

THE DZEN DOOMS

**A Compendium of Hacks, Tweaks, and Modifications for
Your OSR Game**

By baldrage

**CONTENT WARNING: contains material that may be unsuitable for some readers
(recommended age 16+)**

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CREDITS

*This book is dedicated to Gary Gygax, Dave Arneson, Tom Moldvay and David Cook,
with special thanks to Morgan Ironwolf.*

Written By: baldrage

Credit Where Credit is Due:

Many of the rules modifications included in The Dozen Doods were taken directly from or inspired by Dan DeFazio, a.k.a. "Professor Dungeon Master" of the Dungeon Craft Youtube channel and are used with his gracious permission. Please subscribe to his channel and support his Patreon at www.patreon.com/DungeonCraftYouTube. Where I have written something inspired by or taken directly from Dungeon Craft, I've annotated with "Hat Tip - Dungeon Craft."

Other sources of inspiration are the fantasy novels and RPG rulebooks listed in Appendix N. Some of the RPGs I own, some I have read, others I have only heard described. I am not affiliated with any of them, but all helped inspire this book and are worth your time and money to check out.

"These are the best rules since chess!"

- Professor Dungeon Master

THE DOZEN DOOMS AT A GLANCE

We are living in a golden age of fantasy role-playing, and there are many different Old School Renaissance (OSR) rule sets out there. So how does The Dozen Dooms compare to all the others?

This is a toolkit, not a comprehensive “retroclone” or a completely different set of rules. Although The Dozen Dooms can be used as a cohesive set of modifications, its primary intended use is as a menu of options, hacks, and tweaks that is designed to be “bolted on” to the classic 1980-81 basic and expert versions of the world’s greatest fantasy role-playing game and other similar OSR games. This collection of modifications is intended to strike a balance between streamlined play and a grittier approach to fantasy RPGs. The Dozen Dooms aims to hit the sweet-spot between “groggnard” and “rules-lite” approaches for fans of the classic old school game that would like more detail in some places and updated game mechanics in others.

The Dozen Dooms is presented in a modular format, so you can take the parts you like and ignore the rest. It even includes suggestions for tweaking many of the modifications to offer either a more “heroic fantasy” or “grimdark” style of play. I hope my presentation makes it convenient for you to enhance your own homebrew system!

Lastly, The Dozen Dooms is setting agnostic. Although there is some “fluff” included in the class descriptions, it is not tied to any particular setting.

What's the Same?

- D20-based approach to combat and skills, with traditional “higher is better” philosophy for dice rolling.
- Six classic character ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma).
- Character levels and classes, with the four basic fantasy RPG class archetypes.
- Race as Class, with the three standard demi-human races (Dwarf, Elf, Halfling).
- Hit Points.
- Spells categorized by spell level.

What's Different?

- A new Doom mechanic that goes beyond a standard wandering monster table to systematically introduce a random element of tension and bad luck to the game.
- Finally a use for the 12-sided die! All of the Really Bad Things that could befall a character (combat and magic miscues, injuries, corruptions, insanity) are determined using a d12. Players will shudder in dread every time they see the “Dice of Doom” appear on the table.¹

¹ Yes I know the singular of “dice” is “die,” but “The Die of Doom” just doesn’t have the same ring to it!

- Use of GM-determined Target Numbers rather than THACO or target's Armor Class.
- Damage determined by class, rather than by weapon type.
- Armor provides simple damage reduction rather than making it harder to hit.
- Lower Hit Points (capped at twice the character's Constitution score).
- A more fluid approach to alignment that allows characters to shift back and forth between the poles of Law/Good and Chaos/Evil, based upon their actions.
- Simplified Initiative and simultaneous attacks.
- Simplified Saving Throws.
- Streamlined approach to experience points and level advancement.
- Rules for including half-elf and half-orc characters using the race-as-class approach.
- Skills (similar to "feats") that can be used to augment the basic class archetypes.
- Dozens of Paths (similar to sub-classes, prestige classes, or careers) to provide additional options for tailoring your characters.
- A fully fleshed-out Spell Point System that provides more flexibility than the classic magic system but prevents spell-casters from becoming over-powered.
- Magical Miscues that can lead to Arcane Corruptions and Divine Atonement.
- Injuries and Insanity to help create a more "grimdark" feel to your games, because who doesn't want the chance to play a one-armed, drug-addicted Wizard with deformed features and irritable bowel syndrome?
- Hero Points that can be used to mitigate unlucky dice rolls.
- Fellowship Points that reflect the party's growing ability to work as a team.
- An alternative approach for Encumbrance and Movement.
- Plus several Appendices with useful information such as a party name generator with more than one million potential combinations, a Holy Weapon generator, a Spell Book generator, a guide to making no-fuss paper miniatures, and more.

DIFFERENT STROKES FOR DIFFERENT FOLKS

Hopefully you'll find something in The Dozen Doods you would like to implement at your table. A word of warning: using all of the options presented here could become unwieldy if you have more than four players, especially if several characters are using Paths that grant ADVANTAGE frequently, permit re-rolls, or allow the character to "spend" spell points to augment their d20 rolls.

Each GM will have to take into account their preferred style of play and the number and experience of their players when deciding which modifications to use. There is no such thing as one-size-fits-all when it comes to RPGs, which is what makes all of this hacking and tweaking so much fun.

In the game I run for my kids (ages 7 and 11), we use the following rules:

- TARGET NUMBERS.
- Saving Throws based on ability scores.
- Class-based Damage.
- Max Hit Points = 2xConstitution Score.
- Armor provides damage reduction.
- Combat and Magical Miscues.
- Ten XP per level.
- Hero Points.
- Spell Points.
- Doom.

We do not use the Skills, Paths, Insanity, Arcane Corruption/Atonement, Injuries, or Variable Magic Effects. There seems to be a growing trend among OSR gamers to utilize streamlined mechanics that verge on "rules-lite." If that is your preference, you might be interested in using a similar set of modifications.

In the game I run for adults, we use almost all of the rules included in The Dozen Doods, but this is a small group of four experienced players that enjoys tactical combat and resource management. If your group includes more than four people, I recommend that you consider limiting the number of characters using Paths or you risk having combat bog down considerably.

If you have any questions, comments, or suggestions, or would be willing to share how you are using The Dozen Doods in your game, please drop me a line at baldragebob@gmail.com.

CHAPTER I. THE BASICS

Basic Character Information

If you are reading this book, you are almost certainly familiar with how to create a classic OSR-type character. Here are some alternative methods for rolling up characters, with suggested tweaks for running either a “Heroic Fantasy” or a “Grimdark” campaign.

