, allowing them to become their defender.

If this bond is ever broken, the Beast Master will take it hard and lose part of their soul.

Class Bonus
+1 to DEX, -1 CON and INT

Class Restrictions
Dwarves and Goblins cannot become Beast Masters.
STR, DEX & CHA scores cannot be below 0.

Weapon/ Armor Restrictions
Beast Masters may wear Leather or non-metal armor and may use a Buckler. They are adept with all range weapons and may use any melee weapon.

Empathy with Animals
All normal animals of the world have an affinity with the Beast Master, unless they feel threatened. Beast Masters can telepathically communicate, on a simple level, with animals. If an animal feels unthreatened, they will not attack the Beast Master (unless magically compelled).

Creature of the Wild
They gain +1 to Initiative. They have Advantage on all skill checks related to survival in the wilds and tracking.

Animal Companion

Beast Masters have a bond with a single animal that accompanies them everywhere. These companions follow the Beast Master's every command and can communicate with them to some degree. If the animal dies, the Beast Master loses 1 HP permanently. They can heal animals, by touch, once per day for 1d6 HP. You may free an animal from a bond with no penalty, but you must wait a week to create a new bond.

Animal Defenders

Select a defender from those listed below. They are slightly larger and stronger than a typical animal of that kind. Beast Masters can command them to come to you at any range and the defender will arrive in 1d4 minutes. Beast Masters and their defenders each get an attack each round, and attack at the same time. Also, Beast Masters can see through the defender's eyes at any distance.

All defenders have Advantage on checks involving smell & hearing.

Bear - HP:13, Evade:12, AP:3, Bonus: +4 to Attack & +3 to Damage, Attack: 1d6 Damage.
Boar - HP:11, Evade:12, AP:2, Bonus: +3 to Attack & +1 to Damage, Attack: 1d4 Damage.
Dog - HP:8, Evade:13, AP:1, Bonus: +2 to Attack & +1 to Damage, Attack: 1d4 Damage.
Ferret - HP:3, Evade:16, AP:0, Bonus: +1 to Attack. Attack: 1 damage. Great thieves.
Hawk - HP:4, Evade:17, AP: 0, Bonus: +2 to Attack. Attack: 1 HP. Flying.
Monkey - HP:5, Evade:15, AP:0, Bonus: +2 to Attack, Attack: 1 Damage. Great thieves.
Tiger - HP:13, Evade:14, AP:2, Bonus: +5 to Attack & +4 to Damage, Attack: 1d6 Damage.
Wolf - HP:10, Evade:13, AP:3, Bonus: +3 to Attack & +1 to Damage, Attack: 1d4 Damage.

Fortune Hunter

A Fortune Hunter is always seeking glory and monetary gain. They are skilled in detection, escaping and finesse fighting. They use their reflexes and brains to get out of jams and to discover their next big score.

Class Bonus
+1 to Luck or +1 to DEX. You may get both bonuses if you choose to start the game at -3 Hit Point.

Class Restrictions
You must have at least a 1 in INT and 2 in DEX.

Weapon/ Armor Restrictions
Fortune Hunters may only wear light armor (Leather or Ring) and may use a buckler. They are skilled at Range weaponry and may use One handed weapons.

Heightened Senses
Fortune Hunters have a knack for sniffing out secret doors, traps and treasure, gaining Advantage on all rolls involving them.

You gain +1 to Evade and +1 to Initiative.

Luck of the Bold
Fortune Hunters make all Luck rolls with Advantage!

Escape Artist
You have Advantage on all rolls involving skills during Escape attempts.

Seeker's Knowledge
In your travels, you have heard thousands of rumors and legends of fortune. Anytime you discover a treasure map or hear about a treasure trove, you gain an important insight about its location or contents (GM's choice).

Opportunist, Not a Coward
When attacking a creature already in combat with another being, you gain +3 to Attack, but deal 1 less damage to them.

You attack Prone or Surprised creatures at Advantage.

Gladiator

You are a former slave that has escaped a hellish life of servitude, only to discover the real world is just as harsh. At least you can go wherever you wish and kill who you want to kill. Gladiators are highly trained combat machines, but have almost no training with tomes or with social interactions with other people.

Class Bonus
+1 to STR, +2 to CON, -1 to INT, -2 WIS,

Class Restrictions
Elves would never sully themselves by becoming a Gladiator.

Weapon/ Armor Restrictions
Gladiators are trained in all forms of weaponry and can wear any armor. They can improvise almost anything into a weapon and can build a suit of armor out of junk (Junk Armor has AP 2 and weighs 15 lbs.)

Master of Assault
Gladiators are highly trained with melee weapons. They gain a +3 to Attack and deal +1 damage with them. If a Gladiator kills a target in melee, they may immediately make an attack on the nearest enemy at Disadvantage.

Tougher Than a Bugbear Steak
Gladiators gain a +2 to AP when engaged in combat with opponents that outnumber their party.

Showmanship
Twice a day, a Gladiator may add their CHA to a melee attack instead of their STR. If they hit, the attack deals double damage.

Blood in the Water
If an opponent has less than half of their starting Hit Points, the Gladiator deals an extra point of damage to them when they successfully hit. If the opponent has less than a quarter of their starting HP, the Gladiator gets +1 to attack against them.

Disarm
Gladiators may attempt to attack the weapon of an opponent in melee, with hopes of knocking it from their hand. Make a normal attack. If the attack is successful, the gladiator must then make a DC 15 check. If the DC check is successful, the weapon is dropped and no damage is dealt.

Mender

Menders are trained holy men that specialize in healing and protecting other members of the adventuring party. If fighting an intelligent monster or NPC, the Mender may draw the ire of the creatures if they recognize their powers.

Class Bonus
+1 WIS

Class Restrictions
Goblins cannot be Menders, as they generally lack empathy for others.

Weapon/Armor Restrictions
Menders are not well trained in the ways of combat. They may use simple weapons like a club or staff. They are forbidden from using any edged weapon. Menders cannot wear armor.

Healing Ways
Menders can heal a living target X times a day. X is their WIS score + 2. Touching the target is required. It heals Hit Points equal to 1d6+ their WIS score.

These heals deal the equivalent damage if used on the Undead.

Cleanse
Once per game session, the Mender can remove a curse a diseased or poisoned character by bloodletting the Mender's own blood and having the poison/diseased character ingest the blood, curing them of disease or poison from any living target.

Menders roll with Advantage vs disease and poison.

Holy Protection
Mender's believe they are protected by a higher power. They gain +1 Luck, +2 Evade and have 1 Armor Point at Character Creation.

Syphon Damage
Through touch and one minute of spoken prayer, a Mender heal as many points from an ally as they have available HP. While this cures the injured, the damaged is in turn is afflicted onto the Mender. This can be done once per gaming session.

Bubble of Light
Twice per day, you may cast a Bubble of Light around a living ally or yourself. The Bubble is extremely bright and illuminates a 60' area and allows the wearer the benefit or rolling with Advantage vs Undead, Demons or Devils.

Monster Slayer

Often a surviving victim or family member of a slain loved one that was attacked by a specific type of monster, the Monster Slayer has now made it their life's work to hunt down and destroy a particular race of monster. Their zealot-like obsession and hate have no end. They will never stop, nor tire, nor feel fulfilled until every last member of a particular monster type ceases to exist.

Your Chosen Monster Race
Choose one of the following:
Vampire, Werebeast, Undead, Zombie, Mummy or Demon
The Monster Slayer rolls with Advantage for all rolls against their chosen enemy race.

Class Bonus
+1 to WIS

Class Restriction
Monster Slayer has no Class Restrictions.

Weapon/Armor Restrictions
Though trained for battle, Monster Slayers are restricted to using blunt weapons such as maces, flails and war hammers in battle but those weapons can be made of Silver or even be a Magic Item. They may wear any armor and use any shield.

Smite
Once per combat, the Monster Slayer can roll at Disadvantage to Smite an opponent. If the attack is successful, it deals double maximum damage.

Healing Hands
Once per combat, the Monster Slayer can lay their healing hands on a friend instantly restoring 1d6 HP to that friend.
Monster Slayers cannot heal themselves.

Banish Chosen Monster Race
When the number of the Monster Slayer's Chosen Monster Race is greater than the adventuring party, the Monster Slayer can banish 1d6 of the Chosen Monster Race who will flee immediately. Banish Chosen Monster Race can only be used once per combat.

Punish Chosen Monster Race
When the Monster Hunter slays a Monster from his Chosen Race, if another Chosen Monster is close (GM's discretion), the Monster Slayer can make an immediate additional attack on the next monster.

Gift from the Gods
Monster Hunters are bestowed the ability to grant spells by the Gods for their dedication to the removal of evils from this world.

From the Spell section select 2 spells. Each spell can be cast once per day. Monster Slayers can learn additional spells from magic scrolls but are restricted to only casting each spell once per day.

Necromancer

Necromancers are a specific order of wizardry that is obsessed with the dead, dying and undead. Most people fear magic but especially Death Magic. Because of this, Necromancer tend to be loners and elitists and believe only they know the secrets of death and beyond.

Class Bonus +1 to INT

Class Restriction
Only Humans possess the dark side needed to be a Necromancer.

Weapon/Armor Restrictions
Necromancers may only wield Staves, Scepters and Daggers and are not allowed to use armor or shields.

Magical Awareness
Necromancers can cast the Detect Magic spell at will by simply concentrating for a single round. If the Necromancer spends an hour or more examining a magic item and makes a successful Difficulty Check, they can identify the specific properties and abilities of a magic item.

Commune with The Recently Deceased
Necromancers can commune with the recently deceased (dead 2 days or less). Some spirits are cooperative some are not. The Necromancer cannot force the spirit to answer her questions but often can barter to get the answer she needs.

Life Drain
On the Necromancers turn, the Necromancer can sacrifice one of her available spells, to automatically drain 4 HP of damage from a target enemy.

Animate and Control Lesser Undead
Twice per day, the Necromancer can Animate or Take Control of Lesser Undead equal to her INT score for 1d6 rounds.

Magical Staff or Scepter
At creation, a Necromancer chooses either a Magical Staff (1d6 as a melee weapon) or a Magical Scepter (1d6-1 as a melee weapon). Their chosen weapon is a magic item and as such is indestructible. The weapon is bound to the Necromancer, so will come to the Necromancer, when called, no matter the distance.

Magically Gifted
Necromancers are capable of casting magical spells and reading magical writings.

From the Spell section select 3 spells. Each spell can be cast 3 times per day. Necromancers can learn additional spells from magic scrolls but are restricted to only casting each learned spell twice per day.

Ranger

Rangers are woodsmen, trackers, and hunters who wander the wild places of the world. They have learned to live off the land as well as being trained as skilled warriors. Traveling light, they hunt giants and trolls in the dangerous places of the world – slaying them where ever these vile creatures are found.

The Ranger is a welcome addition to an adventuring party, because in addition to their combat prowess, they are skilled when it comes to identifying the dangers of the wilderness as well as tracking down elusive foes. They prefer the life of an adventurer and rarely settle in a single location. The rare ranger who chooses to retire often does so in a wild and secluded area where he can remain far from the reach of the civilized world.

Class Bonus +1 to CON

Class Restriction
Requires a CON score of 2 or Higher.

Weapon/Armor Restrictions
Rangers are skillful fighters in battle and equally well trained. They may wield any weapon in combat as well as utilize leather, ring mail, chain mail, small shields and buckler shields.

Giant-Slayer
When fighting bugbears, giants, orcs and trolls, a Ranger rolls with Advantage on all combat rolls.

Two-Weapon Fighting
Rangers may fight with a one-handed melee weapon in each hand. This grants him a second attack each combat round. However, in doing so, both attacks are made at Disadvantage.

Forestry
Rangers are most at home in the wilderness, among the flora and fauna of the world. His forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, forestry may also be used to remain both unseen and silent. Finally, when a Ranger encounters a natural wild beast, he may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the Game Master set a target Difficulty Check and the Ranger rolls with advantage.

Bow Expertise
Rangers are masters of the bow and roll with Advantage for all attacks made using a bow as a ranged weapon when their location is not known by the enemy.

Nature's Gift
Rangers can cast spells as gift from Nature herself.

From the Spell section select 2 spells. Each spell can be cast once per day. Rangers can learn additional spells from magic scrolls but are restricted to only casting each spell once per day.

Street Rat

While there are those who wield sword and spells while exploring tombs and dungeons, the Street Rat has learned to be much sneakier and patient when waiting for advantageous opportunities to present themselves. Years of living on the streets, hiding in the alleys and stealing to get by has equipped the Street Rat with some very devious skills that adventuring parties enjoy to have amongst their midst. Plus, most would agree that Street Rats are just plain lucky and good to have around.

Class Bonus
+1 to CHA

Class Restriction
Dwarves dislike cities and thus are not Street Rat material.

Weapon/Armor Restrictions
Street Rats are agile and skilled in combat. They may wield any weapon but they tend to lean towards ranged over melee weapons. Relying on their reflexes and quickness over heavy armor they may only wear leather armor and use buckler shields.

Lucky
Street Rats gain an additional 2 Luck Points and are able to regain 2 Luck Points per session. Also, Street Rats can spend a point of Luck to allow an ally to re-roll a roll.

Escapist
Street Rats are great at getting out of sticky situations, such as cells, hand cuffs, etc. Street Rats roll with Advantage on all Escape rolls.

Thievery
Street Rats are stealthy and light-footed. The thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed – these talents are reflected in the ability of thievery. Street Rats roll with Advantage when attempting Thievery.

Infectious Optimism
Once per gaming session, Street Rats can attempt to inspire their allies in battle instead of attacking. The Street Rat must give a short inspirational rallying cry and all allies can roll with Advantage on their next action.

Recognize Deception
Street Rats roll with advantage when attempting to detect deception.

Diamond in the Rough
Goblins that become Street Rats gain +1 to their DEX score.

War Mage

Feared for their ability to cast spells while in close combat and while wearing armor, War Mages are very powerful and well balanced. War Mages tend to be older than the normal adventurer, due to the time required to master both the magical and fighting arts.

Class Bonus
+1 to INT

Class Restrictions
You must have at least 2 INT and 1 STR.

Weapon/ Armor Restrictions
War Mages can wear Leather, Ring or Chain armor, but cannot use shields. They may use any melee weapon! If using a weapon, they may cast spells through their weapon.

Magically Gifted
War Mages are capable casting magical spells and reading magical writings. However, they tend to learn offensive spells.

From the Spell section select 2 spells. Each spell may be cast 3 times per day. War Mages can learn additional spells from magic scrolls, but are restricted to only casting each learned spell twice per day.

Thundering Strike
War Mages can use this ability once per session. Thundering Strike is a melee attack made with a weapon, but it uses a spell for the attack as well. If you hit with the attack, roll your weapon damage and add the spell damage to the attack as well. If you miss, everything within a 30' radius (including you) takes 3 damage.

Counterspell Attack
While in melee combat, if a creature begins to cast a spell within your reach, you may attack them and seek to negate the spell with a melee attack. If you make a Counterspell Attack, you may go first in the Initiative that round. If you hit, the spell is negated and wasted. If you miss, you are last in Initiative the next round. Your Counterspell Attack does no damage.

Insightful Rage
Twice per day, you may add you INT to your attack and damage roll.

Magic Resistant
Anytime you take damage from a magical source, reduce it by 1. However, you may not reduce it below 1 damage.

Warlock/Witch

The dark arts have always come naturally to you. You seek power and will sacrifice friend, family or for to obtain it. Though not physically strong, you make up for it with your powerful intellect and devious nature.

Class Bonus
+1 INT, +1 WIS & -1 STR

Class Restrictions
You must have at least a 1 in INT & WIS. Dwarves are not known for delving into the darkest of arts, preventing them from becoming a Warlock or Witch.

Weapon/ Armor Restrictions
Warlocks and Witches may only wear Leather Armor. They may use clubs, daggers or staves.

Tap into the Power
Warlocks and Witches may call upon the dark forces and summon energy that they can focus into a beam that does 1d4 damage (30' Range).

Each beam may be modified with a curse. The curse must be selected before the attack. If the beam hits, the curse enters into effect for 1 hour unless the target resists by making DC: 12 (CON) check. They can use this modification 1 + WIS score per day. A single target can have up to 3 different curses active upon them.

Agony: 2 extra damage, Brain Drain: -1 INT, Clumsy: -1 DEX, Pain: -1 to all attacks, Repulsiveness: -1 CHA, Slowness -1 Evade, Thoughtlessness: -1 WIS, Tired: -1 CON, Unlucky: -1 Luck, Vulnerability: -1 AP, Weakness: -1 STR

Pledge Your Allegiance
Once per game session, you may request a power boon from your dark lord. This effect occurs immediately and does not use your attack for the round. It lasts 1D4 rounds. The boon gives you Advantage on all Spell rolls cast during its effects and +2 to Evade. During this effect, you glow a dark purple and take on slightly demonic features.

Hearing Voices
Due to their link to an otherworldly power, Warlocks and Witches can see in the dark (60'), roll with Advantage vs curses and fear, can speak, understand and read 1d4 additional languages.

I Want More
Warlocks and Witches are capable casting magical spells and reading magical writings.

From the Spell section select 3 spells. The spell may be cast 3 times per day. They can learn additional spells from magic scrolls, but are restricted to only casting each learned spell twice per day.

Warrior of the Empty Hand

You have spent most of your young life fighting in dank taverns, back allies and in local fighting competitions. These warriors live for the thrill of the fight and for honing their skills to perfection. Some of them are hot headed bullies, while others can be chill, Zen Masters that only like to test their skills.

Class Bonus
+1 STR or +1 DEX, -1 WIS

Class Restrictions
You must have a STR, DEX and CON of 1 of higher to be a Warrior of the Empty Hand.

Weapon/ Armor Restrictions
They prefer to fight with their bare hands, but can fight with any melee weapon. They may wear Leather armor, but cannot use shields.

Pugilist
The Warrior of the Empty Hand has mastered the art of bare-knuckled fighting. When attacking without a weapon, their punch does 1d4 + STR in damage.

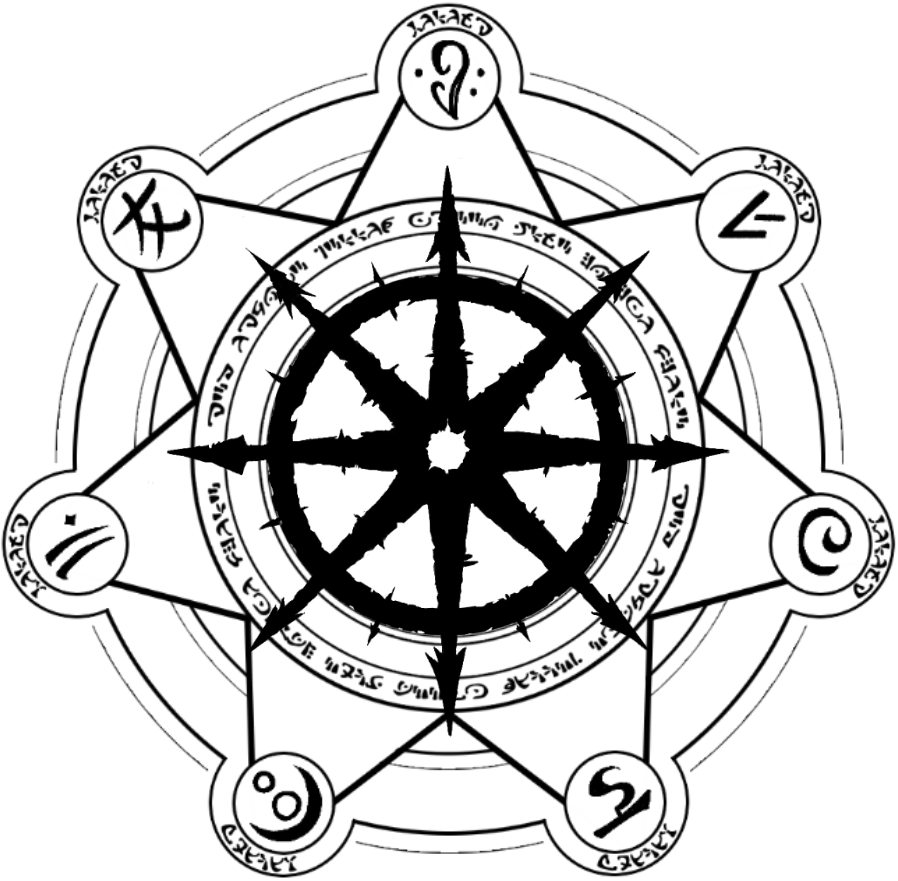
Dazing Strike
In place of a normal attack you can attempt Dazing Strike. If you hit with using Dazing Strike, any target with less HP than you must make a Core Mechanic roll vs DC: 15 (CON) check or lose their next action and are at -2 to Evade for this round and next. Dazing Strike is attempts are rolled with Disadvantage

Hurricane Strike
In place of a normal attack you can attempt Hurricane Strike. Hurricane Strike uses DEX instead of STR for your roll and allows you to make 2 simultaneous attacks against 1 target, both rolled at Disadvantage.

Swift Like the Wind
You add double your DEX score to your Evade (minimum of +1). You can climb twice as fast and jump twice as far as an athletic person of similar stature. Once per day, you may run on water for 1d4 rounds. You may attempt to catch normal missiles that would normally hit you. Make a DEX DC check equal to the attacker's total roll. If you pass, you catch the missile and take no damage. If you attack this round, you lose your attribute bonus on the attack.

Body of Iron
You start with +2 HP and have 1 AP even when not wearing armor.

Magic



Casting Spells

Casting Spells, like any other action requires a Core Mechanic roll + INT Modifier vs a Target DC. Some spells have a predetermined DC, some are left up to the GM to set the difficulty. Also, some spells require touch, some function almost as a ranged attack, but this is all included in 1 CM roll. No need to roll to touch and then roll to cast the spell.