Classes

The Dozen Dooms includes the four traditional fantasy RPG classes, but the names are changed slightly to better capture the essence of the archetypes. The four classes are referred to here as Crusaders (rather than Clerics), Warriors (rather than Fighters), Thieves (rather than Rogues), and Wizards (rather than Magic-Users).

The Dozen Dooms uses race-as-class, so Dwarves, Elves, and Halflings are included, with optional rules for Half-Elf and Half-Orc characters as well (see pages 124 and 132). In keeping with OSR’s emphasis on lower-level play, “Name Level” for player character is set to 4th level (5th level for spell-casters) and is the point at which characters earn the right to call themselves Warriors, Crusaders, Thieves, and Wizards. There is no set limit on character level, but no rules modifications are provided for characters higher than 12th level. An extensive section on Class-specific modifications, Skills, and Paths can be found on page 42.

Ability Scores

The Dozen Dooms uses the standard six abilities (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma) with the traditional bonus and penalty modifiers. Many of the rule modifications offered in The Dozen Dooms make extensive use of ability scores for determining maximum Hit Points and Spell Points, saving throws, encumbrance, skill checks, special abilities, insanity, etc., so there are really no “dump stats.” When creating a character, roll 3d6 for each ability, modifying as noted below.

Class modifiers:

- Warriors roll 4d6 for Strength and Constitution and keep the best three die rolls.
- Wizards roll 4d6 for Intelligence, keeping the best three rolls.
- Crusaders roll 4d6 for Wisdom, keeping the best three rolls.
- Thieves roll 4d6 for Dexterity, keeping the best three rolls.

Racial modifiers:

- Dwarves +2 Constitution, -2 Dexterity, -1 Charisma.
- Elves +2 Charisma, -2 Constitution, -1 Strength.
- Halflings +2 Dexterity, -2 Strength, -1 Wisdom.
- Half-elves +2 Charisma, -1 Strength, -1 Constitution, -1 Wisdom.
- Half-orcs +2 Strength, +1 Constitution, -2 Intelligence, -2 Charisma.

Note that demi-humans can have ability scores higher than 18.

Ability Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19	+4
20	+5

Heroic Fantasy Tweaks

Roll 4d6 for every ability score and throw out the lowest die. Re-arrange the scores as you prefer and any ability can be raised one point by lowering another ability by two points.

Turning the Grimdark up to 11

Roll 3d6, in order. For every result over 15, subtract one point from the next ability roll. Live (or die) with the results. If a character ends up with more than -6 in ability score penalties, that character has died of the plague before their adventuring career even had a chance to begin.

Hit Points

As described in the traditional rules, Hit Points (HP) are an abstraction used for tracking the amount of fatigue and damage your character can take before suffering incapacitation, injury, and death. However, to provide a more exciting feel to the game, one in which players believe their character could be maimed or killed during any combat, The Dozen Dooms caps Hit Points at a maximum of twice the character's Constitution score. E.g., a character with a Constitution score of 15 would have a maximum of 30 HP.

Characters gain HP each time they gain a level of experience, up to their maximum HP:

- Warriors gain 1d8+ Constitution (CON) bonus each level.
- Crusaders, Dwarves, Elves, Halflings, and Thieves gain 1d6+CON bonus each level.
- Wizards gain 1d4+CON bonus each level.

Heroic Fantasy Tweaks

Each character starts with their maximum amount of HP at 1st level (Warriors start with 8+CON bonus, Wizards with 4+CON bonus, etc.). After reaching twice their Constitution score, Warriors add three HP/level, Crusaders, Thieves, Dwarves, Elves, Halflings gain two HP/level, and Wizards gain one HP/level.

Turning the Grimdark up to 11

Maximum HP level is equal to the characters' Constitution score (so a Warrior with 15 Constitution would have a maximum HP level of 15). Thieves and Halflings gain only 1d4 HP/+CON Bonus each level.

Character Backgrounds

Players should be encouraged to come up with a brief paragraph that addresses the questions below. This will help the GM integrate the characters into the campaign world, develop NPCs that have preestablished relationships with the characters, create opportunities for new adventures, and generally enrich gameplay.

Try to think up a short answer for each of the following questions:

- What did the character do before becoming an adventurer (e.g., peasant, a soldier, a scholar)?
- Where is the character from (nation/city/town/village)?
- Who are the character's family and friends (how many, what is their social status, is there anything noteworthy about them)?
- What are the character's wants and needs (e.g., wants to be rich, needs to be respected)?
- What are the character's fears and dislikes (better yet, does the character have some type of personality flaw that creates a potential for role-playing opportunities)?
- Lastly, and most importantly, why did the character leave home and family to become an adventurer? Even at Level 1, each character is already more capable than 99% of the inhabitants of their world, and presumably had relatively promising lives ahead of them. So what prompted the character to take up a life of horror and danger? Some common reasons are:
 - 1) Disgrace/Redemption – either the character or their family, clan, tribe, etc. suffered a disgrace and the character has set out to redeem their reputation.
 - 2) Revenge – something destroyed the character's town/village, murdered a loved one, etc. and they are out to avenge that wrong.
 - 3) Fortune & Glory – the character has an overwhelming lust for gold, insatiable thirst for knowledge, burning desire for renown, etc.
 - 4) One Step Ahead of ... the law, a powerful rival, vengeful guild, jealous husband, etc.
 - 5) Searching for ... a cure to a family curse, a relic, a lost loved one, etc.
 - 6) Running Errands for ... a mentor, a powerful lord, their temple, an evil master, etc.

“More” is not necessarily better, so for the GM's sake, save those 10-page character backstories for that fantasy novel you've always wanted to write. For some players, role-playing is its own reward, and they'll need little encouragement to develop a backstory. Other players may not be eager to put much effort into something that has no tangible effect on the game, so GMs may wish to consider awarding a one-time ability score bonus (+1) or XP bonus to players who take the time to come up with a well thought-out background for their characters.

Experience Points and Level Advancement

If you prefer the traditional method of gaining experience points (XP) for killing monsters and looting treasure, than there's no need for you to change. However, here's a more streamlined approach that requires less accounting and puts more focus on overcoming obstacles and achieving objectives, rather than simply killing and looting: one XP is gained for each obstacle overcome and objective achieved, and each character levels up every time they earn 10 XP. All classes level up at the same rate and there is no XP bonus for high ability scores.² That's it. That's the system.

A typical adventure might involve two or three obstacles (e.g., a particularly tough monster, a challenging puzzle) and one or two objectives (e.g., rescue the villagers, retrieve the relic, close the Hellgate). At this rate, the party would be leveling up more or less simultaneously every two or three adventures. If that's too fast for your preferences, the GM can reduce the number of "obstacles" that merit an XP award, or just award XP only for completing objectives. If it's too slow, the GM can be more generous in deciding what counts as an obstacle.

Gold and Level Advancement

Characters still require plenty of gold to "level up." Warriors need to hire sparring partners, buy practice swords and armor, pay for healing, lots of meat and other protein to grow their muscles, and no small amount of carousing. Crusaders must make sizable tithes to their temples. Thieves must buy locks to practice picking, obtain specialized tools (and bribe the craftsmen who make these items to keep quiet), pay off their guild and the local law, and of course, engage in plenty of carousing. Wizards must buy rare ingredients and components for their spells, wagon loads of ink, paper, glassware, and high-quality candles, and a never-ending collection of books. All of the characters are taxed heavily whenever they return to civilization, as the local authorities will demand their share of the spoils.

In sum, although the characters earn XP by overcoming obstacles and achieving objectives, they must still pay through the nose to realize the fruits of their labors. Once a character has earned enough XP to gain a level, they must pay 1,000 gp per level for taxes, tithes, carousing, practice materials, and bribes to actually advance to the next level. This amount should be adjusted by the GM, depending upon the amount of treasure typically found in your campaign (e.g., could be 100 silver pieces/level if you are using the silver standard and tend to be stingy with loot). Characters must also spend a significant amount of time between adventures conducting the training, prayers, practice, and research as described above (GM's discretion, but a good rule of thumb is one week per level).

² Hat Tip - DungeonCraft: This approach to XP and level advancement was taken directly from the video "XP The Fast and Easy Way" https://www.youtube.com/watch?v=ou4v_yUrpc



Doom

Although the player characters have been chosen by destiny to become heroes, fate is fickle. DOOM points are gained whenever a player rolls a natural one on d20, fails a d20 roll with ADVANTAGE, or fails a d20 re-roll.



At the beginning of each gaming session, the GM secretly rolls a Dice of Doom (d12) and records the resulting DOOM number. The GM should keep a running tally of these failed rolls and whenever the party's accumulated DOOM points reaches that DOOM number, Something Awful Happens.³

The GM can either roll another d12 secretly, or (more fun in my opinion) ask the player who failed the last roll to make a Dice of Doom (d12) roll in front of the rest of the players, and consult a Something Awful Happens table. These tables work best if tailored specifically to your adventure, however, a dozen Something Awful Happens tables are included at Appendix D for ~~lazy~~ extremely busy GMs. A sample table is provided below:

 SOMETHING AWFUL HAPPENS (d12) 	
1.	BETRAYAL. Henchman/animal companion/NPC betrays the party. Maybe they were jealous about that dalliance with a barmaid, simply greedy for more treasure, replaced by a doppelganger, or secretly working for your campaign's Big Bad Evil Guy the entire time.
2.	REVENGE. Cultists, assassins, an invisible stalker, a demon, or an elemental sent by an old adversary suddenly attacks.
3.	SCAVENGERS. Following the scent of metal and/or blood left by the party, a rust monster, gray ooze, ochre jelly, 1d4 ghouls, a boar, a carrion crawler, a mountain lion, a draco lizard, an owl bear, or some other creature from a wandering monster table suddenly attacks.
4.	VERMIN. Drawn by the path of destruction left in the party's wake, 2d4 stirges, giant rats, giant centipedes, giant bats, or tiger beetles attack.
5.	ENVIRONMENTAL COMPLICATION. Tremor/minor cave-in; the path behind you is blocked, and all characters must save vs. DEX or suffer 1d8 damage from falling debris.
6.	LATENT SPELL EFFECT. Dead magic zone; -4 on all spell casting attempts for next 1d12 rounds.
7.	NOT DEAD YET. An adversary left for dead suddenly revives and attacks with surprise.
8.	PANIC. Henchman/animal companion/NPC panics and runs away.
9.	LOST ITEM. One of the PCs (the last one that failed a roll) realizes they lost a valuable item at the site of their last combat encounter.
10.	LAST BREATH. Dying enemy falls against PC and vomits blood in their face. Save vs. CON or contract Goblin Rot disease.
11.	SUPPLIES RUINED. Exposure to magic has caused all of the party's food and water to turn foul.
12.	LIGHTS GO OUT. A sudden breeze blows out all torches and extinguishes lanterns, plunging the party into darkness.

When tailoring a Something Awful Happens table to your adventure, place the worst outcomes at the lower end of the scale, and the "least bad" options at 10-12.

³ Or if you prefer, you can refer to these as Some Horrible and Insane Twist (S.H.I.T.) Happens Tables.

Fellowship

Hard-won experience working together in deadly situations can forge a disparate group of murder hobos into a well-oiled killing machine. Every time the party completes an adventure without a character dying, they earn 1d4 FELLOWSHIP POINTS. These FELLOWSHIP POINTS can be used in their next adventure to gain ADVANTAGE on all d20 rolls by each member of the party for one round per FELLOWSHIP POINT expended.

One of the players should be assigned the job of tracking the FELLOWSHIP POINTS on behalf of the party. This total carries over from adventure to adventure, but if the party's membership changes for any reason, their pool of FELLOWSHIP POINTS drops to zero.

To use a FELLOWSHIP POINT during play, the players must unanimously agree to expend a point from their pool. This could lead to an interesting dynamic if the players realize that since one way DOOM is accumulated is by failing rolls with ADVANTAGE, the use of a FELLOWSHIP POINT could potentially lead to Something Awful Happening. GMs can choose to make this dynamic explicit, or remain silent on how DOOM is accumulated and let the players discover this tradeoff on their own.

Party Names and Contracts

Just like rock bands, every party of adventurers should have a good name, and some players might even find it an interesting experience to have the characters draft up a contract that covers things like division of treasure, paying for henchmen, healing, burial, and resurrection. The GM might even choose to award 1d4 FELLOWSHIP POINTS if the party comes up with a cool name, and another 1d4 FELLOWSHIP POINTS if the party drafts and signs a contract. A random party name generator with more than one million different combinations is provided at APPENDIX P, and a sample adventurers' contract is at APPENDIX CN.

Hero Points

HERO POINTS are a way to reflect that the characters are the protagonists in a story, not just bystanders making their way through the campaign world. A HERO POINT allows a player to automatically roll a 20 on any d20 roll, or to disregard the results of any d20 roll and re-roll any one action (e.g., attack, spell, saving throw, ability check). If choosing the automatic 20, the player must declare that they are using a HERO POINT before they roll.⁴



Characters start off with zero HERO POINTS. They are awarded by the GM for excellent role-play, teamwork, and/or inspired tactics. The rate at which HERO POINTS are awarded is completely up to the GM. I tend to use them sparingly, and give out only one or two per adventure, but your preferences may differ. The GM may wish to hand out some type of physical token to represent a HERO POINT, especially with younger players. A plastic “gold coin” from the dollar store or a video game token from an arcade make good HERO POINT handouts.