Starting Spells

Detect Magic
The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Dispel Magic
Dispel magic can be used to completely dispel most spells and enchantments. This can be used to undo negative magical effects or temporarily disable a magical trap for the duration of the spell. It can render magical potions inert and wipe the text from magic scrolls, but it cannot destroy permanent magic items.

Fireball
A missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. It has a burst radius of 20 feet and damage is 1d6.

Heal Wounds
Heals 1d6 lost HP.

Hold Person
The Caster can target 1-6 persons using this spell. To hold 1 person, the Caster makes a Core Mechanic roll + INT score vs a Target Difficulty Check of 15 (add +2 for each additional person attempted to be held). The Hold lasts for 1d6 minutes.
Note: The person(s) being held can still talk, fight back, cast spells, etc, Hold Person simply magically glues their feet to the ground for the duration of the spell.

Hold Portal
This spell magically holds a door or gate in position for the spell's duration, 1d6 minutes (or until dispelled). Only powerful creatures (such as dragons or giants) or creatures with magic resistance can shatter the spell.

Invisibility
The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to the specialized forms of vision possessed by some non-humans. An invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit. This spell lasts until dispelled or until a successful attack deals damage.

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

Levitate
This spell allows the caster to levitate herself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand. Levitation last 1d6 minutes and has a maximum levitation height of 10 ft above the ground.

Light The Darkness
Light The Darkness allows the caster to target a person or object which then produces a light about as bright as a torch with a radius of 20 feet until Dispelled.

Lightning Bolt
As if a storm cloud appeared directly above the target, a lightning bolt blasts down from above (even in small spaces) doing 1d6 points of damage to the target.

Locate Object
This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Starting Spells (Continued)

Magic Missle
This spell causes a bolt of sizzling magical energy to launch forth from the caster's hand, unerringly striking its target. It inflicts 1d6 points of damage.

Magic Shield
A shimmering magical shield appears in front of the caster, animating and moving to protect him. It provides +4 Armor Points for 1d6 minutes.

Read & Speak Language
This allows the caster to magically read and speak a language of their choosing for 1d6 minutes. This includes magic scripts and runes.

Remove Curse
This permanently spell removes one curse from a person or object.

See The Invisible
The caster can perceive invisible creatures and objects within the range of their normal senses for one hour.

Speak With Animals
The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Water Breathing
This spell grants the ability to breathe underwater for 1d6 minutes.

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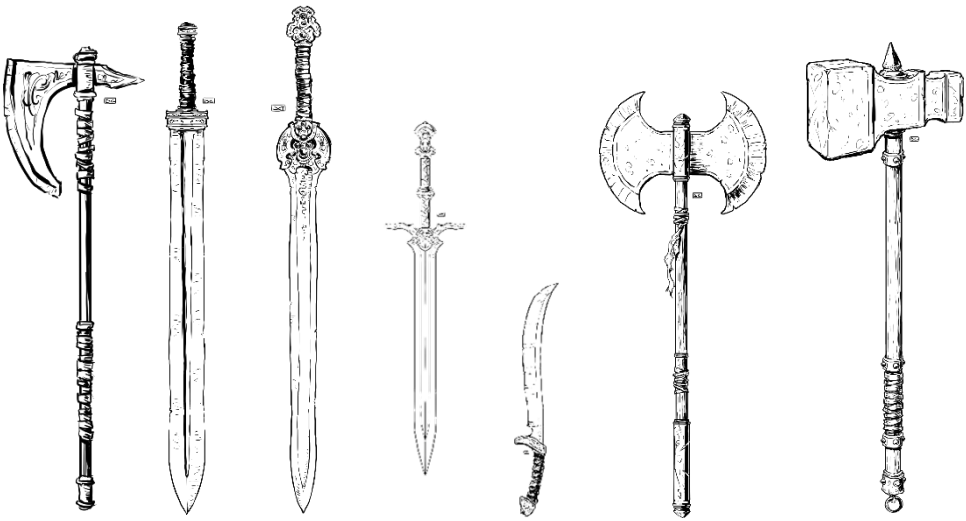
Adventuring Gear

Starting Gold Pieces (gp):
Dwarf 450, Elf 300, Goblin 50, Human 200, all other races 175.

Adventuring Gear	Cost (gp)	Adventuring Gear	Cost (gp)
Animal Trap	10	Holy Symbol (wooden)	2
Backpack	5	Holy Symbol (silver)	25
Bedroll	2	Holy Water (vial)	25
Belladona, bunch	10	Jeweler's Glass	100
Belt Pouch	1	Journal (blank)	20
Bottle of Wine	1	Mirror (handheld)	5
Case (map or scroll)	3	Music Instrument	1 – 10
Cloak	1	Net (10 ft. x 10 ft.)	25
Cloth (bolt)	5	Oil (pint)	2
Clothing, Commoner	1	Pole (10 ft.)	1
Clothing, Traveling	3	Rations, trail (1 day)	7
Clothing, Fine	10	Rations, dried (1 day)	10
Compass	50	Rope, hemp (50 ft.)	1
Crowbar	5	Rope, silk (50 ft.)	5
Deck of Cards	2	Sack (15 lbs. capacity)	1
Dice, bone (pair)	1	Sack (30 lbs. capacity)	2
Falcon (trained)	100	Shovel	5
Fishing Tackle	1	Spellbook (blank)	100
Fishing Pole	1	Spikes, iron (12)	1
Flint and Steel	5	Stakes, wooden (12)	1
Frying Pan	2	Tent	20
Garlic (1 lb.)	2	Tool Kit	25
Grappling Hook	5	Torches (6)	1
Hammer (small)	2	Waterskin	1
Healing Salve 1d6 x2/day	150	Whetstone	1
Helmet	10	Wolfsbane	10

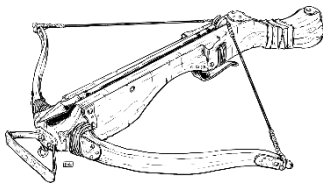
Melee Weapons

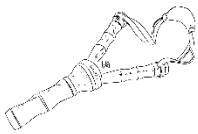
Weapon	Damage	Cost (gp)	Traits
Axe, battle	2d6	50	Two-handed
Axe, hand	1d6	10	Thrown
Club	1d6	–	
Dagger	1d6-1	10	Thrown
Flail	1d6	20	
Lance	1d6+1	10	Horseback
Mace	1d6	5	
Morning Star	1d6+1	6	Two-Handed
Polearm	1d6+1	7	Two-Handed
Quarterstaff	1d6	1	
Spear	1d6	5	Thrown
Sword, long	1d6	75	
Sword, short	1d6-1	50	
Sword, two-handed	2d6	125	Two-handed
War Hammer	1d6	30	Thrown



Ranged Weapons

Weapon	Damage	Rate of Fire	Range	Cost
Arrows (20)	–	–	–	5
Arrow (silver)	–	–	–	5
Axe (hand)	1d6	1	10 ft.	5
Bolt (30)	–	–	–	5
Bow (long)	1d6	1	70 ft.	40
Bow (short)	1d6-1	1	50 ft.	25
Crossbow (heavy)	1d6+1	1	80 ft.	50
Crossbow (light)	1d6-1	1	60 ft.	25
Sling	1d6-1	1	30 ft.	20
Spear	1d6	1	20 ft.	4
Stones (20)	–	–	–	1
War Hammer	1d6	1	10 ft.	5



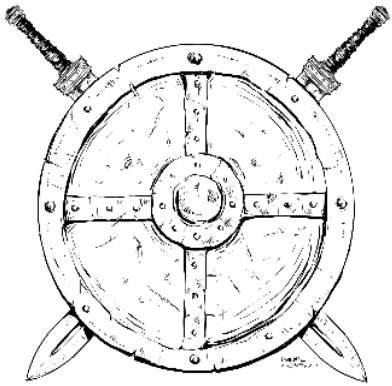


Armor, Shields & Transportation

Armor	Armor Point Value	Weight (lb.)	Cost
Leather	1	20	20
Ring Mail	2	30	30
Chain Mail	3	50	40
Half-Plate	4	65	50
Plate Mail	5	75	75

Shields	Armor Point Value	Cost (gp)
Large Shield	3	35
Small Shield	2	20
Buckler	1	10

Transportation Gear	Cost (gp)
Barding	320
Cart	80
Donkey or Mule	20
Horse (riding)	40
Saddle	25
Saddle Bags	10
Wagon	160
Warhorse (heavy)	200
Warhorse (medium)	100



Game Master's

Section

The Core Mechanic

Roll 1d20 & 1d6 Simultaneously

Add any applicable modifiers to the d20 roll for a total vs a target Difficulty Check

If you meet or beat the target Difficulty Check you succeed

On the d6,
Ignore a roll of 2, 3, 4 or 5
For a roll of 1 add a Hindrance
For a roll of 6 add a Benefit

Be sure when using the Core Mechanic that you are having the players include the appropriate Attribute Score and any additional Modifiers.

Use the Core Mechanic in place of all Combat, Saving Throw, Magic, Traps, Locked/Barred Doors, etc.

This is the backbone of The Blackest of Deaths.

Outcomes of the Core Mechanic
There are 6 possible outcomes when using the Core Mechanic:

Success with benefit
Success
Success with hindrance
Failure with benefit
Failure
Failure with hindrance

You can also think of it this way when adjudicating rolls:

Yes and . . .
Yes
Yes but . . .
No but . . .
No
No and . . .

Guidance for Hindrance & Benefits

Hindrance and Benefit adjudication is something you'll have to learn to do as you go. Don't' be afraid to ask for player suggestions when coming up with Hindrance & Benefits. This can be a great form of collaboration that will help the players to feel more involved with what is happening with their characters and just more part of the game in general.

As no two situations are the same, it is impossible to give an example for every possible scenario that you will run across as a GM. Here are some great examples to get your mind thinking of ways to use Hindrance & Benefits to improve your game.

SUCCESS WITH BENEFIT

Your foraging helps to find what you needed, and you found another promising trail.

Your attack lands solidly and your opponent drops shield.

Your arrow lands true, pierce fully through your Orc target and The Orc behind is now impeded by your fallen enemy, losing his attack this round.

With no time to look, you leap from the window just before the room explodes and your able to dodge the thorn bushes below.

SUCCESS WITH HINDRANCE

The oil hits the mark but splashes wide, partially blocking your path.

While climbing the cliff you're able to reach the top but your boots broke some hand hold rocks making the climb more difficult for your friends below.

You were just able to slide under the falling door but you lost your hat in the process.

FAILURE WITH BENEFIT

The magical energies fizzle without effect, but the caster gains insight into the weaknesses of that opponent.

The creatures notice your attempt to sneak by, but they fail to see your allies.

Your enemy hits you for a grievous wound, but leaves an opening for your attack.

Your backstab fails! Might as well attack now.

Despite your best efforts, the door remains closed but, in your struggles, you noticed something in the room you had missed before.

As you were about to shoot, the bow/crossbow breaks! Grab that arrow/bolt and take a stab.

Haggling too much means the merchant will no longer deal with you. But that fellow in the alley told you about a fence you may visit.

FAILURE WITH HINDRANCE

You drop your weapon, and your enemy kicks the weapon away.

You've lost the trail of your quarry, and now you are lost too.

The swing with your sword is parried and your weapon breaks into pieces.

You fail to parry, steel cuts deep and you know instantly, the blade was poisoned.

You reach into your bag for your potion and you find your bag is empty.

Swinging into the fray like Tarzan, the vine you chose breaks and land flat-backed at the foot of a troll who gets a free attack on you.

Setting Target Difficulty Checks

Difficulty Checks are determined by the Core Mechanic.
GMs can set any DC she desires but here is a simple guideline for target numbers:

EASY 10
MEDIUM 15
DIFFICULT 20
NEAR IMPOSSIBLE 25

NOTE: The roll of a Natural 20 is always a success and a Natural 1 is always a failure, regardless of bonuses and difficulty levels.

Character Death

The Blackest of Deaths is designed to be deadly. Don't cheat the players out of an honest character death. If the dice fall that way, the dice fall that way. If you don't want to be seen as a villain, let them roll for their own fate.

The inverse to this is never subject them to an unwarranted death. Let their decisions, their choices and the roll of dice do the dirty work for you.

Evade, Armor Points & Combat

Evade is the score required to hit a character.

Armor Points reduces the amount of damage taken by a character. This amount cannot be reduced below 1.

Combat uses the Core Mechanic with the STR Attribute used for Melee Combat and the DEX Attribute used for Ranged Combat.

The INT attribute is used for all magic attacks" would help. Now some of the spells do mention making a CM+INT.

Let's look at an example:
Raina, our Assassin (pictured on page 45) is being attacked by an Orc. Raina has an Evade of 15 and an Armor Point score of 3.

The Orc makes a Core Mechanic check to hit and rolls a 14 on his d20 +his STR score of 3 for a total of 17. He also rolls a 3 on the d6 so no Benefit/Hindrance.

Because the Orc's total of 17 is greater than Raina's Evade of 15, the Orc does hit!

He rolls 1d6 for damage and gets a 3. Then he adds his STR Attribute of 3 to the damage for a total of 6.

Raina's Armor Point score of 3 negates 3 points of damage so Raina only takes 3 HP of damage from the Orc's attack.

Let's look at another example:

This time Raina is attacking the Orc. The Orc has an Evade score of 11 and an Armor Point score of 6 (the maximum)!

Backing up to put some distance between her and the Orc Raina shoots a crossbow bolt at the Orc.

Using the Core Mechanic, Raina rolls a 15 she adds her DEX attribute of 2 for her Ranged Attack bringing her total to 17.
That's a hit!

However, Raina also rolled a 1 on her d6 so she is Successful with a Hindrance. In this case Raina slips on the moss and falls on her back, she'll have to spend her next action to get up or attack from the ground at Disadvantage.

Raina rolls for Damage and she gets a 1 but then adds her DEX attribute score for a total of 3 Damage. The Orc's Armor Points score of 6 negates up to 6 points of damage, well above the damage Raina's bolt did. However, Armor Points cannot reduce damage below 1 point, so the Orc takes 1 point of damage.

Monsters

Basilisk

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (fighting without looking incurs a -4 penalty "to-hit"). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

HP: 33
Evade: 12
Armor Point: 4 (Natural)
Bonus: +3 to Attack, +3 Damage
Attack: Bite (1d6+1)
Special: Petrifying Gaze (Core Mechanic + CON) DC 15
Terror: 15

Bugbear

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents.

HP: 14
Evade: 14
Armor Point: 1 (Natural), 3 (If in Armor)
Bonus: +2 to Attack, +1 Damage
Attack: By Weapon
Special: Attacks with Advantage the first round of combat.
Terror: 13

Centipede, Giant

This man-sized giant centipede is a deadly predator with armored segments, a vicious bite, and a *lethal (though relatively weak) poison (DC 12 vs CM+CON) Those who fail the saving throw will die in the next 1d6 rounds as the toxin spreads through their bodies if an antidote is not found.

HP: 25
Evade: 10
Armor Point: 4 (Natural),
Bonus: +2 to Attack, +3 Damage
Attack: Bite 1d6-1
Special: Poisonous Bite (DC 12 vs CM+CON) *See above
Terror: 12

Death Knight

*These terrible undead knights are clad in black armor and wield terrible two-handed swords with great strength. In addition to increased damage, each time a death knight successfully strikes a foe with their sword the target permanently loses one Hit Point from their maximum HP! They can cast a Fireball once per day that inflicts 4d6 points of damage. They are immune to damage from mundane (non-magical) weapons and cannot be banished or controlled by a Necromancer.

HP: 48
Evade: 18
Armor Point: 4 (Natural),
Bonus: +4 to Attack, +4 Damage
Attack: Mace 1d6+2 (Magic)
Special: *See above
Terror: 18

Demons

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magic-users or Chaotic Clerics. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils.

Demons, Baalroch

These powerful demons somewhat resemble vast Minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. a Baalroch uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the Baalroch and burned by the fires of the demon's body (3d6 damage).

HP: 50
Evade: 10
Armor Point: 6 (Natural),
Bonus: +4 to Attack, +4 Damage
Attack: Sword or Whip (2d6)
Special: Baalroch Roll with Advantage vs Magic Demons,
Terror: 16

Imp

These tiny devilish creatures are red & black in skin color long pointed tails and bat wings. Their tail has a poison which can kill if the victim fails their roll.

HP: 15
Evade: 14
Armor Point: 2 (Natural),
Bonus: +2 to Attack, +1 Damage
Attack: Poison Tail Sting 1d6-1
Special: Immune to Fire & Magical Weapons, Can Turn Invisible.
Terror: 11

Demons, Lemure

Lemures are vaguely humanoid—their flesh is mud-like, shifting and soft upon their horrible bodies. Like manes and wretches, lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

HP: 18
Evade: 13
Armor Point: 4 (Natural),
Bonus: +2 to Attack, +3 Damage
Attack: By Weapon
Special: Regenerate 1 HP per round.
Terror: 13

Demons, Succubus

A succubus is a demon of lust who appears as a scantily clad voluptuous human woman with bat-wings sprouting from her shoulder blades. Though not effective in direct combat, she can charm with a word or a kiss and often surrounds herself with a horde of thralls bent to her will. This ability allows the Succubus to Charm Person at will. If slain, their physical body returns to the infernal planes to which they are native.
HP: 15
Evade: 15
Armor Point: 2 (Natural),
Bonus: +1 to Attack,
Attack: By Weapon
Special: Charm Person (CM+WIS vs DC 16), A charmed person is fully and totally under the succubus' control for 1d6 days or until the spell is dispelled.
Terror: 10

Elf, Dark

These cousins of surfaces elves have dark skin and white hair. They raid surface dwellers, elves who they hate the most. They typically wield short swords (1d6 damage) and light crossbows whose bolts are coated in a paralytic poison (1d6 damage, save or be paralyzed for one turn). Most wear special chain mail crafted with dark magic and carry bucklers. They are extraordinarily stealthy. They are also highly resistant to magic, rolling with Advantage vs all Magic checks.

HP: 16
Evade: 16
Armor Point: 4 (Armor & Shield)
Bonus: +3 to Attack, +2 Damage
Attack: By Sword or Crossbow
Special: *Poison (CM+CON vs DC 15), Paralysis 1 round
Terror: 10

Gargoyle

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.

HP: 16
Evade: 11
Armor Point: 6 (Natural)
Bonus: +1 to Attack, +3 Damage
Attack: Punch or Claw 1d6
Special: Flight, Turns to Stone in Daylight
Terror: 12

Gelatinous Cube

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a CM+CON vs DC 14 or become paralyzed (6 turns)—during which time the cube will attempt to devour its victim. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested. Gelatinous cubes are immune to lightning and cold.

HP: 16
Evade: 9
Armor Point: 0
Bonus: +4 to Attack,
Attack: Strike 1d6
Special: See Description
Terror: 11

Ghoul

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a Core Mechanic roll+CON or the victim becomes paralyzed for 3d6 turns.

HP: 10
Evade: 12
Armor Point: 0
Bonus: +1 to Attack, +2 Damage
Attack: Claw 1d6-1
Special: Paralysis Touch (CM+CON vs DC 11) or Paralyzed for 3d6 round
Terror: 14

Giant, hill

Hill Giants are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d6 points of damage.

HP: 24
Evade: 10
Armor Point: 0
Bonus: +1 to Attack, +4 Damage
Attack: Giant Club 1d6+1
Special: None
Terror: 15

Liche

Liches are the undead remnants of wizards. A Liche has the same spell-casting powers a wizard (10 Spell Total). A Liche's touch causes paralysis with no roll. Liches are evil & intelligent.

HP: 26
Evade: 13
Armor Point: 0
Bonus: +1 to Attack, +2 to Damage
Attack: By Spell or Staff 1d6
Special: Select 10 Spells
Terror: 16

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons; only silver or magical weapons. If any character is brought below 3 HP by a lycanthrope, the character will become a lycanthrope himself.

Lycanthrope, Werebear

Werebears are often found in forests and caves. They are fierce and territorial, known to defend their dens aggressively.
HP: 20
Evade: 11
Armor Point: 2 (Natural)
Bonus: +2 to Attack, +3 to Damage
Attack: Claw 1d6 or Bite 1d6-1
Special: Lycanthropy, Terror: 16

Lycanthrope, Wererat

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy.
HP: 14
Evade: 14
Armor Point: 1 (Natural)
Bonus: +2 to Attack, +1 to Damage
Attack: Sword
Special: Lycanthropy, Control 2d6 Rats, Terror: 14

Lycanthrope, Werespider

Werespiders have the body and legs of a giant black widow spider, and the torso, arms and head of a human.
HP: 16 Evade: 16
Armor Point: 1 (Natural)
Bonus: +3 to Attack, +1 to Damage
Attack: Bite 1d6+1
Special: Lycanthropy, Poison bite Paralysis (CM+CON vs DC 14)
Terror: 16

Lycanthrope, Werewolf

Werewolves are the traditional Lycanthropes. They are often only affected by silver or magical weapons, and are often humanoid—except for during a full moon, and so on.

HP: 18
Evade: 13
Armor Point: 2 (Natural)
Bonus: +3 to Attack, +2 to Damage
Attack: Claw 1d6 or Bite 1d6-1
Special: Lycanthropy, Terror: 14

Minotaur

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes and most are not particularly intelligent.

HP: 30
Evade: 13
Armor Point: 3 (Natural)
Bonus: +6 to Attack, +4 to Damage
Attack: Giant Axe 2d6, Gore 1d6 or Sword 1d6+1
Special: Never lost.

Mummy

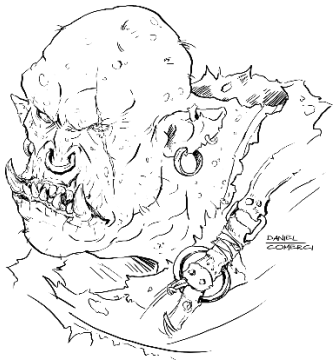
Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

HP: 19
Evade: 10
Armor Point: 1 (Natural)
Bonus: +2 to Attack,
Attack: Touch 1d6 + rotting disease
Special: See description

Ogre

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes ogres are mistaken for trolls.