Heroic Fantasy Tweaks

HERO POINTS can be used to overturn any roll, including a natural one on d20, damage rolls, and any of the d12 Dice of Doom rolls such as Miscues, Miscasts, Injuries, Corruption, and Atonement.

Turning the Grimdark up to 11

HERO POINTS cannot be used to overturn a natural one on d20 or any of the d12 Dice of Doom rolls. Even heroes occasionally have bad luck ...

Saving Throws

Saving throws are made by making a d20 check against a TARGET NUMBER established by the GM and applying the appropriate ability score bonus, as indicated below. For example, to save vs. petrification, a character with 13 Strength must roll higher than the TARGET NUMBER set by the GM on a d20 (adding a +1 to their d20 roll due to their Strength bonus). The player may also include bonuses from spells, magic items, or circumstances (e.g., cover).

- Save vs. petrification is a Strength check (i.e., apply Strength bonus to d20 roll).
- Save vs. mind-controlling or influencing spells (Charm, Sleep, Hold Person, Fear) is an Intelligence check.
- Save vs. illusions is a Wisdom check.
- Save vs. magical attacks or area effects (Fireball, Dragon Breath, etc.) is a Dexterity check.
- Save vs. poison or disease is a Constitution check.
- Save vs. undead effects (paralysis, life drain, etc.) is a Charisma check.

This approach eliminates the need to refer to saving throw tables during game play and reflects each character's individual abilities.

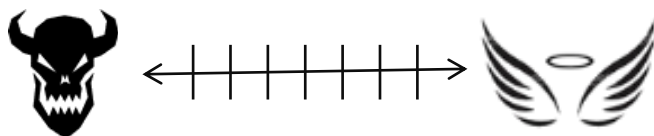
⁴ Hat tip - DungeonCraft: Similar concepts have been used in a variety of RPGs (I first saw it in a spy-themed RPG in the 1980s), but I took inspiration directly from Dungeon Craft.

Alignment

In real life, most people's morality is somewhat fluid. A "good" person might make a poor decision in the heat of the moment and do something immoral or unjust. Conversely, a career criminal could rush into a burning building to save a child. To reflect the day-to-day ebb and flow of a character's actions, your group may wish to adopt an alignment scale, rather than just declare a character to be Lawful/Good or Chaotic/Evil. This scale can be reflected on your character sheet with a simple number line that has Law/Good on one end of the scale and Chaos/Evil at the other.⁵

When rolling up a character, players pick a position on the scale as their starting point (neutral characters would obviously be in the middle of the scale), and the GM can subsequently adjust one "tick" up or down the number line depending upon the character's actions in play. Each GM should choose their own scale depending upon how often they prefer to deal with alignment in their game, but something like a 1-9, 1-7, or 1-5 scale should work for most groups.

A sample alignment tracker might look like this:



First level characters should not start at either extreme. If a player wants their character to be 100% purely Lawful/Good or Chaotic/Evil, the GM should make them work for it.

Alignment Change Penalties

Characters incur one point of DOOM (see page 12) for each point of alignment change.

Heroic Fantasy Tweaks

Characters suffer a -1 penalty on the next 1d12 subsequent d20 rolls instead of incurring DOOM.

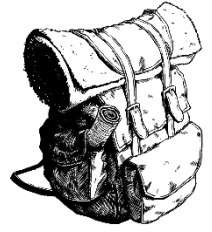
Turning the Grimdark up to 11

Characters incur two points of DOOM for each point of alignment change.

⁵ Hat Tip – DungeonCraft. See the video, "Alignment in D&D" <https://www.youtube.com/watch?v=W3vdkjQfU3>.

Encumbrance and Movement

Every gaming group has their own way of dealing with encumbrance. Some ignore it completely, some groups track encumbrance down to each item's weight in gold pieces, and others use a different method included in one of the many great OSR rulesets and retroclones. For groups that like the resource management aspect of the game, but find calculating each item's weight in gold pieces to be too time-consuming, here's a slightly more streamlined approach that uses Items as a generic unit of measure and takes into account each character's different ability scores.



Each character can carry a number of ITEMS equal to their basic Strength score without impacting their movement rate (i.e., a character with 12 Strength can carry 12 ITEMS). For the purposes of calculating Encumbrance, an ITEM is something that can be carried in one hand and/or weighs roughly 5-10 pounds. Examples include:

- One-handed weapons (Sword/Mace)
- One day's food or water (waterskin)
- Bow
- 50' rope
- Quiver with 25 arrows/bolts
- 100 coins in a sack
- Spellbook
- Torch/Lantern
- Severed head
- Blanket (not heavy, but bulky)

Smaller objects like daggers, flint and steel, wands, thieves' tools, 50 coins, potions, scrolls, etc. each count as ½ ITEM.

Two-handed weapons (great axes and swords, spears, staffs, pole-arms, crossbows) count as two ITEMS. Armor counts as follows:

- Shield = three ITEMS.
- Light Armor = three ITEMS.
- Medium Armor = six ITEMS.
- Heavy Armor = nine ITEMS.

How Encumbrance Affects Movement Rates

A character's basic (unencumbered) movement rate is 10' x their Dexterity score per turn; or 3' x their Dexterity score per round. For example, a character with 16 Dexterity would have a movement rate of 160'/turn or 48'/round.

Encumbrance affects movement rates as follows:

- A character can carry a number of ITEMS equal to, or less than, their Strength score with no movement penalty.
- A character that carries a number of ITEMS between one and two times their Strength score is considered BURDENED. To calculate their movement rate, subtract the number of ITEMS carried from their basic movement rate/round, and twice the number of carried ITEMS to determine their movement rate/turn. For example, a character with 12 Strength and 16 Dexterity carrying 24 Items would move 112'/turn (160' - (2 x 24 ITEMS)) or 24'/round (48' - 24 ITEMS).

- A character that carries a number of ITEMS greater than twice their Strength score is considered OVERLOADED. Movement is reduced to one foot multiplied by their Dexterity score per round or three feet multiplied by their Dexterity Score per turn. For example, our character with 12 Strength and 16 Dexterity carrying 24 ITEMS would move at 48'/turn and 16'/round. OVERLOADED characters automatically lose initiative (if using traditional initiative system) and incur DISADVANTAGE on all actions, attacks, and saves.