HP: 16
Evade: 10
Armor Point: 3 (Natural)
Bonus: +3 to Attack, +4 to Damage
Attack: Club 1d6
Special: None.



Orc

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a -1 penalty "to-hit" in sunlight. They typically carry small shields and wear ring mail armor. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

HP: 12
Evade: 12
Armor Point: 1 (Natural) 3 (Armor)
Bonus: +2 to Attack, +3 to Damage
Attack: By weapon.
Special: None.

Rat, Giant

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A CM+CON vs DC 12 is needed to fight off the infection. The effects of the disease are decided by the Game Master.

HP: 5
Evade: 12
Armor Point: 0
Bonus: 0
Attack: Bite 1d6-2
Special: None.

Skeleton

Skeletons are animated bones of the dead and are usually under the control of some evil master.

HP: 10
Evade: 13
Armor Point: 1 (Natural) 1 (Shield)
Bonus: +1 to Attack, +1 to Damage
Attack: By weapon or claw 1d6
Special: None.

Troll

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerse it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

HP: 10
Evade: 11
Armor Point: 2 (Natural)
Bonus: +4 to Attack, +4 to Damage
Attack: Claws 1d6+2, Bite 1d6+1
Special: Regeneration

Vampire, Lesser

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when "killed" in this way they change into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a CM+INT vs DC 14, or the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire's bite drains 1d6 HP damage PERMANTLY.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator.
HP: 10
Evade: 11
Armor Point: 2 (Natural)
Bonus: +4 to Attack, +4 to Damage
Attack: Claws 1d6+2, Bite 1d6+1
Special: Regeneration, Charm Person

Vampire, Feral

Feral Vampires have lost all remnants of their former human selves. They now are wild beasts acting on pure instinct and a lust for blood.

HP: 12
Evade: 12
Armor Point: 2 (Natural)
Bonus: +2 to Attack, +2 to Damage
Attack: Claws 1d6, Bite 1d6
Special: Regeneration

Vampire, Master

Master Vampires are hundreds of years old and often can found as rulers of desolate lands or single-handed usurper of entire kingdoms, ill prepared to deal with their kind.

HP: 22
Evade: 14
Armor Point: 4 (Natural)
Bonus: +4 to Attack, +4 to Damage
Attack: Claws 1d6+2, Bite 1d6+1
Special: Regeneration, Charm Person & 10 additional spells.

Vampire, Ancient

Existing for thousands of years and often hibernating through entire centuries, Ancient Vampires are some of the deadliest of all monsters. Their incredibly long lives have afforded them lots of skill, knowledge & power.

HP: 20
Evade: 17
Armor Point: 5 (Natural)
Bonus: +6 to Attack, +6 to Damage
Attack: Claws 1d6+2, Bite 1d6+1
Special: Regeneration, Charm Person & knows all spells.

Wight

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely brought to 0 HP by a wight's touch becomes a wight. Also, for each touch from a wight, the character loses 1 HP from their maximum HP PERMANTLY.

HP: 14
Evade: 12
Armor Point: 2 (Natural)
Bonus: +3 to Attack, +2 to Damage
Attack: Claws 1d6 and 1 HP Permanently lost.
Special: Wight Touch, See Description

Wraith

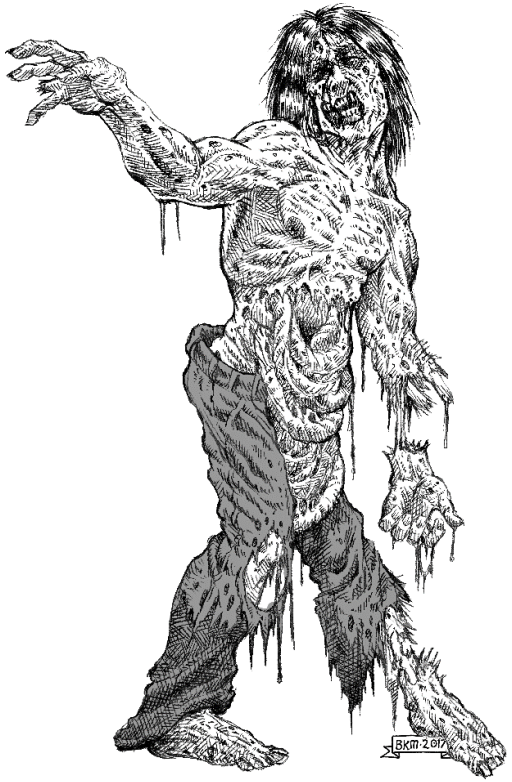
Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. Any human killed or completely brought to 0 HP by a wraith's touch becomes a wight. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

HP: 15
Evade: 14
Armor Point: 3 (Natural)
Bonus: +4 to Attack, +3 to Damage
Attack: Claws 1d6 and 1 HP Permanently lost.
Special: See Description

Zombie

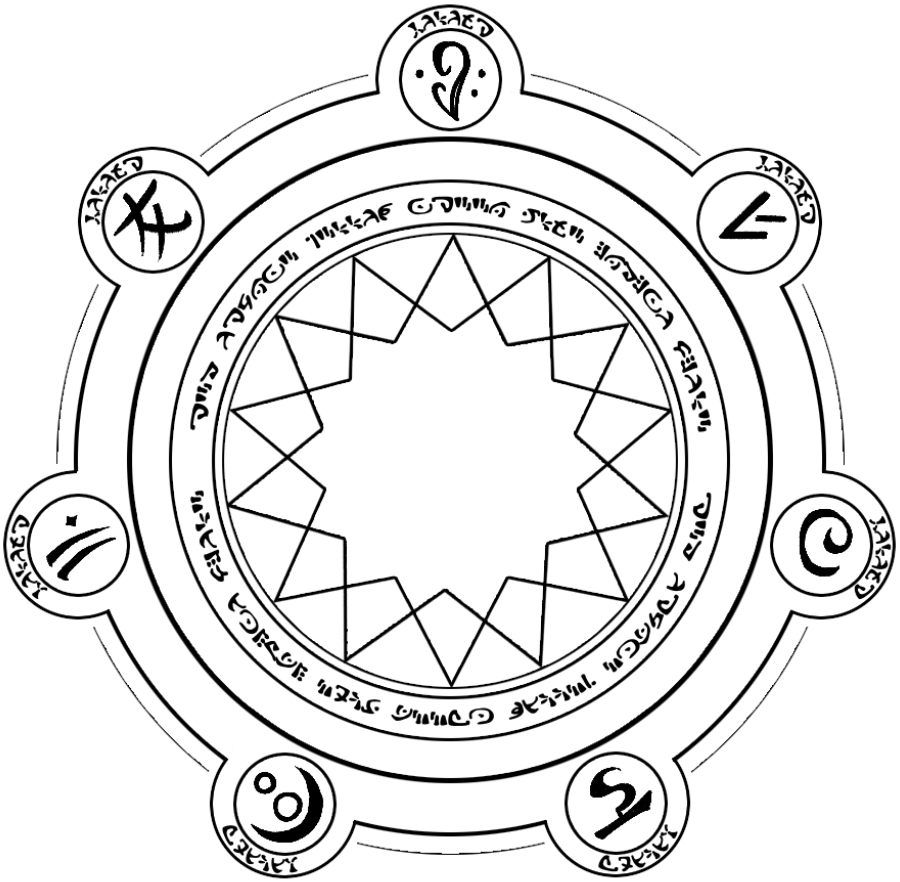
Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. However, the standard zombie is simply a corpse animated to do its creator's bidding.

HP: 10
Evade: 12
Armor Point: 1 (Natural)
Bonus: +2 to Attack, +2 to Damage
Attack: Claw or Bite 1d6+1
Special: Immune to sleep, charm



Random Encounter table		
3d12	Monster Type	Number Appearing
3	Basilisk	1
4	Bugbear	1-8
5	Centipede, Giant	1
6	Death Knight	1
7	Demon, Baalroch	1
8	Demon, Imp	1-4
9	Demon, Lemure	1-4
10	Demon, Succubus	1
11	Elf, Dark	4-20
12	Gargoyle	1-8
13	Gelatinous Cube	1
14	Ghoul	3-12
15	Giant, Hill	1-2
16	Kobold	4-24
17	Liche	1
18	Lycanthrope, Werebear	1-4
19	Lycanthrope, Wererat	1-8
20	Lycanthrope, Werespider	1-2
21	Lycanthrope, Werewolf	1-6
22	Minotaur	1
23	Mummy	1
24	Ogre	1-6
25	Orc	1-20
26	Rat, Giant	4-40
27	Skeleton	4-24
28	Troll	1-4
29	Vampire, Lesser	1-6
30	Vampire, Feral	1
31	Vampire, Master (+1d6 Lesser Vampires)	1-4
32	Vampire, Ancient (+1d4 Master & 2d6 Lesser Vampires)	1
33	Wight	1-6
34	Wraith	1-4
35	Zombie	1-20
36	Roll twice and both creatures appear.	Special

Treasure



Treasure

Riches uncounted and arcane artifacts with power beyond imagination lay waiting for heroes and fortune seekers brave (or foolhardy) enough to travel into the dangerous places of the world. Treasure is non-magical coinage, jewels and other valuables. Monsters often hoard treasure in their lairs or carry valuables with them – typically spoils taken during raids.

Monsters have usually accumulated an equivalent of 5 gold pieces per hit point. Most monsters carry 25% of their accumulated wealth on their person and stash the rest away in a lair of one sort or another.

Magic Items

Because The Blackest of Deaths does not have an RPGs customary leveling up process, one of the ways characters can progress or get better in this game is by the use of Magic Items. So, you'll find there to be a lot more chance of your players getting Magic Items and needing them to survive longer as they battle ever escalating threats.

In the following pages you'll find many different Magic Item charts available. At the conclusion of each major adventure in your campaign it is suggested that you allow each player a chance to roll on the MAIN TREASURE CHART and follow where it tells them to roll next. Don't worry too much about what the characters get. If they get a powerful weapon, well good for them. You'll find more often than not that they will get something they either don't need or can't use. DON'T LET THEM RE-ROLL. Allow them to sell the item, trade with a fellow player or whatever. They will get another roll at the end of the next adventure!

MAIN TREASURE CHART		
D6	Treasure Type	Turn to page
1	Attribute	72
2	Heart	72
3-4	Magic Item	73
5	Potions	89
6	Spell Scroll	91

Attribute Increase		
D8	Attribute	Score Increase by
1	Strength	+1
2	Intelligence	+1
3	Wisdom	+1
4	Dexterity	+1
5	Constitution	+1
6	Charisma	+1
7	NO INCREASE	0
8	Player's Choice	+1

Heart Increase	
D6	Hit Point Increase
1	NO INCREASE
2	+1
3	+1
4	+2
5	+2
6	1d4

Magic Item		
D6	Magic Item Type	Turn to page
1	Armor	73
2	MISC Magic Item	76
3	Ring	81
4	Staff	83
5	Wand	85
6	Weapons	87

Magic Armor		
D20	Magic Armor Type	Turn to page
1	Leather +1 AP	74
2	Ring Mail +1 AP	74
3	Chain Mail +1 AP	74
4	Half-Plate +1 AP	74
5	Full Plate +1 AP	74
6	Bear-Skin	74
7	Bone Mail	74
8	Carapace Plate	74
9	Dragon Scale Mail	74
10	Dwarf-Forged Plate	74
11	Elven Chain Mail	75
12	Flesh-Stitched Leather	75
13	Holy Armor	75
14	Ice Armor	75
15	Leaf Walker Armor	75
16	Ring Mail of Arrow Deflection	75
17	Shadow Leather	75
18	Shield of Medusa	75
19	Throwing Shield	75
20	Player's Choice	

Ring Mail of Arrow Deflection: Normally, this armor functions as Ring Mail+1, but increases to Ring Mail+3 when the character is hit by arrows, bolts or sling stones.

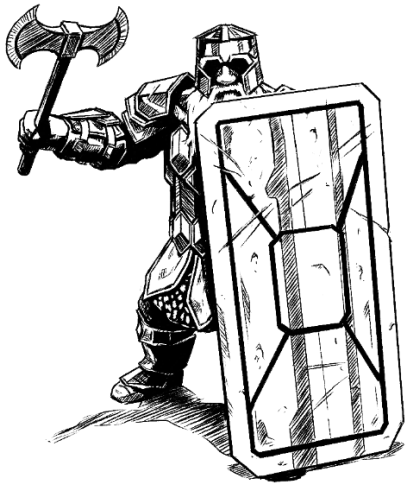
Bear-Skin: This magical suit of Leather Armor+1 allows the wearer to transform into a bear once per day for up to ten combat rounds. While in bear form their AP Value becomes 5 and they may attack three times per round with their massive claws and dangerous bite. These attacks inflict 1d6 points of damage.

Bone Mail: A bizarre set of Half-Plate+1 which is literally made from plates of bone, Bone Mail grants its borrower the ability to Banish 1d6 Undead once per day.

Carapace Plate: Crafted from the shell of a giant ant or similar monstrous insect, the wearer of this Half-Plate+1 will never be attacked by insects unless he attacks them first. This includes giant fire beetles, giant centipedes, and even giant spiders.

Dragon Scale Mail: This set of Half-Plate+2 is crafted from the dragon hide. It is extraordinarily rare.

Dwarf-forged Plate: Dwarf-forged steel is incredibly strong and very light. Dwarf-forged plate functions as Plate Mail+2. Suits are normally crafted only to fit dwarves.



Elven Chain Mail: Elven smiths craft this armor from special silver which has been kissed by starlight. It functions like normal chain mail. Almost all elven chain is made to fit elves, though suits made to fit other races are crafted on rare occasions.

Flesh-Stitched Leather: This macabre armor is crafted from human flesh which has been stitched together and enchanted with dark magic. Only +1 or better magic weapons can harm the wearer while they are clad in this foul raiment.

Holy Armor: This shining plate mail functions as if it were Plate Mail+3 (providing an AP Value of 8) and radiates light. In addition, any undead creatures who come within thirty feet are immediately subject to a Banish Undead. Once they have resisted this effect, they are not subject to it again for one day.

Ice Mail: This set of perpetually frozen chain mail armor protects its wearer from all forms of fire damage, both magical and mundane, while it is worn. Otherwise it functions as normal chain mail armor.

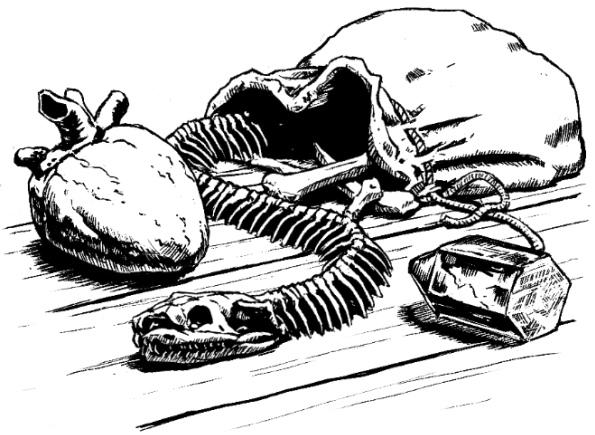
Leaf Walker Armor: Woven of bark and leaves then enchanted by mysterious fey magic, the wearer of this Leather Armor+1 (AP Value 2) leaves no trace of their passage when traveling in wild environments. They cannot be tracked by magical or mundane means as long as they are outside of man-made places, such as cities and villages.

Shadow Leather: This black Leather Armor+2 (AP Value 3) has been enchanted with illusionary magic. It can turn the wearer invisible for up to one hour each day.

Shield of Medusa: This powerful small shield, +2 AP, is forever etched with the image of a terrible medusa. Once per day, the shield bearer can command its eyes open, petrifying a single foe.

Throwing Shield: This magical small shield +2 AP, may be thrown as a missile weapon with a range of thirty feet. It inflicts 1d6+2 points of damage and returns to its wielder. Any round in which the shield is thrown the wielder does not receive he armor class bonus it normally grants.

MISC Magic		
D20	Magic Item	Turn to page
1	Amulet of Dark Vision	78
2	Amulet of Wellness	78
3	Arrow of Trap Detection	78
4	Bag of Holding	78
5	Boots of Leaping	78
6	Bracers of Defense +2 AP	78
7	Carpet of Flying	78
8	Cloak of Protection +2 AP	78
9	Decanter of Holy Water	78
10	Deck of Many Things	79
11	Gauntlets of Giant Strength	80
12	Hole, Portable	80
13	Horn of Blasting	80
14	Mask of Disguise	80
15	Rabbit's Foot	80
16	Rope of Climbing	80
17	Sand of Timelessness	80
18	Symbol – Scarab of Insanity	80
19	Symbol – Terror	80
20	Player's Choice	80



Amulet of Dark Vision: While wearing this amulet a character can see perfectly, even in complete darkness.

Amulet of Wellness: While wearing this amulet an individual is immune to all diseases and poisons.

Arrow of Trap Detection: When set on a flat surface this arrow will spin to point in the direction of the nearest trap within 120 feet.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10 × 5 × 3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains.

Boots of Leaping: These boots allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally.

Bracers of Defense, AP +2: These bracers improve the wearer's Armor Points to the stated level in addition to any bonuses from a shield, armor or other magical defenses.

Carpet of Flying: The carpet can carry as many as three people, and travels 3 times faster than running when it has more than one passenger.

Cloak of Protection, +1 AP: This cloak improves the wearer's AP Value by 1, and grants a bonus of +1 on rolls against magic.

Decanter of Holy Water: This container fills with holy water each day, up to the equivalent of three small vials.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per card in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results are as follows:

The Hearts (♥)
Ace: Gain +10 Hit Points.
King: Gain a magic item from the Misc. Magic Items table.
Queen: Gain 1d3 wishes.
Jack: Gain the ability to summon a Black Knight warrior with +3 sword, shield, to serve for a total of 1 hour.

The Clubs (♣)
Ace: The character receives a dangerous Quest (per the spell).
King: The character's most powerful magic item is sucked into the void and disappears.
Queen: The character is instantly turned to stone, a look of great surprise upon his face.
Jack: The character loses one point from his highest attribute.

The Spades (♠)
Ace: Lose 5 Hit Points PERMANENTLY.
King: A Black Knight, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.
Queen: The character dies instantly.
Jack: A random monster, with 50 HP, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

The Diamonds (♦)
Ace: Gain a map to a very significant treasure.
King: Gain 5d6 items of jewelry.
Queen: Gain a scroll of seven spells.
Jack: Add one point to a single attribute of the player's choice.

The Joker: Gain 1d6 Hit Points and draw two more cards.

Gauntlets of Giant Strength: This gauntlet wearer the strength of a powerful giant (+8 strength damage, not cumulative with any existing strength bonuses). It does not increase "to-hit" probability.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name "portable."

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long, and widens to a base of 20 feet (the "point" of the cone, at the horn's mouth, is 10 feet wide).

Mask of Disguise: While wearing this mask, an individual cannot be identified by magical divination. Those who see him will also have trouble recalling or remembering what he looks like.

Rabbit's Foot: This small trinket increases the wearer's Luck score to 18 as long as they are wearing it.

Rope of Climbing: A 50-foot length of rope that leaps magically upward and can tie and untie itself upon command.

Sand of Timelessness: When a dose of this sand is blown into the air, all individuals in a 30' radius around the user are frozen in place for 1d4 rounds, unable to act.

Symbol—Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. The scarab may be used 12 times, after which it crumbles to dust.

Symbol – Terror: When presented forcefully towards a single individual, that target must flee in terror from the sight of both the wielder and the symbol.

Magic Ring		
D12	Magic Ring Type	Turn to page
1	Archery	82
2	Cold Resistance	82
3	Dark Sight	82
4	Fire Resistance	82
5	Invisibility	82
6	Lightning Reflexes	82
7	Plenty	82
8	Poison Immunity	82
9	Protection +2 AP	82
10	Swordsmanship	82
11	Vitality	82
12	Water Breathing	82

Archery: Advantage on all attack rolls made when wielding a ranged weapon.

Cold Resistance: Advantage versus magical cold and is immune to normal cold.

Dark Sight: Wearer can see perfectly in darkness, and is even able to see through magical darkness.

Fire Resistance: Advantage vs magical fire and grants immunity to normal fire.

Invisibility: Turns wearer invisible per the spell of the same name. Once the wearer is revealed, they cannot turn invisible again for three rounds.

Lightning Reflexes: Wearer always acts first in a combat round, going outside of the normal initiative.

Plenty: As long as this ring is worn the wearer does not need food or water to survive.

Poison Immunity: Immune to poison.

Protection: Grants +2 AP bonus.

Swordsmanship: Advantage to all attack rolls made when wielding a short sword, long sword, two-handed sword or dagger.

Vitality: Wearer receives +5 hit points, even if this increases their hit point total above its normal maximum. These hit points heal at the normal rate and are immediately lost if the ring is removed.

Water Breathing: While wearing this ring, the wearer is able to breath water and cannot drown.

Magic Staff		
D20	Magic Staff Type	Turn to page
1	Absorption	83
2	Beguiling	83
3	Bow	83
4	Command	83
5	Ethereal	84
6	Fire	84
7	Healing	84
8	Lordly Might	84
9	Plants	84
10	Poison	84
11	Power	84
12	Protection	84
13	Security	84
14	Shadows	84
15	Snakes	84
16	Striking	84
17	Teleportation	84
18	Water	84
19	Withering	84
20	Player's Choice	84
Staff - Quarterstaves enchanted with a powerful magic, these items typically have 4d6+6 charges when discovered. Unless otherwise stated, when wielded as melee weapon they inflict 1d6 points of damage.		

Absorption: Absorbs spells cast directly at the wielder.

Beguiling: Casts Charm Person in a radius of 20 feet from the wielder. The duration of the charm is 1 hour.