Dexterity Score	Basic Movement Rate/Turn	Basic Movement Rate/Round	BURDENED Movement Rate/Turn	BURDENED Movement Rate/Round	OVERLOADED Movement Rate/Turn	OVERLOADED Movement Rate/Round
6	60'	18'	60'-(2x# Items)	18' - # Items	18'	6'
7	70'	21'	70'-(2x#Items)	21' - # Items	21'	7'
8	80'	24'	80'-(2x#Items)	24' - # Items	24'	8'
9	90'	27'	90'-(2x#Items)	27' - # Items	27'	9'
10	100'	30'	100'-(2x#Items)	30' - # Items	30'	10'
11	110'	33'	110'-(2x#Items)	33' - # Items	33'	11'
12	120'	36'	120'-(2x#Items)	36' - # Items	36'	12'
13	130'	39'	130'-(2x#Items)	39' - # Items	39'	13'
14	140'	42'	140'-(2x#Items)	42' - # Items	42'	14'
15	150'	45'	150'-(2x#Items)	45' - # Items	45'	15'
16	160'	48'	160'-(2x#Items)	48' - # Items	48'	16'
17	170'	51'	170'-(2x#Items)	51' - # Items	51'	17'
18	180'	54'	180'-(2x#Items)	54' - # Items	54'	18'

Insanity (WARNING – Sensitive Content)

Venturing into dark forests, caves, and dungeons to do battle with horrible monsters is an incredibly stressful lifestyle choice. Characters will routinely suffer grievous wounds, see their friends die, and come face-to-face with terrifying creatures from other dimensions. These experiences take a toll on a person's psyche, and characters will accumulate INSANITY POINTS over the course of their adventures.⁶

**INSANITY POINTS are gained whenever a character:**

- Suffers a permanent INJURY (One INSANITY POINT).
- Fails a fear or panic saving throw (One INSANITY POINT).
- Sees a party member die violently (Two INSANITY POINTS).
- Has an experience level drained (Three INSANITY POINTS).
- Is Turned to Stone or otherwise has their physical form significantly altered, such as by being turned into a toad (Three INSANITY POINTS).
- Witnesses something truly horrible, like ghouls feasting on small children, or a witch fornicating with a demon (1d4 INSANITY POINTS).
- Comes face-to-face with extremely powerful undead, demons, dragons, or other mind-shattering entities (one INSANITY POINT per amount of difference between the character's experience level and the monster's HD).
- Is reincarnated or raised from the dead (1d8 INSANITY POINTS).

Disorders

Some characters are more resilient to stress and mental trauma than others. Each character's SANITY score is determined by adding their Wisdom and Constitution scores together (sound mind, sound body) and dividing by three. When a character's total INSANITY POINTS is greater than their character's SANITY score, the character must save vs. Wisdom or gain a DISORDER (a successful save reduces the amount of INSANITY POINTS by ½). Roll the Dice of Doom and consult the table below:

⁶ Mental health, including Post-Traumatic Stress Disorder, is a serious issue, and no disrespect is intended to those who have a mental health issue or have a loved one who suffers from a mental disorder. The disorders and stat penalties listed here are not intended to belittle, demean, or discount any real-world mental conditions or disorders.

**INSANITY DISORDERS (d12)**

1. **SPLIT PERSONALITY.** The character has gained one of the following personalities: (1) a serial killer; (2) a six-year old child; (3) a pampered and privileged noble; (4) a fanatical witch-hunter; (5) a barbarian warrior with six Intelligence; (6) themselves, but as an elderly member of the opposite sex. Whenever the character sleeps or is knocked unconscious they must save vs. Wisdom. A failure means the alternate personality has emerged and will remain until the next time the character sleeps/is knocked unconscious.
2. **HOMICIDAL.** Save vs. Wisdom or fly into a frenzy each time the character enters combat, with failure meaning that the character will attack whomever is closest with melee weapon or bare hands (no spells, skills, or special abilities), ignoring wounds until unconscious or dead.
3. Chronic insomnia (-1 CON, -1 INT)
4. Anorexia/Bulimia (-1 STR, -1 CON)
5. Manic (-1 WIS)
6. Depression (-1 CHR)
7. Self-mutilation (1-2 HP/day)
8. Dementia (-1 INT)
9. Alignment moves one step toward Chaos/Evil
10. Phobia (e.g., creature type, darkness, fire, enclosed space); save vs. WIS or curl up into fetal position/flee anytime phobia-inducing stimuli is encountered
11. Addiction (alcohol, drugs, food, sex); save vs. WIS any time there is an opportunity to indulge
12. Minor disorder (anger, nightmares, shaking, talking in sleep, obsessive/compulsive, forgetful, nervous tic, headaches, nervous rash, stammer, talking to self, minor kleptomania)

When a character incurs a DISORDER, their INSANITY POINT total is reset to zero and they begin accumulating new INSANITY POINTS as they continue adventuring.

Players with Wizard characters should note that INSANITY POINTS and DISORDERS gained while adventuring are cumulative with any insanity gained as a result of ARCANES CORRUPTION!

Heroic Fantasy Tweak

A successful Wisdom save resets the character's INSANITY POINTS to zero.

Turning the Grimdark up to 11

There is no Wisdom save. Once a character's INSANITY POINTS exceeds their SANITY score, they automatically gain a DISORDER.

Cures/Treatments

Characters can reduce INSANITY POINTS by doing the following:

- Rest in Safe Place (one INSANITY POINT/week).
- Carousing and Blowing Off Steam (one INSANITY POINT per 100 gp/level worth of gambling or partying, maximum of four INSANITY POINT reduction per month).
- Intense Meditation (at least ten hours/day) and/or Prayer (1d4 INSANITY POINTS/week).
- Spending Time with Family or Loved Ones (1d4 INSANITY POINTS/Week).

These activities must be performed between adventures and are exclusive to one another. For example, a character resting at home with their family for two weeks while occasionally meeting his comrades at the pub for a night of heavy drinking would only reduce 2d4 INSANITY POINTS for Spending Time with Family, not for Resting in a Safe Place or Carousing and Blowing Off Steam.

Once a character has gained a DISORDER, the only sure ways to remove it are by a high-level Heal spell, or by taking an extended break from adventuring (GM's discretion, likely several months of game time).

Crusader characters can also reduce INSANITY POINTS for themselves and teammates by taking the "Soothing Prayer" Skill (see page 53). This Skill also provides a small chance of curing a DISORDER. The Wizard's Mindmage Path has an Ordered Thoughts spell (page 88) and a Remove Disorder spell (page 89) that can be used to reduce INSANITY POINTS and heal DISORDERS. Lastly, the Half-Elven Bard path can play Soothing Tones (page 128) to reduce each party member's accumulated INSANITY POINTS by one point during a REST period.