Bow: Upon command, this staff transforms into a longbow and twenty arrows appear.

Command: A charge can be used to control humans (as per Charm Person), plants, or animals.

Ethereal: At the cost of one charge, the staff bearer can Passwall, like the spell for one turn.

Fire: The wielder can cast Fireball (1 charge, 5d6 damage).

Healing: Cures 1d6+1 hit points of damage per charge.

Lordly Might: These staves may be used to cast Raise Dead.

Plants: The wielder can cast Sticks to Snakes or Speak with Plants.

Poison: This staff can create the effects of a Cloudkill spell or Neutralize Poison.

Power: Casts Light, casts Fireball (4d6 damage), Lightning Bolt (5d6 damage), and hits for 2d6 damage (no charge used).

Protection: This staff grants its carrier a +4 bonus to AP for one turn.

Security: The staff-bearer can cast Knock or Wizard Lock at the cost of one charge.

Shadows: Gives wielder Nightvision including magical darkness.

Snakes: When wielded in melee they function as a Staff+1, but when commanded the staff coils around the target with a successful hit and pins the victim for 1d4 × 10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterward.

Striking: Inflicts 2d6 points of damage with a successful hit (does not use charges).

Teleportation: By spending one charge, the wielder of this staff may cast the Teleport spell.

Water: This staff enables the user breathe under water.

Withering: This Staff+1 ages the victim by ten years with a successful hit.

Magic Wand		
D12	Magic Wand Type	Turn to page
1	Detection, Enemies	86
2	Detection, Invisible	86
3	Detection, Magic	86
4	Detection, Metal	86
5	Detection, Traps	86
6	Fear	86
7	Incineration	86
8	Light	86
9	Polymorph	86
10	Radiant Blade	86
11	Restoration	86
12	Tomb Robber	86

Wand of Detection (enemies): Detects enemies in a radius of 60 feet. Always active when held, does not use charges.

Wand of Detection (invisible): Allows the wielder to detect invisible objects and creatures at a range of 20 feet. Always active when held, does not use charges.

Wand of Detection (magic): Functions as a Detect Magic spell with a range of 20 feet. Always active when held, does not use charges.

Wand of Detection (metal): Detects large caches of metal, with a range of 20 feet. Always active when held, does not use charges.

Wand of Detection (traps and secret doors): Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

Wand of Fear: Causes creatures in a cone-shaped path to flee. Cone extends 60 feet to a base 30 feet across. Holds 25 charges.

Wand of Incineration: Wand launches a ray of searing fire that strikes a single target within 30 feet, inflicting 4d6 points of fire damage, Carries 10 charges.

Wand of Light: This wand radiates light exactly like a torch. Always active when held, does not use charges.

Wand of Polymorph: Casts either Polymorph spell and carries 10 charges.

Wand of the Radiant Blade: When activated, a beam of energy three feet in length springs from the tip of this wand for one turn, or until willed away by the wielder. It can be wielded by the carrier as a Sword+3 which radiates light with a 10-foot radius. Carries 10 charges.

Wand of Restoration: With a touch this wand can restore any lost permanently lost Hit Points to a character bitten by a vampire, struck by a wight, or who has similarly suffered a similar effect. Carries 10 charges.

Wand of the Tomb Robber: This wand can transform into a crowbar, ten-foot pole, or shovel for up to six hours at the cost of one charge. Carries 25 charges.

Magic Weapon		
D20	Magic Weapon Type	Turn to page
1	Battle Axe of Mindlessness	87
2	Dagger of the Assassin	87
3	Flail of Threshing	87
4	Flaming Blade	87
5	Fool's Blade	87
6	Frozen Needle	88
7	Hand Axe of Climbing	88
8	Halbred of Dedication	88
9	Heavy Crossbow of the Siege	88
10	Light Crossbow of Distance	88
11	Long Bow of Infinite Arrows	88
12	Long Sword, Holy Avenger	88
13	Morning Star of the Rising Sun	88
14	Short Bow of Concealment	88
15	Short Sword of the Goblin	88
16	Sling of the Meek	88
17	Spear of the Hunter	88
18	Two Handed Sword of Decapitation	88
19	Warhammer of Jotun	88
20	Player's Choice	

Battle Axe of Mindlessness: The wielder of Battle Axe+1 is overcome by a single-minded rage when in combat. They are immune to all fear effects and charm spells while in battle.

Dagger of the Assassin: This Dagger+2 inflicts double damage when a successful attack is made against an unaware foe.

Flail of Threshing: This Flail+1 is barbed with long, wicked spikes that force anyone struck by it to suffer an additional point of damage for the next 1d6 rounds as their wounds bleed profusely.

Flaming Blade: This magical Long Sword+1 inflicts an extra 1d6 points of damage due to the blade being wreathed in flame. The wielder also suffers no damage from fire-based attacks.

Fool's Blade: A seemingly blunt short sword, it functions as a Short Sword+3.

Frozen Needle: This Dagger+2 is ice-cold to the touch. It can freeze any small bodies of water it touches, once per day.

Hand Axe of Climbing: Upon command this Hand Axe+1 sprouts a 50-foot length of rope from its handle and may be thrown and secured like a grappling hook.

Halbred of Dedication: This Polearm+1 grants its wielder and all allies within 30 feet of him Advantage, once per combat.

Heavy Crossbow of the Siege: This Heavy Crossbow+2 destroys any wooden or stone door it is fired at with a single bolt.

Light Crossbow of Distance: This Light Crossbow+1 fires extra far.

Long Bow of Infinite Arrows: When the string of this Long Bow+1 is drawn an arrow immediately appears on the string, ready to fire.

Long Sword, Holy Avenger: Holy Avenger functions as a Long Sword+3 and grants the wielder Advantage vs magic.

Morning Star of the Rising Sun: As long as this Morning Star+1 is being held in-hand, the wielder cannot be blinded.

Short Bow of Concealment: This Short Bow+1 can be folded over until it is merely six inches in length and easily concealed.

Short Sword of the Goblin: This functions as a Short Sword+1 when wielded by anyone other than a goblin. In the hands of a goblin it is considered a Short Sword+3.

Sling of the Meek: This weapons functions as a Sling+3 and always attacks with Advantage.

Spear of the Hunter: This Spear+1 inflicts double damage against all-natural animals in combat.

Two-Handed Sword of Decapitation: This Two-Handed Sword+3 decapitates a foe when a natural, unmodified 20 is rolled when the wielder makes an attack, instantly causing death to any foe whose anatomy would be affected by the loss of their head.

Warhammer of the Jotun: Normally, this weapon functions as a Warhammer+2, but when it strikes a giant it deals double damage.

Magic Potion		
D12	Magic Potion Type	Turn to page
1	Awareness	90
2	Extra Healing	90
3	Giant Strength	90
4	Healing	90
5	Invisibility	90
6	Invulnerability	90
7	Lycanthropy	90
8	Magic Immunity	90
9	Slipperiness	90
10	Telepathy	90
11	Undead Control	90
12	Vampirism	90

Awareness: This potion grants the drinker Initiative for 24 Hours.

Extra Healing: Drinking this potion restore 3d6+3 hit points.

Giant Strength: The character gains extraordinary strength for one hour, far beyond mortal limits. All melee attacks inflict double damage.

Healing: This potion restores 1d6+1 points of damage when consumed.

Invisibility: The character is invisible, for one hour.

Invulnerability: The character gains an AP 10 for one hour.

Lycanthropy: The character immediately turns into a werewolf upon consuming this potion, gaining all of its abilities. Unlike a normal werewolf, the consumer of the potion has full control and recollection of their time as a werewolf. If the character suffered from Lycanthropy before taking this potion, they are now cured.

Magic Immunity: This character is immune to all magical effects and damage for 24 hours.

Slipperiness: For one hour the character becomes virtually frictionless for one hour making them difficult to grab or attack, granting a +5 bonus to their AP, against melee attacks.

Telepathy: Character can project his thoughts into the mind of any target within 120 feet. They may also "hear" the surface thoughts of any target within 120 feet, if they concentrate.

Undead Control: All undead the character encounters regard him as an ally as if they are under the effects of a Charm Monster spell. Intelligent undead such as Vampires and Liches are immune to this effect.

Vampirism: For the duration of this potion, the caster transforms into a vampire and has all the powers and none of the weaknesses of the creatures. If the character suffered from vampirism before taking this potion, they are now cured.

Spell Scroll		
2D20	Spell Scroll Type	Turn to page
2	Alter Time	92
3	Animate Dead	92
4	Charm Monster/Person	92
5	Cloudkill	92
6	Commune	92
7	Confusion	93
8	Control Weather	93
9	Crystal Ball	93
10	Cure Serious Wounds	93
11	Death Spell	93
12	Detect Poison	93
13	Detect Thoughts (ESP)	93
14	Dimension Portal	93
15	Disintegrate	93
16	Feeblemind	93
17	Fly	93
18	Hallucinatory Terrain	93
19	Hold Monster	94
20	Hold Portal	94
21	Insect Plague	94
22	Invisible Stalker	94
23	Light	94
24	Light Permanent	94
25	Locate Object	94
26	Massmorph	94
27	Neutralize Poison	94
28	Passwall	94
29	Phantasmal Force	95
30	Polymorph	95
31	Project Image	95
32	Raise Dead	95
33	Reincarnation	95
34	Remove Curse	96
35	Sleep	96
36	Sticks to Snakes	96
37	Telekinesis	96
38	Teleport	96
39	Wall of Fire or Ice	97
40	Player's Choice	

Any 1 person from a class with magic can read a scroll and learn the spell but after they do the scroll disintegrates.

Alter Time: The caster must announce which of the two options is being cast. Both options have a 60-foot radius area of effect:

1. As a Haste spell, as many as 24 creatures may double their base movement rate and receive one additional attack per combat round.
2. As a Slow spell, as many as 24 creatures reduce their movement rate by one half and may only attack once every other combat round.

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

Charm Monster/Person: Upon reading the scroll the caster must decide between Charm Monster or Charm Person. They cannot have both. This spell affects living bipeds of human size or smaller, such as goblins or dryads. Or creature falls under the caster's influence as if they were a trusted friend.

Cloudkill: Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet per combat round unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. Creatures with 10 or fewer Hit Points who are caught in the cloud must make a CM+CON vs DC 15 or are instantly slain. A CM+CON vs DC 15 must be made each round that if creatures with 10 or fewer Hit Points remain in the cloud over an extended period.

Commune: Higher powers grant answers to three questions the caster poses. Commune can only be cast once a day.

Confusion: This spell confuses people and monsters, making them act randomly. Roll 1d6 to determine the creature's behavior: 1 or 2 Attacks the Caster, 3 or 4 Stands baffled and inactive, 5 or 6 Attacks an ally. The spell affects 2d6 creatures for 1d6 minutes.

Control Weather: The caster can summon or stop rainfall, tornadoes, hurricanes, blizzards, sandstorms, create unusually high or low temperatures, clear the sky of clouds or summon clouds into being.

Crystal Ball: The caster gains the ability to both see and hear through solid objects. A two-foot thickness of solid stone or a thin layer of lead blocks both options.

Cure Serious Wounds: As a Cure Serious Wounds spell, the caster cures 3d6+3 HP.

Death Spell: Within a 60-foot radius, up to 2d8 creatures with fewer than 7 Hit Points perish. There is no roll to resist this effect.

Detect Thoughts (ESP): The caster can detect the thoughts of other beings.

Dimensional Portal: The caster can teleport himself, an object, or another person within ten feet of him with perfect accuracy to the stated location, as long as it is within the spell's given range.

Disintegrate: The caster defines one specific non-living, non-magic target such as a door, or a statue, a stone wall and it disintegrates into dust.

Feeblemind: Feeblemind is a spell that affects only those who cast Spells. A CM+INT vs DC 15 is made or the target becomes feebleminded until the magic is dispelled. In this state, they are unable to cast spells and their Intelligence score is reduced to 3.

Fly: This spell grants the power of flight, with a movement rate of 120 feet per round for 1d6 rounds.

Hallucinatory Terrain: This spell changes the appearance of the terrain into the semblance of what the caster desires.
Hold Monster: The caster can target 1d4 creatures (such as giants, demons or other inhuman creatures) for 1d6 rounds.

Insect Plague: This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 × 20 feet, with roughly corresponding height). Any creature with Maximum Hit Points fewer than 20 exposed to the cloud of insects will flee in terror (no roll). Those caught in the cloud will be bitten or stung by the hoard of insects, suffering 1 point of damage per combat round. Because the insects are small, they can get inside the folds and chinks in armor and ignore Armor Points of anyone wearing armor.

Invisible Stalker: This spell summons an Invisible Stalker with 30 Hit Points. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic; it must be killed in order to deter it from its mission.

Light: The Caster can cast the Light spell on 1 inanimate, non-magical item that will glow like a torch light for 1d6 hours or until dispelled.

Light Permanent: Light Permanent allows the caster to illuminate a 20x20-ft area, indefinitely.

Massmorph: One hundred or fewer man-sized creatures are changed to appear like perfectly ordinary trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception. This spell is not negated unless dispelled or if any under its effects attack or take other aggressive action.

Neutralize Poison: This spell counteracts poison in a single target, but does not bring the dead back to life. If a character is poisoned while under the effects of this spell, the poison has no effect.

Passwall: This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep per level of the caster and is large enough to allow the passage of an average sized man.

Phantasmal Force: This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real and he can take damage from it. Regardless of what the illusion is made to appear like it always inflicts 1d6 points of "damage," though this damage instantly disappears when the Phantasmal Force is revealed to be an illusion. Characters who have a suspicion or reason to believe the Phantasmal Force is fake may make a CM+INT vs DC 14 to see through the illusion.

Polymorph: The caster must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the form's attributes (the use of wings, for example), but not its hit points or combat abilities.
2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a demon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. This form of the spell lasts until dispelled. Those wishing to resist these effects must make a CM+INT vs DC 14.

Project Image: The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image. Characters who have a suspicion or reason to believe the Project Image is fake may make a roll CM+INT vs DC 15 to see through the illusion.

Raise Dead: Raise Dead allows the Caster to raise a corpse from the dead, provided it has not been dead too long. Characters with Negative Constitution attribute cannot survive the ordeal. Even for those with a strong Constitution, a period of two weeks is required before they can function normally. This spell only functions on dwarves and humans. Elves and Goblins cannot be raised from the dead.

Reincarnation: This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body. Unlike Raise Dead, there is no chance of a target being too feeble to survive and this spell can be used on Elves and Goblins.

Remove Curse: This permanently spell removes one curse from a person or object.

Sleep: This spell puts 1d6 enemies into an enchanted slumber (no roll) for 1d6 hours. It does not affect creatures with 12 or more hit points.

Sticks to Snakes: The caster may turn as many as 2d6 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Telekinesis: The caster can move objects using mental power alone. The amount of weight he can lift and move is 60 pounds. Dropping an object on someone from a great distance does 1d6-1 points of damage per 20 lbs of the object.

Teleport: Spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

1. If the caster has only indirect experience of the destination (known only through a picture or map) there is a 25% chance of success—with failure resulting in death.
2. If the caster has seen but not studied the destination there is a 20% chance of failure. Half of failures will place the traveler 2d6 × 10 feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveler 2d6 × 10 feet above the targeted location, possibly resulting in a deadly fall.
3. If the caster is familiar with the location or has studied it carefully there is a 5% chance of failure. If a failure occurs the referee should roll 1d6. On 1-4 the caster has arrived below their desired location, and on 5-6 they have arrived above it. In either case, the arrival is 1d6 × 10 feet low or high.

Wall of Fire or Ice: The caster must announce which of the two options are being cast:

As a Wall of Fire spell, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 18 or fewer hit points cannot pass through it, and no creature can see through it to the other side. Creatures of 18 HP or fewer who attempt to pass through it take 2d6 points of damage and are driven back. Those with more than 19 HP or more are able to pass through the fire, though it inflicts 1d6 hit points of damage (no roll) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

As a Wall of Ice spell, the caster conjures up a 6-foot-thick wall of ice. The caster may choose to create a straight wall 60 feet

long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. Creatures with 18 or fewer hit points cannot affect the wall, but creatures of 19 hit points or more can attempt to smash through it. The Wall of Ice has an Armor Point score of 6 and 50 Hit Points. It does not suffer damage from any fire-based attacks, magical or mundane and must be reduced to 0 hit points before it can be destroyed.

GM Advice for Magic and Scrolls

Any 1 person from a class with magic can read a scroll and learn the spell but after they do the scroll disintegrates.

Only character classes that start with spells can use magic scrolls or learn new spells.

It is outlined in the class description how many spells each class starts with and can cast each day and also, how many new spells a character can cast per day.

There is no limit on the number of spells a character can learn.

GM always has the right to set new target difficulties for spells or add CM rolls where one wasn't before. Just remember the roll should be CM+(Applicable Attribute) vs DC XX.

Can a character learn the same spell more than once? That is up to the GM. It is suggested that if they do allow the number of times that spell can be cast per day to double and damage to double.

What if I don't like a spell or think it's overpowered? Can I remove or change it?
YES! It's your game. Play it the way you want to.

Bonus Content

Thanks to the generosity of our Kickstarter Backers, Bloat Games is able to bring to you this Bonus Content, written by some of the best writers and designers in the RPG Industry.

Note: This material is considered optional and GMs can decide to include or exclude this content as they wish from their campaigns.

The Frozen Doom That Came to Asgard By Alan Bahr

If you are familiar with the skaldic tales of Ragnarok, set those mother's tales aside. Such tales have been proven hollow and false, for the Ragnarok we expected, fire and doom at Surtr's blade, Thor falling to the world worm, Odin and Fenrir's clash that shook the stars? All lies.

Fimbulwinter was the last truth we had, and now, our people die in frozen hells and rime caverns. The creatures that venture from the earth and force the frozen dead to walk are not known in our legends or lore, but instead exist only in our nightmares.

Doom has come to Asgard, clad only on hoarfrost and gibbering madness.

The Frozen Doom That Came to Asgard is a mash-up of cosmic horror and classical Norse mythology. Massive beasts drawn from nightmares rend their way into the world using eldritch magicks to consume the souls and minds of the Norse people.

The Doom Comes

The prelude to the Twilight of the Gods began as prophesied, with deep winter sweeping the world. However, alongside the wind, frost, and snow, other things emerged. It started with the frozen dead returning to the world. Ancestors rose, icy fingers scratching at longhouses and fearing only fire and dismemberment.

Soon the fjords froze over and the dragonships could sail no more. It was then, that the world ended. A massive beast clad in tentacles and with dragon wings on its back was seen striding towards the gates of Asgard, countless gibbering monsters swarming around the numberless legs of their parent.

The battle that followed shook Midgard and the world tree. The Bifrost was shattered in a titanic battle and with it Heimdallr was cast to Midgard, near death.

There are whispered stories of a resistance, an army being trained and led by Heimdallr to overthrow the Doom. Some skalds say such hope is useless, for Heimdallr died after he fell. Some say he lived. Some say it does not matter, for what hope has a single Aesir against such foes? All that is known is that brave souls who seek Heimdallr do not return, either inducted to his army or devoured in the frozen woods…

For near-eternal nights, Asgard burned in the sky and the gods fell silent, with Odin the final to fall, his magicks failing to protect him from the beasts of nightmares. It seemed like aeons that humanity waited, huddled in longhouses, fending off the frozen zombies that now populated the world.

Finally, the great beast came down to Midgard, and was named by the skalds as the Doom That Came. It vanished deep into the sea, but it's children were left in it's wake.

Today
The Norse face extinction every day. Not only is a permanent winter starving them, making food near impossible to find, but new foes beset them alongside their ancestral foes.

The frost and fire giants have become brave enough to raid Midgard, especially with Asgard toppled. Fenrir's get, the great wolves and wargs, hunt humanity through the mountains and forests. The Dwarves have retreated into their holdfasts, and the Elves have fallen silent.

The Nine Realms are severed, and the Norse are alone.

Threats in the Dark

Many threats loom over the hoary nights of the north in these times, and as man huddles in longhouses, finding strength in community and family, dark things lurk on the outskirts.

Fenrir-born

The great fire giants of Muspelheim, and the frost giants of Jötunheimr have seen a Midgard ripe for their taking and have set out to make it so.

The Fire Giants

Erecting great citadels of basalt, the fire giants wage a war from their new strongholds. Each fire giant citadel hosts a warleader and their family, numbering roughly a dozen giants, as well as fire wargs, great drakes, and other monsters who have aligned themselves with the invaders from Muspelheim. Wielding great, rusted and pitted metal weapons, the giants force the prisoners they capture to work their fields, providing them with treasure, wrought artifacts, and more prisoners to fuel their ever-burning fiefdoms.

The fire giants assault Midgard from a rend between the worlds. A steaming mountain top that rains black snow has been rent open, allowing the forces of Muspelheim easy access to Midgard. However, the permanent winter has dampened the abilities and powers of the Fire Giants, and they must tread more carefully than they did in the past. The constant cold weakens them, and steals their strength.

HP: 24
Evade: 10
Armor Point: 2 in Armor
Bonus: +2 to Attack, +4 Damage
Attack: By Weapon
Special: Cold Temperature Weakness: All attacks made in extreme cold weather are made at Disadvantage.

The Frost Giants

The Frost Giants must still use mighty magics to reach into Midgard, but they find themselves in a land far more accommodating than the Fire Giants do. The permanent Fimbulwinter is much like their home, and they can acclimate quickly. They've built themselves granite fortresses on the tallest cliffs and peaks, where they gather supplies and souls to send back to Jötunheimr.

The Norse believe that the Frost Giants are gathering prisoners as part of some sacrifice to enact a new Rainbow Bridge from their strongholds in Jötunheimr to Midgard, allowing for easier access on the part of the Frost Giant armies, and strengthening their holds in Midgard.

HP: 20
Evade: 10
Armor Point: 2 in Armor
Bonus: +1 to Attack, +4 Damage
Attack: By Weapon
Special: None.

Great Wolves & Wargs

The great wolves and wargs descended from the mighty giant wolf Fenrir are the most present and common threat in the dark mountains and forests. They hunt in packs, each as large as a drafthorse. While their great size, strength and speed are powerful, luckily for most of those out in the dark, the Fenrir-born generally do not have any eldritch abilities.

Rumors circulate of an albino warg, who leads a massive pack and has besieged one of the old strongholds. The skalds say this warg has fiery red eyes, and their breath streams ash and soot.

HP: 18
Evade: 13
Armor Point: 1 (Wolf), 3 (Warg)
Bonus: +2 to Attack, +2 Damage
Attack: By Bite (1d6 damage), Claw (1d4 damage)

Albino Warg Pack Leader
HP: 28
Evade: 14
Armor Point: 3 (Warg)
Bonus: +4 to Attack, +2 Damage
Attack: By Bite (1d8 damage), Claw (1d6 damage)

HP: 18
Evade: 13
Armor Point: 1 (Wolf), 3 (Warg)
Bonus: +2 to Attack, +2 Damage
Attack: By Bite (1d6 damage), Claw (1d4 damage)

Albino Warg Pack Leader
HP: 28
Evade: 14
Armor Point: 3 (Warg)
Bonus: +4 to Attack, +2 Damage
Attack: By Bite (1d8 damage), Claw (1d6 damage)

Threats in the Sea

One would think the Norse, with all their mastery of the oceans would simply set forth to new lands, safe from the predations of foes and predators.

However, even the seas they once mastered are no longer safe. Massive sea serpents churn the waters, and while the sea does not freeze in this Fimbulwinter, staggeringly huge icebergs can appear out of the mist with no warning, dashing dragon ship and monster alike.

Rumors of krakens and other horrors often are whispered around campfires, as are stories of the safety of Vinland, far across a sea. A paradise should any Norse reach it.

These icebergs hold scores of frozen dead, shambling aimlessly across the surface of these mountains, trapped on a sea-bound and frozen home.

Threats in the Sky

While the skies are mostly full of snow and darkness, occasionally massive dragons will be seen flying on some unknown mission. The Norse know better than to draw the attention of a dragon, and so lay low when one of the great-pinioned beasts wings overhead.

The Horrors from Beyond

Aside from the rampant and increased threats of their old adversaries, the remaining Norse must contend with the new enemies that this doom has brought upon them.

The Frozen Dead

The least of the threats is the frozen dead. Corpses and bodies, risen from the ground, with their blood frozen, their skin blue, and their bodies stiff, the frozen dead wander aimlessly, seeking the warm blood and bodies of the living to find some respite.

They are susceptible to fire, fleeing from it immediately, and as any good warrior would tell you, an axe will do just fine in a pinch. Few foes can survive dismemberment, and these frozen dead are no different.

The real threat of the frozen dead is the numbers in which they travel. Their wandering bands never count less than a dozen members, and massive shambling parties of over 100 of the dead have been whispered about.

If a large enough contingent finds a small village, they will rend it in a night, a mindless, cold, frenzied attack that will not stop until the village is undone in the fullest.

The Norse have long burned their dead (especially the warriors or nobility), but these frozen dead seem to claw from the confines of Hel herself, and no amount of burning a corpse ensures they won't return one day as a frozen dead.

The Lesser Dooms

The lesser dooms are strange, inhuman and nightmarish beings, all writhing tentacles and wailing madness. Their dozen mouths sing an eldritch cacophony, a symphony of discord that echoes through the nighttime air.

These beings are one of the gravest threats a warrior can come across, for their flesh is soft and yielding, making it hard for weaponry to damage them, and their speed and tentacles mean defense is futile after but moments.

They fall to magics, but few Norse remember the eldritch ways, and so these lesser dooms skitter through the forests, feasting, wailing, and thrashing, unintelligent and mindless, just an ever-consuming hunger.

It is said that prolonged exposure to their voices will drive a man mad, and eventually he will hear the words and sounds of his lost loved ones coming to him. Eventually he will walk to the lesser doom…and to his end.

The Cults of the North

Some Norse have forsaken the Aesir. Since the fall of Asgard, what use are dead gods to the Norse. New gods have supplanted them, and the Norse are nothing if not adaptable in culture and religion. They've been absorbing the gods of other cultures they've raided and conquered for centuries, and in the minds of those who've forsaken the Aesir, it was going to befall the Norse themselves eventually.

These Norse have formed small enclaves and cults which worship The Doom, singing songs, praise, and making sacrifices in its name. These cults are scattered throughout the north, hiding in frozen caverns, hoary castle tunnels or infiltrating longhouses and communities to spread their word to non-believers

Some of these cults have managed to gain the favor of lesser dooms, which protect them and seem to have a mindless compulsion to receive the worship of mankind. However, such favor is risky, as the lesser dooms can often turn on cults if they become too hungry, devouring and rending the weak human flesh of their followers.

The Weather

One of the greatest threats is simply the weather. Unrelenting cold, snow, and darkness has made farming near impossible. Fishing is still a viable method of feeding oneself, but such reserves do not last long when a whole village (or even a family) is needing to be fed. The fish grow less every day.

Game, such as elk or goats can still be found, and some enclaves have sheep. However, as grains and plants wither, such animals become harder and harder to feed.

Encroaching starvation is more likely to end the Norse than any monster or threat.

Being caught outside in the cold without proper clothing or gear is a death sentence. A simple wound can fester in the cold, preventing medicinal treatment until it's too late.

What Can One Do?

One might be understandably believing such a world is hopeless, that mankind is ended. But many believe that their world and way of life can be saved from the horrors that assaulted them from beyond.

Brave enough heroes, with strong enough steel, runic knowledge, and fortitude of mind could undertake the salvation of this world. Such hopeful believers whisper of the great quests that can be undertaken to save the Norse from this new world.

- Some tell tale of a massive Frost Giant fortress on top of a mountain, where magical herd animals provide food everlasting. If a hero could steal them (or even conquer the castle), that hero could save their community and so many more.
    - Some skalds whisper that the animals are a lie, spread by the Frost Giants to lure more sacrifices to a castle.
- Some believe the Dwarves or Elves, long silent in their realms, hold the key to safety. If the Norse can travel to them, the Dwarves or Elves might be able to provide safety.
    - Some skalds whisper that the lands of the Dwarves and Elves, indeed all Nine Realms are undersiege from the Doom, and that is why the Giants have traveled here.
- Some hope that the Aesir will return, or that the great magical items of their gods can be found and used to destroy these enemies who beset them.
    - Some skalds whisper that if Thor, who wielded his hammer and wore his belt, could not defeat the Doom, what hope has a mortal even with the powerful enchantments of the Aesir treasure?
- Some sing of Ymir, the god whose body created the world. If the Norse were to find a ritual to reawaken Ymir, the world itself could be turned against the Doom.
    - Some skalds whisper that such a plan is folly. If you awaken the world, will the Norse not be treated as a parasite too?
- Some dream endlessly of a tenth realm in the Nine Realms, a dreamland out of time, place, where death has no meaning, and the world as mankind sees it is simply an illusion. Some believe allies could be found there.
    - Some skalds whisper that no tenth realm exists, for would Odin not have written it into lore?

Aethelmar
By Brandon Aten

Aethelmar

The realm of Aethelmar is one of a thousand islands tied together through a wide connection of seaborne trade routes. For at least the past ten thousand years, the sea has been the home to the primary civilizations of the world, after they were scattered like leaves to the wind during a world-shattering disaster in the long-distant past. When the world was broken, there remained three relatively large continents which exist at the farthest reaches of Aethelmar: Miradun, Eth, and Helis.

Dun

The sharp mountains and fjords of the northeastern continent, Miradun, are home to the massive cities and harbors of the Dun Dwarves. The waterways and coasts of Miradun are always bustling with merchant traffic, always under the watchful eyes of the mighty Ironclads of the Dun-Ach, the Dwarven Fleet. These merchant vessels extend the reach of the Dun throughout Aethelmar, selling raw materials, finely crafted armor, weapons and tools to any allies and trade partners. These mostly include the human nations of the south and enclaves of the Onyx Wind elven raiders, but they have been known to trade with just about anyone if the terms are right.

The capital city of the Dun, Bareldun, is a massive fortress city carved out of the sides of a fjord, protected with a heavily armored seawall and a series of locks to control the flow of traffic. Under the watchful gaze of a giant statue of the ancient Dun champion Hilde Ironfist, operated the busiest port in all of Aethelmar. Towards the front of the inlet are the many docks and warehouses for the merchant fleets, with many tenements, apartments, and shops scaling the cliffs above them. There are hundreds of cranes used to load or unload cargo from the merchant vessels and bring them to the appropriate warehouses, some of which are even

inside the rocky walls themselves. The largest of these can even raise the heaviest ironclad out of the water and into the mountain forges of the Dun for repairs and maintenance.

Rastiri and Riel (Human Nations)
The largest trading partners of the Dun are the human nations on the southern continent, Helis. The continent has a wealth of resources itself, mostly agricultural and livestock, but there are raw minerals and some of the finest gemstone mines in all of Aethelmar found deep in the southern mountain ranges. The Rastiri people mostly inhabit the cities on the coast, including the largest trading center on the continent, Yarel. This sprawling city is what most outsiders think of when they think of the human nations, since the Rastiri are the most active traders. Their extensive farming and road system along the temperate and sub-tropical coastlines allow for the production of a wide variety of crops as well as the means to move them quickly.

Yarel is a sprawling metropolis with mand districts, merchant centers, guildhalls, and estates, but is most importantly home to the Temple of Rai. This temple is the seat of the main religion on the Helis, but there are countless shrines across the continent dedicated to the ancient hero which they claim to be the savior of Aethelmar in ancient days. The seven alabaster towers of the temple spiral upward and dominate the skyline of the city, even those of the Rast Castle in the center of the Old City district in the south of the city.

The Rastiri maintain a tenuous peace with the other humans of Helis. The huge swaths of grasslands are home to the nomadic tribes of the Riel. These bands are mostly tribal in nature, and are considered by some to be uncivilized or uncultured people, though these are drastic misrepresentations by Rastiri or other outsiders. In reality, the Riel is the oldest culture on the continent, with the elder mystics tracing a lineage directly to Rai. There are even rumors of ancient cave cities in the southern mountains which hold

many of the ancient truths, histories, and magics of the Riel in trust for future generations and their fight against the Darkness.

The Riel Tribes number in the hundreds, each with their own elders, leaders, and sometimes tens of thousands of members calling that tribe theirs. The tribes tend to maintain peaceful relationships with one another, but there are some which have had generations-long feuds with each other that show no sign of letting up. These groups are scattered across the remainder of the continent, far away from the cities of the Rastiri. They are mostly true to their nomadic roots, never staying in one area too long, and following various roaming herds of beasts of one kind or another, though there are some that have chosen to settle in areas in the southern mountains and vast western forests and riverlands. These settlements serve as welcome waypoints for many of the nomadic tribes on their journeys, and are great places for rumors and information.

The Riel have one large city in the foothills of the southern mountains, Hesh. The ancient city has existed since beyond memory and is found in even the oldest written documents and woven legend. Once every five years, a delegation is sent from each of the Riel tribes to Hesh to discuss the current state, business, foreign relations, and settle any intertribal disputes. These gatherings can last months, as it is customary for no Riel delegation to leave Hesh until all business is settled and conflicts resolved. Though this is the custom, nothing as prevented some tribes from continuing feuds once even the slightest offence is done to them at the hands of their rivals.

Lizardfolk

The western continent of Eth is mostly vast unexplored tropical jungles. Though there are some small Rastiri and Dun settlements there, they are few and far between. It is primarily populated with the beast-riding Lizardfolk who live around ancient, massive temple complexes in the interior of the continent. Only a handful of Rastiri and Dun have ever been invited to these cities, but their

records of them tell of towering temples of gold and gems, covered in mounds of bones and an ancient unreadable runic text. These mysterious beings tend to keep to themselves, and only seem to allow the establishment of settlements out of curiosity, since they also seem to have the ability to eradicate any trace of encroachers with their giant beasts of war.

Soleneiya, Silvaneiya, Onexeiya (Eleves)
Scattered throughout the great sea between the continents are thousands of smaller islands with towns, villages, cities, kingdoms, and safe harbors, but none are as vast or as influential as the Dun, the Rastiri, and the Riel are now. But before the shattering of the world, what became a group of islands were part of the same landmass and were torn asunder, ripping apart a culture that had existed for thousands of years prior. The elves of Aethelmar barely managed to grip to life, let alone maintain the records and history of their culture. Some fled into the wilds, forsaking the traditional cities where they once concentrated, almost to their doom. Others fled to the sea, spreading out as far as they could to seek their fortunes. Yet others stayed in their shattered isles, sifting through the ruins of the past for any glimpse of the civilization gone, hoping to someday ascend back to their rightful place as the most powerful culture on Aethelmar.

The Elves of the Golden Sun, or Soleneiya, live scattered in the vast wooded glens of the shattered isles. They are mostly isolationist, not wanting to corrupt or pollute their villages with the taint of outsiders who they fear have impure beliefs which caused the cataclysm many years ago. They are deeply devout and religious group who commune with nature as what they view as the purest form of spirituality. Their cities are shaped by magic right out of the very trees of the forest, with thousand-foot tree castles towering above the forest floor. The golden-haired Soleneiya have a greater connection with the source of their magic when in the wilds, granting them increased magical abilities allowing them to select an additional 5 spells from the spell list.

The fair Silveneiya, or the Silver Strand Elves, have built their homes on the ruins of their fallen civilization. They believe they are the true heirs to the knowledge and wisdom of the past, and are the epitome of what it truly means to be elven. They have vast libraries and universities all dedicated to the knowledge they uncover in their endless archeological digs into the ruble and ruins beneath their own cities. Students come from all over Aethelmar to study the ancient magics with Silveneiyan mages, but only elves are taught the old ways, and only Silveneiya are taught the most powerful magics. These mage guilds also hold to the belief that the ancient elven hero Anyenel was the most valiant hero in the fight against the darkness which brought about the cataclysm.

The seafaring Onexaeiya, or the Onyx Wind Elves as they are commonly called, are descendants of the elves that fled their lands and took to the sea to find their fortune and new lives for themselves. They are a fiercely independent people, who value freedom above all else. These dark-skinned elves congregate in groups of raiders, using fast ships to attack merchant vessels on the open sea, stealing anything they can get their hands on and returning to their hidden pirate havens to disseminate to their people. These survivors have been living this way for thousands of years and have yet to be truly hassled by any other civilization. The Dun and their steam and elemental powered ironclads are now putting more pressure on these raiders, making maintaining their way of life difficult, and requiring them to be ready to pull up stakes and move at a moment's notice.

Island Goblins

Scattered across countless uncharted and populated islands are the Island Goblins. These tribal creatures can be found almost anywhere and are hated by almost every sailor on the seas. They will always try to board any ship even remotely close to their islands (which they consider "slow land boats"), often stealing rowboats, sloops, and skiffs of sailors and explorers unlucky enough to come ashore. And that's if the sailors aren't attacked outright. Though they are actually pretty adept at sailing, they

don't have the capability to build anything but basic rafts themselves, but will often do so if there is a ship anchored nearby that they think they can board and steal. This "invasive species" has spread across the seas and can be found in every corner of Aethelmar, but some have been known to deny their base instincts of theft and slaughter to become productive members of some crews.

The Triune

Ten thousand years ago during the war with the Darkness, three champions rose out of the dwarven, human, and elven nations to oppose the evil overtaking the world. These champions, Rai from the Human realms, Hilde from the dwarves, and Anyenel from the elves led massive armies against the monstrous hordes amassed against their people. They knew that if there was not unity in their darkest hour, then all of their civilizations would be crushed by the forces of the Darkness. Through their efforts, the armies were raised, and what was thought to be the last battle was waged. Their efforts were not in vain, and the Darkness was defeated, but not before one final, vindictive stroke against those that rose up against it.

At the moment it was felled, the Darkness consumed the life essences of all its minions and the thousands of soldiers engaged in battle, coalescing them into a final and powerful curse upon the land of Aethelmar. The curse shattered the world, ripping the lands apart in cataclysmic earthquakes and causing rushing floods and tidal waves to come pouring in to fill the voids. The realms of elves, men and dwarves were pushed far away from each other so they could never rise up again against the power of the Darkness. Through the curse, it managed to cast itself into the bottom of this new great sea to regenerate and plot its return. The Endless Storm in the middle of the great sea is said to be over the prison of the Darkness, and proof of its existence.

Legend has it that Rai, Hilde, and Anyenel were ripped from their mortal forms at this moment, but their souls were so pure they

could not be used by the Darkness. The three ascended and formed the Triune. This group of three deities is still the dominant religion of Aethelmar, though the interpretation of the religion varies based on the region. In Miradun, Hilde is seen as the single most powerful deity of the three, and the others are her servants. In Helis, Rai is hailed as the savior of the world, responsible for banishing the Darkness. The fact his sacrifice isn't lauded by other races is seen as a slight against the benevolent deity. Among the elves, only the Silveneiya truly recognize Anyenel as a deity, and they do so with great fervor.

There is a devout group of clerics, the Order of the Three, that walk Aethelmar visiting shrines of the Triune deities and preaching the impending return of the Darkness and the importance of the recognition of all three deities. These apocalyptic preachers are seen as zealots and heretics and often preach at great personal risk, but they preach unity among the nations, since it is only in unity that the Darkness will once again be defeated. Most people haven't paid any heed to the Order for years, since the tales of the Darkness were mostly seen as old legends and tales told to naughty children.

The Isles of Mists

This central archipelago is largely uncharted and lays under the thick blanket of storm clouds and fog created by the Endless Storm. The rocky islands are inhospitable and any unlucky enough to find themselves on their shores is usually never heard from again. Dark forces and powerful magics swirl around the islands, and the blinding fog that has engulfed them for centuries is now starting to expand further into the great sea. Ships are having to take longer, more roundabout ways to reach their destinations, or they can continue along the paths they've charted, and risk being attacked by whatever is in the fog.

As the fog has been expanding, most people didn't pay it any mind. That is until the first Dun colony was reached. There were letters sent from the colony saying that the fog had come and it

was only a matter of time before the sun broke through and burned it away, but that never happened. There was only one survivor who reported inky black creatures and giant shadows consumed every other villager then simply disappeared. This report quickly spread through the Dun and to others by way of the Order of the Triune who only see this as another sign the Darkness is returning to Aethelmar.

Great heroes need to rise up and unite the nations. Darkness must fall.

The Tree of Eternal Unlife
By Diogo Nogueira

A new item arrived in the markets of the greatest cities and is reaching an unimaginable price in the auction houses. Nobles, princes and kings are bidding all their gold to acquire it. A few of them now want to assemble expeditions to bring more of it to them, and the desperate are just leaving everything behind to seek it out. More and more leave each day.

The item is a fruit. The size of a large orange, with a bitter sweet taste and addictive effect. When it is eaten it feels the Individual with a sense of well-being, happiness and peace, as long as they can have more fruit soon. Otherwise, they can get frustrated and furious with others that are keeping them away from that wonderful sensation.

In truth, the fruit is a powerful drug produced by an alien symbiotic being that inhabits an exotic tree in the southern jungles of the world and now wants to feed on the dreams and pleasure of mortals. When it arrived in a star rock that feel from the sky, the first creatures it dominated with the fruit was a jungle tribe that now acts as a cult and army, spreading the fruit and its seed to give more power to the entity.

Now, with the fruit reaching the cities of the world, more victims will desire it, and new individuals will arrive constantly to seek it and sleep under the tree leaves, as the alien being drains them of their dreams and energies.

Get the PCs Involved

The PCs can get involved in this situation in many different ways from just stumbling on the tree, being hired to find it or becoming addicted to the fruit and desperately seeking it. Below are a few ideas:

- The party stumbles on the native village around the tree while exploring the jungle in search of an ancient city. The natives are quick to offer them a place to rest and a delicious fruit to recharge their vitality.
- An addicted noble hires the party to take them to the tree so they can rest at its feet and devour as many fruits as they can before coming back with a wagon loaded with as many fruits as it can carry.
- The party (or some of them) has tasted the fruit and now desperately wants more, to the point it convinces the other to journey to the southern jungles to get more.
- The party sees the situation as a business opportunity. A wagon full of the fruit could earn them a hefty sum, and a seedling of the tree could probably make them lords!

The Fruit

The fruit has roughly the shape of a passion fruit, although its skin has some small thorns. It smells sweet and fruity like a strawberry but it's not as acid when one eats it. Right after the first bite, the individual feels a great wave of pleasure, regains 1d6 Vitality points (but gains 1 less point every other time it eats the fruit), and enjoy an Advantage on all tasks they perform in the next turn. They also need to make a Willpower test with a Difficulty equal to the number of fruits they've eaten in the last week. Failure means they've become addicted to it and need to consume it once per day or suffer a Disadvantage to all actions until they taste it again.

Additionally, every time an individual consumes the fruit, they receive 1d6 Influence points and if the total number of Influence points surpass their Willpower, they will be under the control of the alien symbiosis. The individual will simply lay under the trees and consume as many fruits as they can while the tree drains the

victim's dreams and HP, at the rate of 1 permanent point per day, until they reach zero HP and die and the roots of the trees engulf them.

The Journey to the Purple Jungle

Referees can enhance the adventure with an encounter that will reinforce and introduce some of the elements of the plot. Below you can find 1d6 such encounters. Use as many as you want.