CHAPTER II. COMBAT

Overview

The rule modifications presented here are intended to make combat more dynamic and deadly, with every skirmish carrying the potential for characters to suffer a permanent injury. The increased lethality is mitigated by allowing characters a chance to save vs. CON to avoid permanent injury and to regain a small amount of hit points after each battle by RECUPERATING.

The Combat Round

The combat rules in The Dozen Doods make sense if you keep in mind that a d20 attack roll is an abstraction of all the combat-related actions that take place in the 10 second combat round described in the classic rules, rather than representing a single swing, stab, or shot. If you have ever boxed or sparred in martial arts than you know that 10 seconds is an eternity in close combat. Characters are swinging their weapons, parrying, feinting, ducking, stabbing -- all simulated with a single die roll.

Initiative

One problem with rolling for initiative is that it portrays combat as a tennis match, with each side or individual character volleying attacks back and forth. In reality, combat is a frenzied, chaotic mess. To represent this frantic combat environment in your game, try this approach:

- Starting at the GM's left or right and proceeding around the table, each player gets 10 seconds to tell the GM what action they wish to perform (i.e., DECLARE action) or they will lose initiative and perform no action in that round (it is assumed the character is just taking basic defensive actions).
- After each player has DECLARED their action, the GM will announce what their adversaries are doing.
- The players and GM then make their attack and damage rolls simultaneously. The simultaneous rolling represents all of the furious action occurring in the 10 second combat round. Two combatants engaged in melee may end up killing each other in the same round, multiple characters may end up hitting the same adversary, or a Wizard's spell may hit home after a Warrior has already vanquished the target.

This approach eliminates the need for initiative rolls and complicated initiative trackers, thus speeding up combat. It also means that the party will not have time to develop elaborate plans or debate tactics once combat has started (smart players will have a loose plan in place before combat starts, and perhaps even adopt a set of standard tactics or immediate action drills). Simultaneous rolls prevent the last player in line from waiting to see what happens and then changing their action based on information that their character wouldn't have. Lastly, the jumble of many dice being thrown simultaneously helps create a more frenzied and chaotic atmosphere.⁷

⁷ Hat Tip - DungeonCraft: This approach is based on the video "No More Initiative" at https://www.youtube.com/watch?v=y_mxYKzEjms

Base Attack Damage

The Dozen Dooms uses a character's class to determine their base attack damage, rather than the type of weapon used, and any character class can use any type of weapon. So if you've always wanted to play a Wizard that wields a great axe, you can do so ... but you still won't be as good in melee as a Warrior with a dagger. This approach is intended to trade off "realism" for simplicity and speed of play, as well as ensure that Warriors always have an inherent advantage at melee combat compared to other classes. The base damage for each class is as follows:

- Warriors do 1d8 damage with any melee or missile weapon.
- Crusaders, Thieves, Dwarves, Elves, and Halflings do 1d6 damage with any melee or missile weapon (and Crusaders and Elves do 1d6 damage with their magical attacks).
- Wizards do 1d4 damage with any melee or missile weapon (but do 1d8 damage with their magical attacks, see page 36).

Two-handed weapons do +2 damage. For example, a Dwarf using a two-handed great axe would do 1d6+2 damage while a Warrior using the same weapon would do 1d8+2 damage.

Dual-wielding or using an off-handed weapon incurs a -2 penalty to attack rolls and either +1 to Armor or +1 to damage (player must decide at the beginning of each encounter/battle). Improvised weapons (fists, torches, chairs, broken weapons, a leg of mutton, etc.) do ½ of the base class damages listed above (e.g., Warriors do 1d4 damage).

Note that the damage roll represents all of the accumulated damage that a character inflicted in the 10 second combat round. It can be the result of a single, well-timed blow, a combination of slashes and cuts, or feathering an adversary with multiple arrows, at the GM's discretion.

Combat Modifiers – Attacks and Damage

There are three types of attacks a character or monster can make: a melee attack; a missile attack; or a magic attack. Each character has an attack modifier (i.e., "to hit" bonus) and a damage modifier for each type of attack. To make an attack, the player rolls a d20 against a TARGET NUMBER determined by the GM, and simultaneously rolls either a d4, d6, or d8 for damage, depending upon the character's class.

Attack Modifiers:

- For melee attacks, roll 1d20 and add the character's Strength bonus to determine whether the attack succeeded or not.
- For missile attacks (including thrown weapons like knives and axes), roll 1d20 and add the character's Dexterity bonus.
- For magical attacks, roll 1d20 and add the character's Intelligence bonus (if a Wizard) Charisma bonus (for Elves) or Wisdom bonus (if a Crusader). See the section on "Casting Spells" on page 34.

Some attacks may be made with ADVANTAGE (roll two d20 dice and pick the higher number) or DISADVANTAGE (pick lower of two dice). For example:

- Attacking from behind or with surprise, or attacking from close range for missile weapons, grants ADVANTAGE on attack rolls.
- Attacking with an arm or leg bound, on difficult terrain, or from a prone position, creates a DISADVANTAGE for attacks, as does trying to fire a missile weapon while under direct melee attack.

Damage Modifiers:

When creating a character, pick one type of attack (melee, missile, magic) as the character's PRIMARY form of attack. This represents the character's preferred mode of attack and cannot be changed once chosen.

PRIMARY attacks add one point of damage for every two experience levels to each damage roll. This simulates the character's growing skill with their preferred mode of attack and is used in lieu of granting additional attacks at higher levels. For example, a 4th level Warrior with melee as their PRIMARY attack would do 1d8+2 damage, but their missile attack would do only 1d8 damage.

Critical Hits

Natural 20s in combat are Critical Hits. A natural roll of 20 always hits, does maximum damage on the character's damage dice in addition to their damage roll (plus damage bonuses if applicable), and reduces target's Armor by one. For example, if a character's base damage is 1d6, then on an attack roll of 20, they would do six points of damage, plus their 1d6 damage roll (plus any other damage bonuses).

Optional Tweak - Variable Critical Hits



If the enemy's HD is equal to or less than the character's experience level, look at the character's damage roll (d4, d6, d8), add in any damage bonuses and consult the chart below.