1. An agitated bard praises the fruit as a great inspiration for their craft and tries to sing many songs about it but always fails, and says they can't remember the lyrics for some reason. They keep asking for a bite of the fruit if the PCs have it.
2. A small group of individuals with ragged luxurious clothing. They were all nobles who sold all they had to buy the fruits and now have abandoned their families to seek the trees that produce the fruit to eat it from the branches while they rest under their leaves.
3. A group of mercenaries recently attacked and wounded by natives from the jungle. They were guarding a rich merchant that intended to acquire a large amount of fruit to be sold up north.
4. A frail old man is trembling and walking towards the party. He claims to have been a young adventurer just a few weeks ago, and has lost everything in the jungle. Because of that monster tree and demon fruits!
5. A couple of natives from the jungle in ceremonial clothing is offering fruits to two merchants who rapidly devour them. They also offer them to the party and invite them to join the tribe in a great party to be held in a couple of days.
6. The party witness a tree being overtaken by the symbiosis, as its trunk is engulfed by pulsating pink veins. It quickly rots all the fruits it previously had and develop the new strange fruit. It smells so great though, the PCs need to make a Willpower test not to eat one.

In the Purple Jungle

Once the PCs arrive in the jungle, make sure to describe it as a claustrophobic maze of vines, roots and large trees. Even though they are outside, the jungle is almost as dark as a dungeon, as the tree above block the sun. The place smells of sweet rot and exotic flowers.

As the characters go deeper into the jungle, they begin to see more and more trees overtaken by the symbiosis, having their trunks completely covered by these pulsating pink veins, and the branches with small alien fruits with a seducing smell. The veins all seem to be coming from deeper in the jungle though.

The journey through the jungle can be as varied as the Referee wants to make it. Here are a few options the players might follow:

1. Following the river: If the party decides to follow the river to reach the center of the jungle where the symbiosis and the main tree are, the journey will be longer but generally safer. The party will need to test for a Random Encounter four times, but an encounter will happen only in a 1 in 6 chance. Additionally, someone will need to make an easy Wisdom check to determine where to leave the banks of the river to reach the native's village. If they fail, they face a Random Encounter before reaching the village.
2. Trekking through the jungle: If the PCs decide to trek through the jungle, heading straight for the center of the jungle where the symbiosis and the village are, their guide will need to make a hard Wisdom check not to get lost and make another Random Encounter roll in addition to the two they will have to make. However, the chances of an encounter are 3 in 6 in this route.

Random Encounters (1d6)

1. Symbiotic Roots flap around trying to grab the PCs and devour them to feed on their souls. 2d6 tendrils attack the party,
2. A crazed, dirty and stranglehold individual jumps out of the bushes and attack the surprised PC (determined randomly) while screaming as if they had stolen the fruit they had.
3. A group of 1d6+1 Apes that have tasted the fruit and gone mad with the alien influence over their minds.
4. A group of lost adventurers with their memories completely lost.
5. 2d6 Natives from the village hunting a fugitive who saw the symbiosis and could reveal their secret to the world.
6. A dying dryad whose tree has been overtaken by the symbiosis and blames all these fools giving their dreams and lives to empower this evil being destroying the jungle.

Near the Symbiotic Tree

As the party approaches the center of the jungle, they will see more and more trees overtaken by the symbiotic veins coming from below the surface. Some of them might even be coming from a hole in the earth and just engulfing a tree at the moment. They will also see huts and other cruder abodes abandoned, and if they look beneath the roots of the trees, bodies of people rotting inside them.

The Tree Village
A gigantic tree of 60 or so feet is surrounded by a dozen large mud huts where the natives live. Visitors that have come to the tree to bask in its glory and savor its fruit usually sleep around the roots, meditating or lost in dreamless sleep.

If the natives see the characters arriving, they will offer them fruits and will insist they eat it in front of them to share them in the worship of peace under the sacred tree. If the characters refuse, they will become suspicious but nonviolent for now.

The visitors are mostly unconscious or lost in their dreamless sleep. If the party try to wake one up, they must roll a d6. On a 1, they wake up completely confused and powerless to do anything for 1d6 hours. On a 6, they just drop dead. Any other results mean the visitors continue to sleep/meditate.

Under the Tree
Sooner or later the PCs will realize the symbiotic veins are coming from under the roots, underground. This means the symbiosis lives under the trees and is spreading through the jungle soil.

There is a small cave under the back of the giant tree, a few meters to the north, where a meteor fell and got buried underneath it months ago. However, if the party gets near the entrance, the natives will try to stop them and say only their leader, the shaman Ug Larah is allowed underneath, fighting them if they have to. There are usually 2d6 of them keeping guard nearby.

The village has about 4d10+12 natives and an elder woman who acts as the spiritual shaman and leader of the cult.

The party might also try something else, like uprooting a tree to get underground, digging the earth to reach the underground. The Referee can and should encourage creative solutions and approaches, but the tribe will be suspicious and will try to stop them if they think they will reach the symbiosis. Thus, they might have fewer problems if they try to do so outside the village, away from prying eyes.

Under the Roots

1. The Descent

Following the narrow entrance formed by the fall of the meteor, the party will walk for almost 50 feet until they reach the basis of the cavern where the meteor can be found. From it, hundreds of tendrils stretch further into the dark going south.

If anyone tries to cut off the tendrils, they will alert the symbiosis of their presence, who will wake up the sentinels they have created underground.

2. The Roots

A slightly larger corridor opens up into a huge room of natural stone and earth, where the roots of the gigantic tree can be seen coming from the 20 feet high irregular ceiling. On the ground, a great amorphous mass of pink tendrils and veins move uncontrollably as it perceives the presence of the PCs.

Initially, the symbiosis will wait to see if the PCs are here to offer sacrifices in exchange for blessings, as the shaman usually does, but after 1d6 rounds without one or after they demonstrate any sign of hostility, it will attack.

Every round, a number of tentacles equal to the number of PCs plus 1d10 will attack them. The tentacles will try to bite the PCs and start draining not only their blood, but their dream, sapping them of their willpower.

The creature, however rapidly regenerates its wounds as it sucks life and dreams from the tree above and the visitors who are engulfed in the roots upstairs, making it very unlikely that the party will easily defeat the symbiosis by simply attacking them with their weapons. The party should figure out a way to make it harder or impossible for the symbiosis to use these resources to regain its power.

An alternative is to bring the meteor closer to the creature, which will weaken it and reduce its regenerative powers to a minimum, giving a chance to drive it back and possible kill it.

If the symbiosis is killed, the victims will awake in the trees and will probably ask for help. However, the trees themselves will begin to rot and fall, possibly killing them. Thus, characters will have little time to save them and will have to choose who they will help.

The natives, however, will continue to defend their cult, but will have to make a morale check to continue fighting after the trees start to rot.

On a roll of 1 on 1d6 the players spot where the corpses of two warriors who have died on the roots of the tree are overtaken by the symbiosis. They will awake if the characters attack the creature near the meteor or if they manage to prevent it from regenerating using the trees and visitors at the roots of the trees. The two of them are armed with steel weapons and armor, making a terrible opponent to the PCs.

NPCs and Creatures
Ug Larah: The native's shaman and leader is a woman of high stature and great charisma, who always receive visitors with a warm welcome and a piece of fruit. She, however, can be a cruel opponent, with spells that can numb the mind and torture the body. She desires to serve the symbiosis, which she sees as a god sent from heaven, and receive its blessings, and, one day, bare the child of god to rule over mankind. As she is the only one who seems capable of communicating with the entity, the tribe follows her every whim and order. Select 20 spells from the spell section for Ug Larah to use at will.

HP: 22
Evade: 14
Armor Point: 4 (Natural)

Bonus: +4 to Attack, +4 to Damage
Attack: Claws 1d6+2, Bite 1d6+1
Special: Regeneration, Charm Person & 20additional spells.

The Symbiosis: An alien creature who fell from the sky in a meteor has basic desires. It desires to feed on the dreams of mortals and drink their fluids so it can grow larger and larger under the jungle.

HP: 26
Evade: 13
Armor Point: 0
Bonus: +1 to Attack, +2 to Damage
Attack: By Spell or Tendril 1d6+4
Special: Select 10 Spells
Terror: 16

Natives: The tribe has always been one of the smallest on the region, but soon after the symbiosis arrived and it stole the dreams of members of other tribes, they began to thrive. When Ug Larah told them the dreams and plans of their rivals, leading them to victory, they accepted the cult of the entity more easily. Somo members, however might still cling to their old faith and might turn against the shaman if convinced of the unnatural ways of the alien symbiosis.

HP: 10
Evade: 13
Armor Point: 1 (Natural) 1 (Shield)
Bonus: +1 to Attack, +1 to Damage
Attack: By weapon or claw 1d6
Special: None.

Rival Tribes: Quite a few tribes have been subjugated by the one worshiping the symbiosis and some survivors of those could be found by the party. Having been recently attacked and pushed away, their initial reaction to outsiders are going to be cautious at best, and possible hostile if not approached appropriately. If the players are smart and deal with them honestly and carefully, they can become valuable allies against the dominant tribe.

HP: 10
Evade: 13
Armor Point: 1 (Natural) 1 (Shield)
Bonus: +1 to Attack, +1 to Damage
Attack: By weapon or claw 1d6
Special: None.

Further Adventures

After the PCs have dealt with the symbiosis, a number of possible ramifications are open to continue gameplay. To begin, the Referee might ask themselves if more than one meteor with a symbiosis like that has landed on the campaign world. If there are more, what is happening where they landed. Maybe it can form a symbiosis with an animal species instead of a tree. Another possibility is pondering what happens with the seeds in the fruits that have been eaten in the cities. If they were planted and a tree grows? Does it become an alien intelligent tree? And what if the characters couldn't defeat the alien creature? Does it grow so much it overtakes the entire jungle? What are its plans after that? Just because the written module ended at one point, it doesn't have to mean the adventure ends too.

The Miasma of Grimalkin
By James M. Spahn

The Coming of the Sickness Unseen
The village of Grimalkin is located deep in a forest of putrid fens and tall, withering willow trees, clawing limbs enshroud the edges of the farthest huts where the hunters and lumberjacks make their living. Once Grimalkin was a prosperous village, but that was before the Sickness Unseen came. A plague devoured Grimalkin one shadowy autumn, and those few who did not asphyxiate on their own blood as the disease claimed them were forced to live through the coldest, bleakest winter the village had ever known.

Out of the bubbling wound that was the surrounding swamps there came Bastian Novem, sorcerer and savior of Grimalkin. Perched upon his shoulder was the great grey cat simply known as Mist. It was Bastian's sorcery that discovered the Sickness Unseen had come from a great nest of swamp rats that made their nest in deep in the swamps outside Grimalkin. Slipping into the village at night, hiding behind grain sacks and in shadows, the swamp rats spread the Sickness Unseen by their mere presence. Soon after Bastian arrived, he discovered the secret source of the Sickness Unseen, and set his grizzled cat to hunt these plague-bearers. Within a month, the swamp rats were slain and Bastian was given a place of honor in the village of Grimalkin. Much to the surprise of the people of Grimalkin, Mist turned out to be carrying unborn spawn and when her litter was born, the kittens were seen as blessings and further protection upon the town.

That was a decade ago. Each year since the Bastian and Mist defeated the Sickness Unseen, the sorcerer and his familiar became more and more reclusive. He withdrew further into the woodlands, eventually building his strange cabin in the place that once served as a warren tp the long dead swamp rats. But then Mist's first litter spread and multiplied and now very nearly every home in

Grimalkin claims one of these cats as their own. They are seen as a blessing, protecting from the return of the Sickness Unseen.

Then the autumn equinox happened and the burgomaster of Grimalkin, Bardon Moore, died in his bed choking on his own blood. What's worse is that before he died, Bardon Moore casually walked into the local public house and calmly butchered four of his neighbors before walking home and laying down for a nap from which he would never awaken. With Bastian sealed away in his cabin with his hunter cat and the villagers without hope of a new savior, they turn to new arrivals who have come to their village in desperation as history has returned to repeat itself.

A Horrid Truth

Bardon Moore is no sorcerer. He is not human, nor a wizard, nor a saivor. He is a constructed thrall of the creature known only as Mist. Mist, in its true form, is a spirit from the depths of the Abyss that lives only to plague humanity by spreading pain and suffering. Its true name is Malador, and it has long sought to gain power from the unhallowed ground whereupon Grimalkin was constructed.

Long ago an infernal cult summoned Malador forth from the depths of Hell, but an errant group of foolish heroes banished it from returning to its place of summoning for one hundred years. These fools would found the village of Grimalkin to watch over the unhallowed land and keep vigilance so that Malador could not return. But the land remained twisted and within a generartion, the hard living necessary just to survive in this putrid wasteland meant the descents of these heroes and their children forgot their true purpose.

When the end of his banishment from Grimalkin drew near but was not quite at hand, the spirit took physical form and used its human puppet to summon forth lesser spirits of miasma to scout his former domain and saw it was rife for the picking. Malador weakened it with a plague of its own creation before arriving with

an errant wizard under its puppetry. Placing himself as the savior of the very village it sought to reclaim, Malador split itself into lesser spirits - all taking the form of cats. Now, it shall consume the souls of the usurpers and spread forth from the land -- but not before extracting its vengeance

Running the Adventure

The Miasma of Grimalkin is a short adventure for *The Blackest of Deaths*. It is designed for around four characters, but can easily accommodate more. It is an adventure driven primarily by roleplaying and investigation, though there are a handful of combat encounters. The adventure opens with the players having completed a long, difficult journey across a murky, forested moor. This wet, clinging woodland is left unnamed so the Game Master can easily insert it into their campaign. They have arrived in the village of Grimalkin, which is about to be consumed by a returning darkness.

Unlike more traditional fantasy adventures, which involve exploration of a dangerous location and are tied to a keyed map, *The Miasma of Grimalkin* draws the players into the investigation of a murderous plague that is harrowing a small village. The characters can explore the various locations at any time they like, and in any order. In fact, they will likely find themselves returning to the same location more than once. As such, instead of relying on a mpa with keyed encounters, this adventure provides a timeline of events that will occur while the player characters are present in the village, as well as several key non-player characters and important locations to explored as the player characters dictate.

For the sake of ease of play, it is assumed that the player characters spend a non-specific length of time whenever they choose to investigate a location. This is broadly described as Morning, Afternoon, or Evening. The remainder of the time can be assumed to be spent traveling between locations, or following up dead end leads.

The final climax of the adventure does involve a traditional combat encounter and the characters may find themselves drawn into a combat or two depending on how they act, but *The Miasma of Grimalkin* is an adventure that relies primarily on role-playing and critical thinking.

As the player characters go about their investigation, they will encounter several non-player characters, each of which has been detailed below to help provide the Game Master with guidence on how to portray the peoples of Grimalkin. The Game Master is encouraged to include additional NPCs as they so wish in order to further flesh out the village and its people.

Some areas of the adventure include brief italicised text which can be read or paraphrased to both set the mood and set the scene.

Arrival in Grimalkin (Day 1, Morning)
The sucking mire of mud clings to your boots as the towering willows of the swamp thin and you take your first steps out of the putrid fen in what seems like days. A low, dead fog bends branches as if they are bowed under a weight apathetic to pain and the passage of time. You see a few of these burdened staves of forestry have been given a merciful end by the axes of foresters trying to carve out some kind of settlement against the oppression of the wild world.

Through the thinning trees you see the thatched roofs and wooden walls of no more a handful of homesteads in what seems to be the reluctant beginnings of a settlement. As a low bank of fog opens before you, a terrible host greets your arrival.

A crudely cut sign has been painted with a single word in red ink marking the your arrival to the village of Grimalkin. In spite of the thin trees, a shadow hangs over the sign and as you look to its source you see a corpse, hung at the neck and swinging like some macabre wind chime. Sockets that once housed eyes have been

picked clean by long departed crows and its flesh is bloated from hanging long in the humid air as it sways gently in a chill breeze that sweeps through down from the village proper. This man was dressed in what looks like it may have once been fine clothing, but moisture and the brutal embrace of mother nature have turned them to colorless rags.

A small gray cat slinks from behind the sign beneath the rotting body. It's yellow eyes flash as it hisses at your and your companions before darting into the mist where its fur joins with the mist and it is lost the obfuscation of the morning fog. You look away from the gangrel creature to see a broad man with a short cropped beard approaching you, a woodcutter's ax over one shoulder. He eyes you suspiciously before his expression changes to one of weariness and he offers a surprising smile. "Hail, friend."

This man introduces himself as Gregor, a resident of the small village of Grimalkin which stands before them as an oasis in the wild fens and swamps of the region. He heartily introduces himself and offers a firm-gripped handshake to everyone in the party. After making introductions, he asks if the player characters are here because of the order they sent north for assistance from the local lord. When the players inform him they are not, he looks grim and asks them to walk with him as he heads back to his home for the afternoon.

Walking through the tiny hamlet of Grimalkin takes only a few minutes. The town is little more than half a dozen homes of wood and thatch and a lumber yard that has been dug around a well. A few of the homes have fenced pastures where pigs and chickens range. The few citizens they pass along the way give the players curious looks, with just a hint of suspicion. They are all clearly poor in resources, their clothes dirty and patch-worn. They see no non-human residents of the village. Characters who make a successful Intelligence check notice that most homes seem to have a gray cat prowling about, watching both Gregor and the player characters with predatory yellow eyes.

As they walk, Gregor explains that the village of Grimalkin sent a messenger for aid from the local lord a few weeks ago, though no reply ever came. Gregor expected none, given the village's obscurity and lack of value to the realm, but he sheepishly informs the characters that he has always held on to a fool's hope. He tells the player characters that Grimalkin has been riddled with a plague. The burgomaster was riddled with a bleeding sickness, with blood pouring from his eyes and wracking up blood. Just as the disease seemed about to claim his life, the burgomaster strode from his home and into the open air public house of the village, picked up a knife, and began attack the patrons. Then, suddenly, after murdering three people, burgomaster Bardon Moore stood up, stared into nothing, and fell dead. Blood poured from his corpse at the mouth and eyes, and the many cats of the village began to mew and bay at his death.

Since his death, another resident has shown signs of the blood illness that Gregor calls the Unseen Sickness. The miller wife, Cassandra, has been bedridden since she first began bleed from the eyes last night and the town is fearful that the plague will spread. What's more, no one knows how the illness is tied to Bardon's murderous rampage. As Gregor tells the story, he becomes more and more desaparte, his eyes and voice pleading for help. By the time he's done talking, the players find themselves standing in front of the open air public house with its damp oak tables -- The White Hart. He begs the player characters for their help, whispering plantatively to them to help save the village, his wife Ness, and their unborn child. In return, he can pay them a scant few gold he has saved and offer them a place to sleep while they're investigating.

The Investigation

This section includes they key locations in the village of Grimalkin, provides information on any events that have occured prior to the arrival of the player characters as they relate to the Unseen Sickness and the burgomaster's murders, and note any NPCs that can be regularly found there.

The White Hart

This open air taven in the center of town has a minimal protection from the weather, with several wooden tables set underneath large, open air tents that may have once been brightly colored, but have since faded to disrepair. A dozen or so of these tables are set under three large tents, while a circular bar is at the center of of the largest tent with several wooden kegs set behind it. Torches are lit at night and set around the area atop wide wooden poles.

Gregor's House

This is a surprisingly large wooden cottage with a well-kept thatched roof. It has three rooms: A living area with a small stone fireplace and a few benches covered with animal furs, a bedroom dominated by a large bedframe set with straw and more animal furs, and a stone floored kitchen with a heavy wooden table at its center where cups and cooking implements are piled

.

Calder & Cassandra Miller's House

A small, two room wooden home with a deteriorating thatched roof. It is a single room, with a straw covered pallete of wooden beams serving as a bed and a table on the opposite end of the room serving as both dining and cooking area.

Bastian's Lair

Events

This section details a timeline of the events that occur both prior to the player characters' arrival in Grimalkin and as they engage in their investigation.

One Week Before the Player Characters Arrival

Bastian has nearly completed his alchemical research regarding the Unseen Sickness. But, he needed a way to transmit the disease to the people of Grimalkin. He called to the very cats he left under the auspice of protecting the citizens. In truth, they were there to act as his spies and agents so the people would not turn against him. He called the cats back, and set forth in a terrible midnight ritual to enchant them as carriers of the Unseen Sickness. By stealing the breath of the people of Grimalkin as they slept, he could spread his disease to the people and once they were infected, he could control them.

The ritual took three days to complete and after that, the cats of Grimalkin were sent forth as his agents. Bastian chose, as the first victim to seize under his control, Burgomaster Bardon Moore. When this control was complete, Moore began to show signs of the Unseen Sickness -- bleeding from the eyes and coughing up blood.

Two Days Before the Player Characters Arrive

This is the night that Bardon Moore walked into the White Hart and murdered three people. He was cold, calculating, and systematic. The owner and bartender of the White Hart, Jonas, saw it happen. He's the only witness alive. Gregor did not see it, and the town has no law enforcement or constable to speak of. After killing the people, Bardon simply laid down and began coughing up all the blood in his system.

What no one knows is that after his body was taken away and buried near his cottage, many of Grimalkin's cats came by and lapped up both Moore's blood and the blood of the slain.

Arrival

This encounter is described above, with the players arriving and encountering Gregor on the morning of the first day.

Day 1, Afternoon

Event: A hunt accident occurs in the west of Grimalkin. A hunter named Thomas comes back into town, covered in blood. He tells anyone who will listen that he and his hunting partner Samuel were out in the woods tracking a deer when a heavy fog came upon them, in the fog he heard a strange hissing and shuffling, then Samuel came out of the fog covered in blood. Samuel charged at Thomas, trying to kill him with a hunting knife, but Thomas fled out of the fog and made his way back to the village.

Day 1, Evening:

Event: Calder Miller and his daughter, Anya, leave the house. They claim that Cassandra's condition has worsened and she's coughing up blood. He fears infection for himself and his daughter. If pressed, and if the characters succeed on a <XXXX> Check, Calder is able to recall how the family's grey cat, Toby, was prowling back and forth across threshold of the door and seemed to be trying to stare them down. Calder sleeps the night with his daughter with a few blankets under a table at the White Hart.