VARIABLE CRITICAL HIT - MELEE AND MISSILE	
Damage Amount	Effect
1 - 2	Maximum damage, enemy's Armor reduced by one.
3-4	Maximum damage, enemy's Armor reduced one and enemy knocked down, granting ADVANTAGE next round.
5-6	Maximum damage, enemy's Armor reduced one and enemy knocked flying into another enemy or obstacle, granting ADVANTAGE next round.
7	Hit enemy's eye; double damage and enemy has -4 attack penalty for remainder of battle.
8	Severed/crushed/pierced limb; double damage, enemy drops whatever was held (arm) or movement reduced by ½ (leg).
9	Hit enemy's throat; will collapse and die in 1d4 rounds.
10+	Enemy decapitated/skull caved in/sheared in half/pierced through; enemy immediately drops dead.

If the enemy's HD is higher than the character's experience level, replace all damage results of six or more with double damage and Armor reduced by two.

Combat Miscues

Combat is a confused, hectic, terrifying affair, especially in the dimly-lit environments in which most adventures occur. Mistakes are bound to happen, even to the most experienced fighters. A roll of one on d20 in combat is always a miss and incurs a MISCUE. The player must roll the Dice of Doom -- the d12 -- to determine the effects of the MISCUE:

 COMBAT MISCUES (ROLL D12) 	
1.	Hit Ally – ½ damage
2.	Bump into ally – they must make DEX check or drop weapon; if fail by more than 4, ally is knocked down, giving adversary ADVANTAGE on next attack
3-4.	Twist ankle or hyper-extend knee (melee)/sprain wrist (missile); -2 to attack for remainder of encounter
5-6.	Weapon broken, unusable until repaired ³
7-8.	Weapon notched/blunted; ½ damage until repaired
9-10.	Stumble; off-balance, gain DISADVANTAGE on next attack
11-12.	Weapon dropped/stuck; may either draw a new weapon (lose a turn if a medium-sized or larger weapon, no penalty if a small weapon like a knife or dagger that is easily accessible), or try to pick up/free the weapon, giving opponent ADVANTAGE on next attack

Feel free to modify the Miscue table to your own liking but place the most severe consequences at the lower end of the range (1-3) and “least bad” consequences at the high end (10-12), in order to remain consistent with the approach of “higher roll is always better.”

Other Combat Actions

Any character can attempt to DEFEND or DODGE while in combat. This requires foregoing any attacks in order to completely focus on blocking or avoiding enemy attacks. To succeed, the character must make a d20 roll higher than the enemy's attack roll. Include Strength bonus for DEFENSE or Dexterity bonus for DODGE, but add/subtract difference between character level and attacker HD to the character's d20 roll.

Example: Bryar, a 4th level Warrior, tries to DEFEND against a melee attack from a five HD ogre. The GM rolls a 14 for the ogre's attack (against a Target Number of 10) – a hit. Bryar rolls a d20 to see if he can successfully DEFEND. He rolls a 12, but then adds his +2 Strength bonus and an additional +1 due to the magic sword he's using, for a total of 15, but must subtract one point due to the difference between his experience level and the attacker's HD. Bryar ends up with a 14, and just barely fails his attempt to DEFEND.

³ Magic weapons save vs. the Target Number for the foe the character is fighting, with one ADVANTAGE die for each +1 enchantment. For example, a Sword +3 would roll four d20s and pick the best result when saving against weapon damage.

Armor

Armor reduces the amount of damage suffered from an attack (“damage reduction”) instead of making the character more difficult to hit. For simplicity’s sake, Armor is categorized as either Light, Medium or Heavy, and provides the following amount of damage reduction:

- Light armor (leather, fur): provides one point of damage reduction for every attack.
- Medium armor (studded leather, chain mail): two points of damage reduction.
- Heavy Armor (plate/scale/banded): three points of damage reduction.

Shields add one point of damage reduction. For example, a character wearing medium armor and using a shield would have three points of Armor and would subtract three points of damage from any melee or missile attack (and some magical attacks, such as Magic Missile). Warriors can use shields to provide +1 protection to adjacent characters, but then give up the +1 shield bonus to their own Armor.

Off-hand weapons used in a two-handed fighting style can be used to either add +1 to Armor or +1 to damage (and inflict a -2 penalty to all attack rolls).

Thieves, Elves, and Wizards can wear armor but incur a cumulative -1 penalty for each point of Armor worn on all d20 rolls for attempting Thieves’ abilities or spell-casting rolls (hampers reflexes for Thieves, and all of that metal on their person interferes with harnessing arcane energies for Elves and Wizards). For example, a Wizard wearing heavy armor would have -3 penalty on all of their d20 spell-casting rolls. If a character or adversary wearing armor suffers a critical hit, their armor is damaged and protection/damage reduction is reduced by one until the armor can be replaced or repaired.

GM note

Enemies with Medium or Heavy Armor can be extremely difficult for low-level characters to deal with and result in a drawn-out affair in which the characters chip away at the enemy round after round after round. The GM should consider providing additional hit points to armored “minions” or standard monsters rather than using damage reduction (e.g., heavy armor adds six HP, medium armor adds four HP, light armor adds two HP). For key “lieutenants” and “bosses,” use the standard damage reduction as described above.

Target Numbers



The Dozen Dooms uses a TARGET NUMBER instead of a table (e.g., THACO) or trying to “roll over” an adversary’s Armor Class. For every encounter, the GM will determine a general TARGET NUMBER and announce this number to the players. All player character actions such as ability checks, spells, saving throws, and attacks must roll equal to or higher than the TARGET NUMBER on d20 to succeed (players add each characters’ appropriate ability bonuses and other modifiers to their roll).⁹ The default TARGET NUMBER is 11, and the GM will scale up or down depending upon the relative strength of the enemy and taking other considerations into account. A good rule of thumb is that the TARGET NUMBER should be moved up or down by an amount equal to the difference between the average experience level of the party and the average experience level/HD of the adversary.

- For low-level “minions” or “easy” challenges, a typical TARGET NUMBER is 4-8 (i.e., 65 - 85% chance of success).
- For “elite” opponents or “difficult” challenges, TARGET NUMBERS are often in the 11 - 14 range.
- “Boss” adversaries or “hard” challenges usually have a TARGET NUMBER of 15 or higher (e.g., <30% chance of success).

The beauty of this system is that it puts the power to tailor the difficulty of an encounter squarely in the hands of the GM, and makes it much easier to shift the difficulty on the fly. This approach also scales with the players as they advance in experience levels, without the need for complicated and time-consuming tables. For example, an orc chieftain with five HD might represent a TARGET NUMBER of 14 for a party of second-level characters, but that same orc might only have a TARGET NUMBER of ten when facing a party of sixth-level characters, while a 12 HD dragon would have a TARGET NUMBER of 17.