Day 1, Overnight

Event: Samuel creeps into town under the evening's fog. He makes his way first to the Miller House, searching for Calder and Anya. When he discovers they are not there, he goes looking for them and eventually finds them and murders them. He then dies just as Bardon Moore did.

If the player characters patrol the town, or sleep the night out in the White Hart, they can confront the seemingly mindless Samuel. He fights passionlessly to the death, as if animated by some puppeteer.

In either case a few hours after he dies, the cats of the town come together to lap up the blood left behind from Samuel's corpse.

Day 2, Morning
Event: More cats gather around the Miller house, seeming to protect it and attempt to bar entry to anyone who tries to enter. Inside the player characters can hear Cassandra coughing and wailing in pain as she dies. If the player characters attempt to fight the cats, they must face a dozen of the feral beasts, who bite and scratch.

If any of the player characters are successfully attacked by one of the cats, they must make a Saving Throw or they contract the Unseen Sickness. Once inside, the player characters see Cassandra bleeding from the eyes, blood pouring from her mouth. She is clearly dying and no magic will save her.

Day 2, Afternoon
Event: The player characters will find several of the town's cats blatantly following them, stalking them, only to slink away if confronted and regathering a few hours after being driven off.

Cassandra stands up from and marches through the village, consumed by her sickness. If her husband and child are still alive, she seeks them out and attempts to kill them. If they are already dead, she goes looking for Gregor, then Lyam, then the player characters, until she has killed at least three people. If confronted she fights with the same cold brutality as Samuel and Bardon.

Day 2, Evening
Event: A great fog comes over the village, enveloping the whole of Grimalkin. Sound is muffled, vision is obscured. Fear is heightened. Through the fog, beady yellow eyes and flitting shadows can be seen. These are the cats of Bastian, preparing to take the village.

Day 2, Overnight
Events: The cats storm the village, stealing the souls of all the sleeping villagers. Those who are awake are attacked en mass by

a seemingly endless horde of cats that seems to pour from the woods until the foolish attacker is either driven from the village or slain. Any player character that is struck by an attack must make a saving throw, or they contract the Unseen Sickness.

Day 3, Morning
Event: The villagers awaken, Bastian's control of the village and his spread of the plague complete. The villagers march en mass to his lair in the woods to do his bidding and spread his control even further. They have with them, of course, an army of cats…

Non-Player Characters
Anya: Daughter of Calder and Cassandra, Age 8. Terrified that her mother is dying, she is still an observant child and if the player characters take the time to get to know her and convince her they are no threat, she will open up to them. She tells them how her mother used to tell her stories about a magical protector who watched over Grimalkin and gave the village the Gift of Cats to protect it years ago when a terrible disease seemed about to consume it. She asks the player characters if they are the new cats, sent by the wizard to protect the village.

Calder: Husband of Cassandra, Husband of Cassandra: Calder is an angry man. Angry at the fact that his wife is dying and that his daughter will be left without a mother. He is terse and rude with the player characters. If the player characters can convince him to open up and that they are his allies, he will tell them that he loves his daughter very much and hopes that when their mother dies, he can at least give her the same joys she found with the stories her mother once told. If asked about that story, Calder will inform the player characters with a dismissive tone that he has no truck in the legends, but Cassandra believed in them very much. She believed in the protection of the cats, and the wizard that lived in the western woods -- all the good that it did her.

Cassandra: Wife of Calder, Mother of Anya: Bedridden and delirious with disease, she will reply to all inquiries or questions with ramblings about how Bastian of the Western Wood will protect them. That the cats shall be their saviors. She will also occasionally cry out the names of her husband and daughter at random moments.

Gregor: A local woodcutter, friendly but weary. He lives on the eastern side of town and will offer lodging to the player characters if they require it. If asked about legends regarding the wizard and the cats, Gregor will tell them that the stories Anya tells have been told for years -- though he doesn't believe them. He believes the wizard's stronghold is somewhere in the western woodlands, though he doesn't know where.

Lyam: Bartender of the White Hart. He is a skulking, nervous man. He claims that he's worried about the town, but mostly that he's worried about his bar gaining a reputation for being a place where locals get murdered. He saw the murders committed by Bardon and (if they come to pass) the ones committed by Cassandra. He is scared witless and will flee the village if given a reasonably safe opportunity to escape. However, he can confirm that cats have come to his tavern to lap up the blood of those consumed by the Unseen Sickness.

Samuel: A plague-ridden hunter, now consumed by the Unseen Sickness. Lost in the woods and consumed by the disease, he is mindless

Thomas: A hunter who lives on the edges of town. He'll gladly recall his encounter with Thomas, the fog, and the cats to anyone who will listen. If asked about the strange wizard, he will say he's heard stories about a massive willow tree two miles due west of town that supposedly serves as the wizard's lair. He's seen it, but never approached. Says the place gives him a strange feeling, and

that its always surrounded by more of the damn cats that plague this town. He won't go back himself, not after the encounter with Samuel, but he will give the player characters suitable directions to where the great tree is located.

Climax
Eventually, the players should put together that the disease, the murders, and the cats all lead back to the strange wizard that lives in a massive willow outside the village of Grimalkin. When the players set out for this strange hideout, have them make a Check to find their way.

An unnaturally thick fog rolls in as you and your friends make your way deeper into the woods. Akin to the claws of some great beast, you see the gnarled branches of the great tree begin to tear through the mist as the strange tree comes into view. As wide as one of the homes of Grimalkin, what is truly terrifying about this twisted testament to death in nature is not its blackened branches or the spiraling knots that cover its surface. What is most terrifying are the countless pairs of yellow eyes surrounded by fur the same color as the mist which slithers about -- the dozens of strange feline creatures that gaze at you and your friends as you approach.

At their center, standing before the tree is a husk as withered and twisted as the tree itself, as old as the centuries of hate that spawned this creature. Wrapped in rags of colorless grey, it raises a claw towards you and your allies. "Grimalkin is mine, as are you."

The voice comes from the creature, the cats, the tree, all at once. They advance as one on your allies.

This is the lich-like form of Bastian. His tactics in battle depend on whether or not the player characters are infected. Any who have been infected with the disease he does not slay, but instead

attempts to drive off using his magical abilities or by making brutal examples of their allies. He attempts to draw the battle out, commanding his cats to attack the player characters while he drives them into battle with the felines in hopes of infecting the player characters.

If slain, Bastian's cats all immediately drop dead. However, his Unseen Sickness lives on -- in the player characters. The player characters will be forced to make terrible choice if they are infected: Either they must show mercy to their friends and hope to find a cure or slay their fellow adventurers before the disease takes hold…

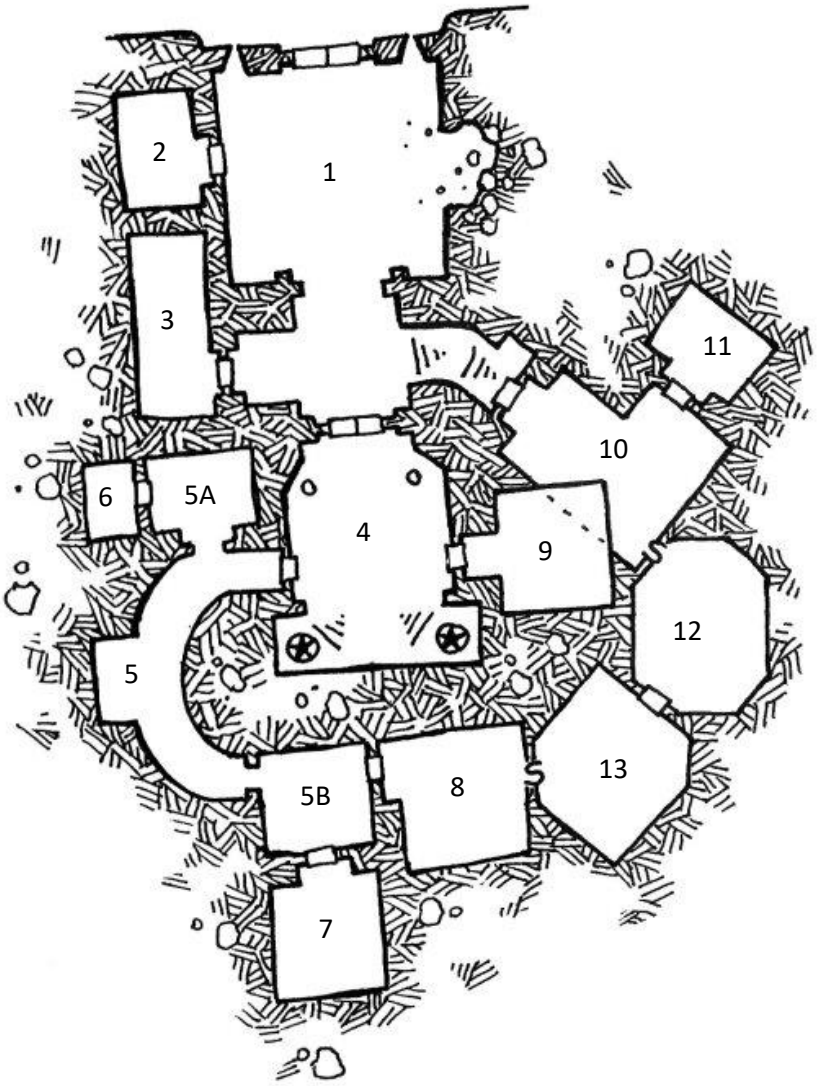
In the unlikely event that the player characters have managed to defeat Bastian without themselves becoming infected, then they have indeed saved the village of Grimalkin -- though it will undoubtedly face new dangers from the terrible wilderness that surrounds them...

Ready-To-Go Dungeon
By Jason Mabry

Room - Contents
1 - Four kobolds playing dice games.
2 - Storage.
3 - Two kobolds (sleeping, but will wake up and come in to area 1 on the fourth round of combat if it's not over yet.)
4 - Two skeletons - This room's double doors are locked.
5 - Two human servants/warriors.
    5A - Empty
    5B - 1 Pit Trap
6 - Dry goods food storage.
7 - Storage area full of bones on shelves and other grim nastiness.
8 - Door locked and trapped. Poison Needle: 1 damage and save or 1d6 weak poison damage. Inside there is a locked chest. 1 roll on the magic item chart + 50gp
9 - Storage - Two Giant Rats
10 - Orc Lieutenent and three kobolds.
11 - Door locked.
12 - Treasure storage / Bedroom
13 - Necromancer and two pet zombies in this work room.

Random Encounters 2d6

2 - Giant Centipede
3,4 - Nothing
5,6 - 1d6 skeletons
7,8 - Nothing
9,10 - Swarm of bats
11,12 - 1d6 Orcs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Shades of the Afterlife
By Jodie Brandt

The Blackest of Deaths rpg is known for its high level of lethality, but death does not have to be the end of the adventure. Welcome to the land of X'aall!

X'aall is the land of dead heroes. The afterlife of adventure. The mystery of mysteries. This shattered landscape is the realm of those whose souls have nowhere left to go. In some worlds this is known as Limbo, Purgatory, or Perdition. Here it is known as X'aall.

Characters who meet their demise in the Blackest of Deaths will awaken on this forsaken plane, if their soul cannot find itself to its eternal resting place. Most likely that means that they died either through cowardice, fear, accident, or by sheer foolishness. How they arrive and when is entirely up to the Game Master, but when the character does find themselves in X'aall they are fully arrayed as they had been before death secreted them away, that being with all the weapons and gear they possessed at the moment of their demise. It is also a choice on the Game Masters behalf as to whether or not the characters know that they are dead when they arrive.

Twin, bloated, dying suns reign over a twisted and malicious landscape, on which five tiny nations, city-states really, struggle to survive amidst plains of dust and ash. To the north lies a tundra of acidic ice and frozen toxic lakes. To the south are broken forests clinging to the boundaries of the boiling mud steppes, attempting to filter any amount of fresh water they can gleen.

Between these barriers of desolation lie the Blackened Sisters, five small centers of "civilization" all independently ruled and filled with dark secrets.

The Blackened Sisters:

1. Mal' Dugor - The City of Bones. This crypt-like settlement is constructed entirely of the bones of humanoids who have lost their lives while being devoured. The central structure of Mal'Dugor is a massive stepped pyramid topped by a ghostly green flame, and inhabited completely by cannibal cultists. Their ruler is Gruth'Gagrax, the Ghoul-King himself.

   *Gruth'Gagrax: A corpse eating undead monster, Gruth'Gagrax draws other flesh eating beings to his small domain of bone and death. He is immune, like most undead, to charms and sleep spells. His most dangerous feature is his paralyzing touch: any hit from Gruth'Gagrax requires a Core Mechanic roll+CON or the victim becomes paralyzed for 3d6 turns. HP: 20 Evade: 14 Armor Point: 4 Bonus: +2 to Attack, +4 Damage Attack: Claw 1d6+2 Special: Paralysis Touch (CM+CON vs DC 14) or Paralyzed for 3d6 rounds.

   *Cannibal Cultists: The inhabitants of Mal'Dugor are ravenously demented cannibals whose souls arrived here after falling in life to the teeth of some hungry beast. Now they serve the Ghoul-King by sacrificing any who wander through the Bone Gates.
   HP: 10 Evade: 12 Armor Point: 1 (Natural) Bonus: +2 to Attack, +2 to Damage Attack: Bone Knife 1d6+1

2. Mal' Gundull - The City of Ash, nestles itself near the base of X'aall's only active volcano, Mount Oblivion. It is a flat slate city stained grey and washed in the flat black of endless apathy. The folk who reside within this bleak town never speak out loud. Whether they have some other form of communication is yet to be discovered, but nary a mumble falls from their dry cracked lips. In fact it barely appears that they even breath at all. Nhelgo, the Sovereign of Cinders, sits upon the charred throne of Mal'Gundull, his head crowned by a blackened band of volcanic iron. All who dwell here do so because of their failure to speak out in life, either for or against some injustice. Forever are they doomed to silence.

*Nhelgo, The Sovereign of Cinders: This slate grey skinned humanoid, with sallow cheeks and depravated clothing, rules silently over an army of invisible killers. As the ash falls like snow over the city those who dwell there become one with the flat, monotone surroundings. Nhelgo arrives out of the edge of vision and attacks swiftly, without a trace of sound. HP: 35 Evade: 18 Armor Point: 2 (Natural), Bonus: +4 to Attack, +4 Damage Attack: Cinder Sword 1d6+2 (Magic), Sudden Strike: Nhelgo can cast the spell Invisibility at will (pg. 34 BOD core rulebook).

*Ash Men - Colorless as the city they reside in, the Ash Men are silent and invisible killers that blend in with their natural surroundings, striking when least expected and doing so with vicious efficiency.
HP: 9, Evade: 13, Armor Points:0, Bonus: +2 to Attack, +1 Damage, Attack: Shards of Lava Glass 1d6, Special: Invisible Killers: Mal' Gundull Ash Men recieve Advantage on the 1st round of combat.

3. Mal' Kaur - Covered by magic this Hidden City is situated in the very heart of X'aall, the only location that has a fixed spot within this bizarre world. (see Geology of X'aall below for more information on locating the other cities within the plane) Controlled by the mysterious wizard Anavavus the Eternal, Mal' Kaur is a city secluded from the chaos by powerful spells, which makes it nearly impossible to enter unless you have the Key. This oasis of X'aall is home to those who died by accident or misfortune. In some way that was no fault of their own. The interior of the city is bland, yet functional. No artistic monuments or architecture can be found here, and while it is a place of safety, it is also a place of extreme boredom and endless apathy. Staying too long within Mal' Kaur will eventually drain any character of motivation and drive to succeed at anything, even moving. This city is both a blessing and a curse.

*Anavavus The Eternal - While appearing to be in her mid to late 50's, Anavavus is actually centuries old and remains eternal while inhabiting this city. Her knowledge of magic is unparalleled in X'aall. Many seek her out believing that she may have the power to return them to the realm of the living. Whether or not that is true is yet to be discovered. Finding the Key to Mal' Kaur is one of the most difficult quests and could take the length of several mortal lifetimes to achieve.
HP: 55 Evade: 12 Armor Point: 2 (magic) Bonus: +2 to Attack, +2 to Damage Attack: Staff 1d6, Magic: Has access and keeps tomes devoted to all known spells (see BoD core rulebook), including several spells not known to the living world.

*Key to Mal' Kaur - The Key itself is not a physical item, but a magical word of power which, when spoken, temporarily diminishes ongoing magical effects, like that of the invisible barrier which hides the city of Mal' Kaur. This magical Key is known only to two individuals in X'aall: Anavavus the Eternal, who learned it from Agakron the Linguist, the Master of Words who created it. (Agakron will be discussed in more detail elsewhere)

4. Mal 'Orur - Wispy tendrils of smoke emanate from all things in this City of Souls. Its inhabitants are incorporeal and wraith-like, having come here after being forcefully removed from their physical bodies. The mournful wailing dirges can be heard long before the city itself is seen and it always appears as if built among craggy ravines or mountain passes. Hir, the Banshee Queen feeds on these sorrow filled songs of the dead and utilizes them to defend her small domain.

*Hir, The Banshee Queen - A spectral woman, clothed in smoke, who is both beautiful and terrifying to behold. She feeds upon the sadness and sorrow of those who inhabit Mal' Orur, and seeks to drain courage from any who stray near her home with her Wail of Desecration.
HP: 30 Evade: 15 Armor Point: 0 Bonus: +1 to Attack, +2 Damage Attack: Claw 1d6-1 Special: Wail of Desecration (CM+CON vs DC 11) or flee in terror for 2d6 rounds. Special: Incorporeal - All creatures of Mal' Orur are ghostlike and can only be hit by magic or magical weapons.

5. Mal' Hithang - Smoldering heat and damp fog roils from this semi subterranean city of serpents. Vines and poisonous plants cling to all of the stone structures here, hiding what was the city of some other earlier civilization, now claimed by the gorgon snake queen, Iptunama, and her scaled subjects.

*Iptunama, The Serpent Queen - A lustrous sheen of fine green and opalescent scales cover this strange woman who moves with elegant grace. Her hair is a tangle of snakes all drawn back in dreadlock like fashion and each has sentience of its own. Any who stand in her presence can hear the snakes softly whispering horrible things into her ears, constantly reminding her of her dominance over other mortal races. Iptunama, unlike the other inhabitants of X'aall is actually a still living creature. She was banished here by a powerful enchantment and her soul is linked to a phylactery lost somewhere on this plane of death. She cannot be permanently destroyed unless the soul jar is found and smashed, immediately turning her into a moldy pillar of stone, and allowing her mortal body to blow away in the winds of time.
HP: 33 Evade: 12 Armor Point: 4 (Natural) Bonus: +3 to Attack, +3 Damage Attack: Bite (1d6+1) Special: Poison (Core Mechanic + CON) DC 15 or begin losing 1 point of Constitution per round until dead.

*Sereva - At all times, Iptunama is attended to by a massive basilisk called Sereva. This beast is extremely loyal to its task of preserving Iptunama's existence and will die attempting to prolong her life. This is actually a curse laid upon the Gorgon Queen, in an attempt to make her suffer even longer in this place of eternal time. In fact, Sereva knows at all times the secret location of Iptunama's phylactery, and attempts to steer her away from it, and any possibility of her returning to the realm of mortals. (Use stats for a Basilisk found in the BoD core book p. 50)

*Serpentfolk - Iptunama has corrupted all those who have strayed into her domain, causing their flesh to meld with the serpentine creature that she is. Her subjects are lanky, scaled creatures, who are adept at stealth and dexterity when it comes to combat. Each wields a wicked forked spear dripping with poison. HP: 14 Evade: 14 Armor Point: 1 (Natural), 3 (If in Armor) Bonus: +2 to Attack, +1 Damage Attack: Forked Spear 1d6+1 damage, and Poison (Core Mechanic + CON) DC 10 or begin losing 1 point of Constitution per round until dead. Special: Attacks with Advantage the first round of combat.

Geography of X'aall: As noted before the land of X'aall is a realm of extremes, with the northern areas dominated by acidic ice and frozen poisonous lakes, while the southern regions are filled with boiling mud flats and sick tangled forests. Both are certain destruction to any who travel there and thus the only areas even slightly habitable are the centermost wastelands of the plane. This area is a dreamlike, surreal landscape lorded over constantly by two dying stars, which promotes an endless twilight where time loses all depth and meaning. Scattered throughout this weird countryside are five distinct cities, known as the Blackened Sisters. Each of them houses those who have died via a multitude of depravities and none are friendly to foreign visitors.

Only one of them, Mal' Kaur, is ever found in the same place twice. The others seem to roam about the expanse of X'aall, and where it was located one day is never where it is the next. Mal' Kaur sits at the exact center of the great wasteland and is rumored to sit upon a wellspring of magic, or portal to other worlds, though this has never been confirmed by any who still exist here.

Artifacts of X'aall:

1. Prismatic Shards: These glass like slivers of stone refract the endless dying light of X'aalls twin suns. Doing so brightens an area of 25 feet and can carry a charge of this luminescence for up to 1 hour. The shards are mostly found near the northern realms of ice and are an expensive commodity bartered for amidst those traveling to Mal' Orur, as the light filled shards bring those who live there a sense of happiness, however brief it may be.
2. Dreamsong: This plain looking longsword, with a dull leather wrapped hilt, hums with slight fae-esque music when held and has great effect when wielded against incorporeal creatures, such as ghosts, wights and wraiths. +2 to attack (+4 against incorporeal beings), +2 to damage (+4 against incorporeal beings).

3. Purity Stones: Porous white rocks which when placed in any liquid will remove any impurities and poisons, making them safe to consume. They can be found throughout X'aall, if one knows what they are looking for.

Creatures of X'aall: (This small bestiary is an addition to that found in the BoD core book. While all the creatures from the core book can be found in some form within X'aall, the creatures listed below, and above in the city descriptions, are unique to this realm of death and will most likely not be found elsewhere, though feel free to export them if you find it fitting)

1. Wastetral: These enigmatic hooded beings are best described as harbingers of the dead who roam the breadth of X'aall. Not entirely human, nor entirely living, Wastetral's appear mirage-like from the mists and offer travelers what they need the most. To some it is food and water, still to others it is direction. In truth they have no real form and are simply spirits struck in the veil between this world and another. They seem to shift and phase slightly in and out of reality. They cannot be harmed in any way and never remain in one place for longer than an hour.
2. Mud Wyverns: These eight-legged serpents weigh in at some 200 pounds and measure 10 to 15 feet long. Great dappled brown beasts found near the southern boiling steppes, where they make burrows in the porous mud that bubbles up between stanchions of rock. Their intimidating hiss and acidic spittle cause many a warrior to seek asylum far from any Wyvern lairs. While most steer clear of the Mud Flats anyway, those who brave the southern routes soon find themselves hunted by these ferocious beasts.
   HP: 45, Evade: 14 Armor Point: 5 (Natural), Bonus: +2 to Attack, +4 Damage Attack: Bite 1d6+2, Special: Blinding

Spit: the saliva of these lurking creatures can be hurled up to 30 feet and is slightly acidic causing blindness for 1d6 hours to those who fail a Core Mechanic + DEX, DC 15.

3. Hollowtails: A small fur covered primate with multi-jointed arms joined to their torso by thick membranous bat-like wings, they gain the Hollowtail moniker from a large flat bony tail which they rap against stone outcroppings making echoing thumps, by which they are able to communicate with one another. Hollowtails live in pods of 3 to 5 individuals amidst broken, rocky terrain and caves. While they do have wings, true flight is unknown to them and they are only able to glide from one height to another.
HP: 9, Evade: 10 Armor Point: 1 (Natural), Bonus: +4 to Attack, +1 Damage Attack: Rudimentary stone tipped spears 1d6, Special: Glide upto 100 feet. Special: Tail Warning - By rapping their hollow tails they are able to coordinate amushes with others of their kind in the immediate area.

Adventure Seeds:

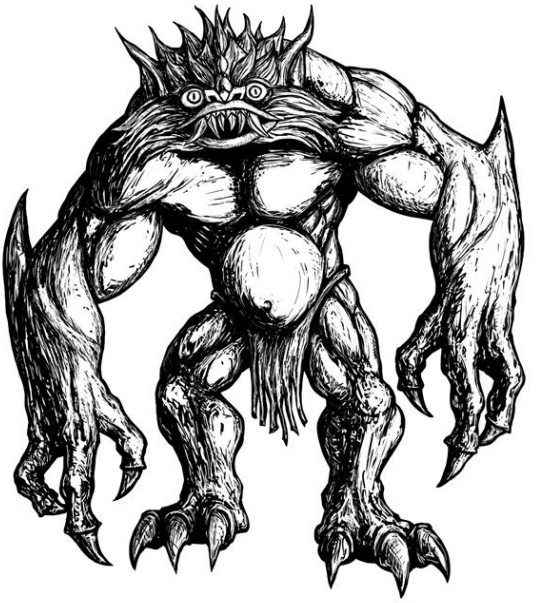
1. An endless wailing comes carried on the wind from the west, though there seems to be no point of origin.
2. A mysterious traveler approaches the characters looking to trade Prismatic Shards for water with them. If they oblige, he is willing to give them warning of any dangers ahead. If they refuse, he lies to them and points them and tells them the way ahead is clear.
3. A caravan of six individuals is encountered on the road. They claim knowledge of a spell which will return those stuck in X'aall back to the realm of the living, but they need help in discovering where it might be.
4. A large winged beast flies overhead, casting an immense shadow. It is passing north towards the land of Acidic Ice. It seems to be moving very rapidly and pays no heed to the characters below.
5. The characters come upon an outcropping of strange blue ferns, which seem to be made of some crystalline material. The blooms are sporadic and seem very rare. Might they be valuable to someone?
6. A large cave entrance looms before the characters, carved with runic inscriptions that none can decipher. While expertly built, the entrance does not look to have been entered for years.

Expanded Monster Section
By The Lone Bards
Justin Isaac & Josh Beckelhimer

Bull Lord

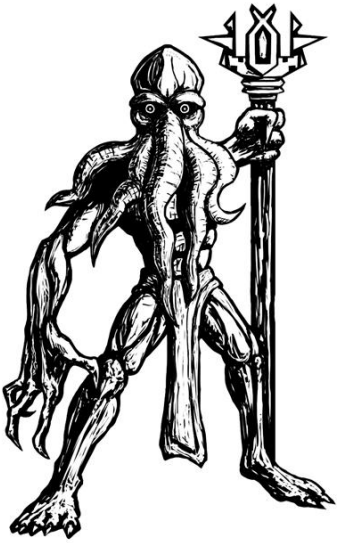
Said to be descended from the Bull god, these ill-tempered creatures are similar to centaurs, but more bovine in nature. The have powerful claws and can pummel and knock foes back with their mighty charge. Because the color red is blasphemous to the Bull god, they will attack foes wearing red first.

HP: 24
Evade: 14
Armor Point: 4 [Natural]
Bonus: +4 to Attack
Attack: Claw (1d6) or Charge (2d6 + Knockdown)
Special: Building up a gallop they can charge through opponents. Anyone hit by a charge must make a CM+STR vs DC 15 or be knocked prone.



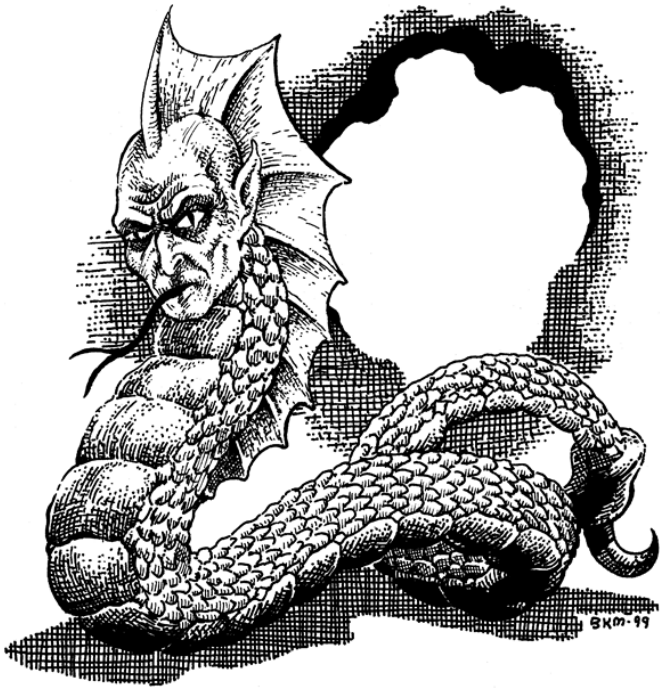
Burrower
These hulking creatures' dwell in caves near dwarven clanholds. They use their powerful claws to borrow through the earth and stone. With their child-like intelligence they can be friendly and have even been known to ally with adventures in the dark depths. However, those that have been mistreated or angered become raging engines of carnage.

HP: 18
Evade: 12
Armor Point: 5 [Natural]
Bonus: +3 to Attack
Attack: Claws (2d6)
Special: Burrow Through Earth



Cephelon
Cepehelon are a race of elusive aquatic humanoids that enjoy feeding on warm blooded flesh. In water the ink cloud creates a 30' sphere of blackness that's impenetrable to the normal eye (though Cephelons can see through the ink). If on land, they can spit this and attempt to blind one target, who must make a CM+DEX vs DC 15 check to avoid being blinded until they wash their eyes out.

HP: 14
Evade: 12/16 (in water)
Armor Point: 2 [Natural]
Bonus: +2 to Attack
Attack: Beak (1d6-1 damage) or By Weapon
Special: Ink Cloud



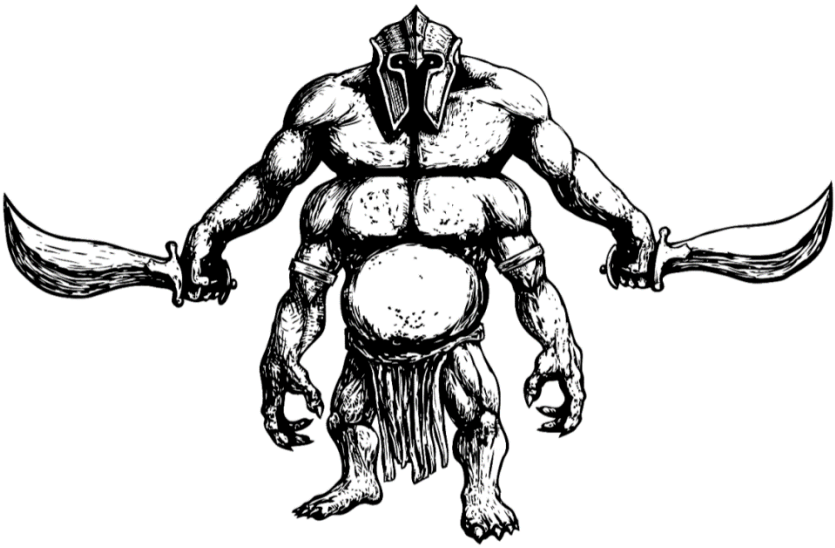
Child of Set
These bizarre man-sized serpents have elf-like heads and toxic tail stingers. Said to be the creations of the serpent lord, they hoard wealth for unknown reasons. It is rumored that more than a few are criminal overbosses and thieves guildmasters. Their gaze can cloud the mind of mortals and charm them (CM+INT vs DC 13 of the character is charmed as per the Charm Person spell).
HP: 16
Evade: 14
Armor Point: 3 [Natural]
Bonus: +2 to Attack
Attack: Tail Fang (1d6 damage)
Special:, Charm Person, poisonous tail fang (CM+Con vs DC 15)

Cockatrice
A cockatrice is a foul temperamental avian creature. They are feared for their ability to turn those they peck into stone. Avians are immune to this ability, but all others fear it. They are also feared for their virility. Avians hatched from an egg fertilized by a cockatrice will have their petrification ability.
HP: 5
Evade: 12
Armor Point: 1 [Natural]
Bonus: +1 to Attack
Attack: Peck (1hp plus petrify)
Special: Petrifying peck (CM+Con vs DC 13)

Crimson Executioner
These two headed horrors are summoned from the blackest pits of the underworld. They are summoned and bound to a target. They can always sense where this individual is and exist solely on the material plane to kill them.
HP: 18
Evade: 14
Armor Point: 5 (Natural)
Bonus: +5 to Attack, +2 Damage (+1d6 against bonded target)
Attack: Executioner's Blade (2d6 damage)
Special: Target Bond

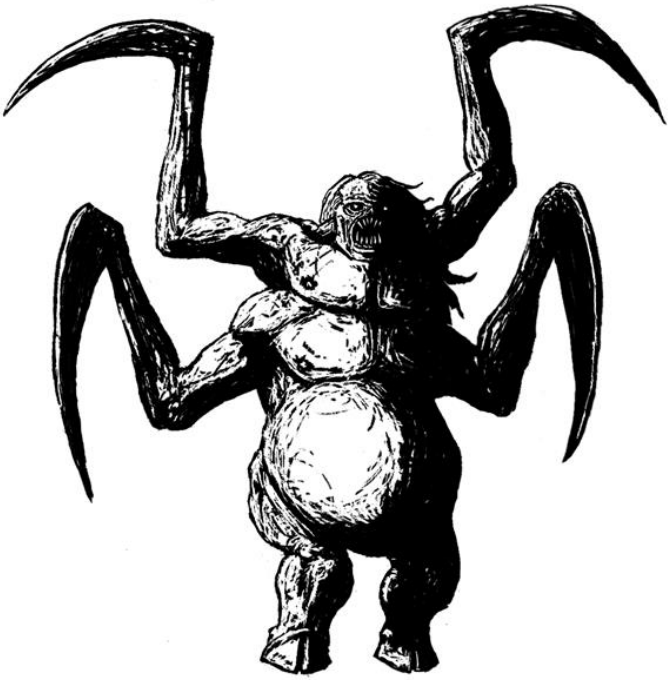
Cyclops
Some claim that the original cyclops was a favorite of the ancient gods. Very wise, he was said to have oracular abilities. His brutish descendants have little in common with him, though they do have traces of oracular nature, given their ability to see what's truly there.

HP: 28
Evade: 10
Armor Point: 0
Bonus: +2 to Attack, +4 Damage
Attack: Spiked Club (2d6 damage)
Special: Can See Invisibility and through illusions



Demon, Sentinel
Keepers of the Black Gates. These demons are the guardians of the Blackness. They are found in vile temples, ancient ruins, and the lairs of diabolical magi.
HP: 25
Evade: 13
Armor Point: 5 (Natural)
Bonus: +3 to Attack, +3 Damage
Attack: Two-Handed Sword (2d6)
Special: Attacks twice per round

Demon, Omega Sentinel
The omega sentinel demon guards the solitary gate to the blackest of the Blackness. It is an ancient demon and possibly the oldest of its race. It is said that when the world was infected with darkness, it crawled out of the first portal, ready to take its watch.
HP: 35
Evade: 12
Armor Point: 6 (Natural)
Bonus: +6 to Attack, +6 Damage
Attack: By Oversized Weapon (2d6)
Special: Attacks four times per round



Demon, Scything Whirlwind
These fiends stand at over ten feet tall and live only to bring pain and suffering to mortals. Their scythe-like arms are extremely sharp and when entering combat, they whirl themselves around able to attack every target within ten feet of them.
HP: 20
Evade: 10
Armor Point: 4 (Natural)
Bonus: +4 to Attack, +2 Damage
Attack: Scythe Claw (1d6)
Special: Whirlwind Attack

Devouring Maw
No one is sure what ill god or demon originally spawned these floating abominations, but they are cursed nonetheless. A devouring maw is a floating mass of bloated flesh, tentacles, and teeth.
HP: 15
Evade: 14
Armor Point: 3 (Natural)
Bonus: +2 to Attack
Attack: Spiked Tongue (1d6) or Bite (1d6+1)
Special: If the Devouring Maw hits with its spiked tongue it latches onto it's target. As long as it is latched to a target it can make a bite attack that automatically hits. It requires a CM+STR vs DC 14 check to escape the creature.

Druid of the Broken Cycle

While there are many faiths that worship and celebrate the cycle of life, there are those that alter it through undeath. Some of these individuals coldly see their practices as another way to use nature's bounty, while others are more tragic, being lone survivors of disasters that wiped out their forest homes.

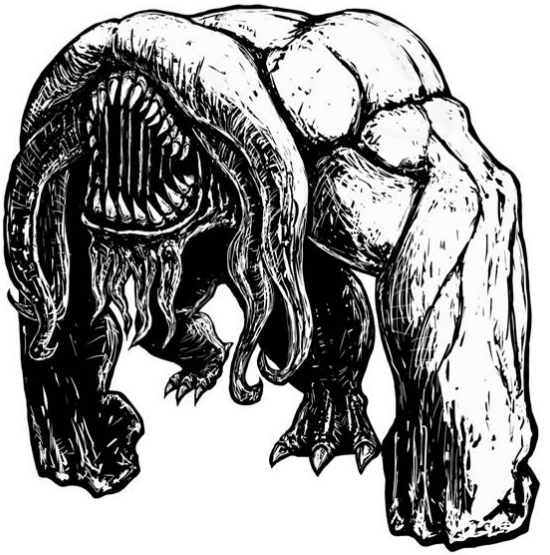
HP: 12
Evade: 14
Armor Point: 1 [Armor]
Bonus: +2 to Attack
Attack: By Weapon
Special: Speak with Animals (unlimited), Lightning Bolt (1/day), Animate and Control Lesser Undead (as Necromancer)

Faerie, Stingling

These malicious fae love tormenting those that enter their forests. They have an intense love of mead though and can sometimes be bribed to allow safe passage. Their poisonous stingers inject an extremely painful, but non-fatal toxin. Those affected suffer disadvantage on all rolls for 1d10 minutes as a struck with debilitating pain.

HP: 9
Evade: 16
Armor Point: 3 [Natural]
Bonus: +3 to Attack, +2 to Damage
Attack: Stinger (1hp plus poison)
Special: Immune to damage from metal weapons, poisonous stinger (CM+Con vs DC 15)

Lothric, Overlord
These twisted humanoid abominations are the descendants of the sorcerer-kings of the ancient subterranean city of Lothras. They roam the tunnels of their domain, gathering components for their mad research.
HP: 10
Evade: 14
Armor Point: 3 (Natural)
Bonus: +1 to Attack
Attack: By Weapon
Special: Magical Awareness (as Necromancer), Fireball 2/day, Dispel Magic 1/day, 1d3 more random spells



Lothric, Behemoth
These muscled abominations dwell deep in the earth, where they serve their overlords. Though blind, they have an incredible sense of hearing and can feel vibrations. They use these traits to find miners and other delvers to devour, giving them the nickname Miner's Bane.
HP: 15
Evade: 12
Armor Point: 5 (Natural)
Bonus: +4 to Attack, +4 Damage
Attack: Fist or Bite (1d6)
Special: Tremorsense, Advantage on hiding rolls while underground

Near Man

Near man is a catch-all term for the various archaic human races throughout the lands. Whether it's deep caves, lost valleys, or dense jungles, these Neanderthals and their kin survive, hidden from civilization.

HP: 15
Evade: 13
Armor Point: 1 [Armor] 2 [Natural]
Bonus: +3 to Attack, +2 to Damage
Attack: From Weapon
Special: Enraged by Magic (Advantage on attacks against foes they've witnessed using magic)

Scritcher

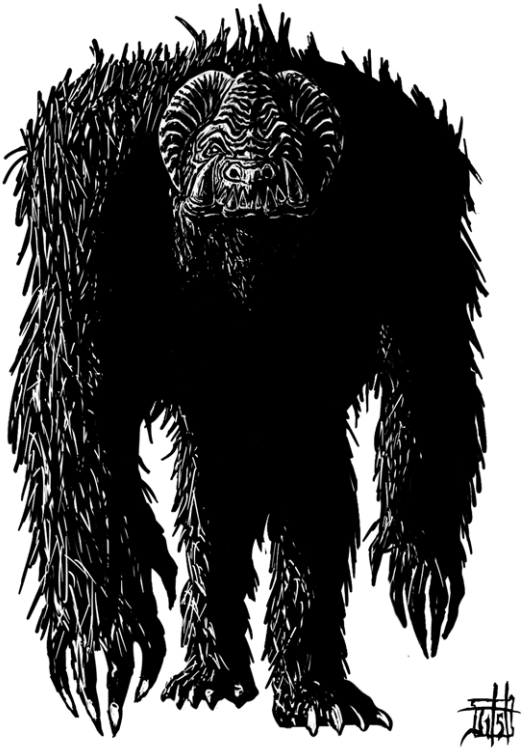
In ancient times, there was a joyous and pastoral race of shortfolk known as halflings. Discovered by a powerful witch who desired miniature assassins, they were infused with demonic essence and changed into impish creatures. Today they often serve powerful magic-users. They are extremely quiet and only heard when they wish to be. Their moniker comes from their habit of using their blades to making scratching sounds to terrify victims.

HP: 8
Evade: 15
Armor Point: 1 (Armor)
Bonus: +1 to Attack
Attack: From Weapon
Special: Immune to Fire, Advantage on checks related to remaining silent and hidden

Slak'Skess

These serpentine creatures make their homes in dark swamps. They travel through the trees and have been known to swim through rivers into towns and sneaking through their sewers. They have a deadly poisonous bite that deals 3d6 damage.

HP: 13
Evade: 14
Armor Point: 2 (Natural)
Bonus: +2 to Attack, +2 to Damage
Attack: By weapon
Special: Poison Bite (CM+CON vs DC13)



Swamp Brute

These soggy beasts are thankfully rare. They are very territorial and protect their marshy homes with an unholy rage. Despite their massive size (being nearly 12 feet tall) their movements are graceful, swift, and silent.

HP: 23
Evade: 13
Armor Point: 4 (Natural)
Bonus: +2 to Attack, +3 to Damage
Attack: Massive Fists (1d6 Damage)
Special: Half damage from fire, Advantage on hiding rolls while in swamps and forests

Undead Vizier

Once mighty advisors, these undead abominations now give counsel to liches, death knights, and other powerful undead. Their staves, that once served as symbols of their positions, are now infused with necromantic energy. A living creature struck by this must make a CM+CON vs DC 14 check or one hit point of damage taken from the attack is lost permanently. Like other undead they are immune to Charm and Sleep affects.

HP: 10
Evade: 13
Armor Point:1 (Armor), 2 (Natural)
Bonus: +2 to Attack, +2 to Damage
Attack: Corrupt Staff (1d6 Damage + Permanent HP Loss)
Special: Can “heal” undead 1d6 HP once per day

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The Blackest of Deaths refers to those sad adventurers who were critically wounded while adventuring in dungeons and other underground dwellings, left behind by their adventuring party, to slowly bleed out and die as the last of light from their torch burned dimmer and dimmer until all that's left is the black and the death.

Name:
hP:
Luck:
Evade:
AP:

STR:
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WIS:
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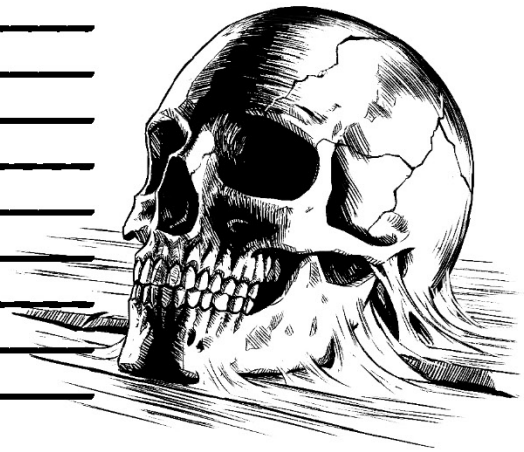

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