TARGET NUMBERS work the same way for non-combat tasks, such as Thieves’ abilities, or non-combat related spells. For example, if the TARGET NUMBER for a room is 12, then the party’s Thief must roll 12 or higher on d20 to Hide in Shadows, Pick Locks, Search for Traps, etc. If desired, the GM can always choose to have specific TARGET NUMBERS for different objects in the room. The lock on a chest might have a TARGET NUMBER of eight, but the needle trap in the lock might be so cleverly hidden that its TARGET NUMBER is 14, for example.

The GM will announce the TARGET NUMBER for each encounter/room and can use some type of visual marker as a reminder for the players to avoid having to answer “what was the Target Number again?” every 10 seconds. A set of TARGET NUMBER markers and bonus/penalty markers are included at APPENDIX M that can be printed out or photocopied.

Enemy Target Numbers

Adversaries attack in the same manner as the characters, by rolling against a TARGET NUMBER, with appropriate ability score bonuses (STR, DEX, INT, WIS, CHR) applied to attack rolls. The default adversary TARGET NUMBER is 11, and it is adjusted up or down, depending upon whether the adversary is higher or lower level than the PCs. For example, a group of adversaries that is two HD lower than the average level of the party would have a TARGET NUMBER of 13 (default number of 11, plus two). A “boss” adversary that is four levels higher than the average level of the party would have a TARGET NUMBER of seven ($11 - 4 = 7$).

⁹ Hat Tip – Index Card RPG: I was turned on to this approach by Dungeon Craft (see the video – “The Secret Every DM Must Know” - <https://www.youtube.com/watch?v=D6S2vhY6iPk&t=5s>)

If that is too much math, the GM can always just use their intuition or rely on a set scale, as follows:

- Lower level minions typically have TARGET NUMBER of 15 or higher on d20 and will not have attribute bonuses.
- Elite sergeants/henchmen have a TARGET NUMBER of 12, with applicable attribute bonuses.
- “Boss” adversaries have a TARGET NUMBER of nine, with attribute bonuses.

If an encounter includes a mixed group of enemies with varying amounts of HD, the GM can either choose to use different TARGET NUMBERS for each type of enemy, or just use one TARGET NUMBER that the GM feels is an appropriate level of difficulty for the entire encounter. For example, a party of 2nd level characters is facing a four HD orc chieftain, his two HD elite bodyguards, and a mob of one HD orc warriors. The GM could set a TARGET NUMBER of nine for the chieftain, 11 for the bodyguards, and 12 for the orc warriors. Alternatively, the GM could just pick a single number, say nine or 10, for all of the enemies.

Enemy Damage

To speed up the game, especially when fighting minions or standard monsters, the GM can streamline combat by eliminating a separate die roll for damage inflicted by the monsters. Instead, the GM can either: 1) just apply an average amount of damage; or 2) use the difference between the enemy’s d20 “to hit” roll and the TARGET NUMBER to calculate damage. For example, if goblins do 1d6 damage, don’t bother rolling and just have the goblins do three points of damage with every hit. Alternatively, if a goblin warrior has a TARGET NUMBER of 12 and rolls an 18 on their d20 attack roll, just apply six points of damage.

If option one -- the average damage alternative -- is used, then a natural roll of 20 should do double damage and reduce the characters’ Armor by one. If option two -- d20-based damage -- is used, then it is recommended that you do not calculate Critical Hits for enemies, as the 20 roll on the d20 will already be generating higher than normal amounts of damage. On a roll of 20, just calculate damage (20 – TARGET NUMBER) and reduce the character’s Armor by one.

Enemy Saving Throws

Adversaries use the same saving throw system based on a TARGET NUMBER. For example, if a group of goblins attacking the party had a TARGET NUMBER of 14, then all of their saving throws would also be 14. Elite opponents and bosses would apply their ability bonuses, if applicable.

Incapacitation, Injuries, and Death

If a character is reduced to zero HP they are INCAPACITATED and may have suffered a grievous injury. Make a Constitution check (roll under CON score on d20). If the character succeeds, they regain consciousness at the end of the battle at one HP. If the Constitution check fails, then the character is unconscious, INJURED (roll on injury table on the next page), and out of action until healed.

Once per day, characters can RECUPERATE after a battle simply by resting two turns (i.e., about 20 minutes) to regain up to one + CON bonus HP.

If the character can REST in a safe environment for six hours or more, they will regain a number of HP equal to one + experience level + CON bonus.

If a character is reduced to a number of negative HP equal to their experience level, that character is immediately DEAD¹⁰

Heroic Fantasy Tweak

A character can try to RECOVER during combat by foregoing any other action and making a Constitution check to immediately regain 1 + CON bonus HP. Characters can only attempt to RECOVER once per encounter and can only RECOVER up to half their Maximum HP level. When RESTING, characters regain a number of HP equal to their Constitution score. Raise Dead is a 7th level Crusader spell and Reincarnation is a 9th level Wizard spell. As such, these spells can only be cast by extremely powerful NPCs.

Turning the Grimdark Up to 11

RECOVER and RECUPERATE is for wussies. REST restores one HP + Constitution bonus. There are no Raise Dead or Reincarnate Spells.

¹⁰ To take the sting out of losing a beloved character, at the DM's discretion, let the player roll 4d6 on an extra ability when creating a new character, let them add +1 to an ability score of their choice, or start them off with one Hero Point.

Injuries

Few adventurers live to old age, and all that do bear the scars and injuries of an incredibly dangerous career. If a character is reduced to zero HP and fails a Constitution check, they have incurred long-lasting or permanent ability damage. Roll the Dice of Doom and consult the INJURY table:

INJURY (roll d12)	
1.	Lose arm/leg (lose ½ STR and DEX) and bleeding out; make a CON check every round until you die or an ally ties off your stump
2.	Lose hand/foot (-3 DEX) and bleeding out; make a CON check every other round until you die or an ally ties off your stump
3.	Injured spine (-1 STR, DEX, CON)
4.	Brain damage (-1 INT)
5.	Lose finger (-1 DEX)
6.	Lose eye/ear (-1 CHR)
7.	Damaged internal organs (-1 CON)
8.	Damaged tendons (-1 STR)
9.	Facial scars/burns (-1 CHR)
10.	Broken arm/leg (-4 STR and DEX for 1d4 months)
11.	Broken ribs (-2 STR, DEX, CON for 1d4 months)
12.	Broken bone, minor (-1 STR and DEX for 1d4 months)

If you already have a preferred injury/critical wounds table, by all means feel free to replace the injuries above with your own favorites. Simply place the worst effects at the bottom of the range (1-4), and the “least bad” effects in the 10-12 range.

Magical Healing of Injuries

Low level healing magic is only good for dealing with flesh wounds – cuts, bruises, and the like. Cure Light Wounds simply does not have enough “juice” to heal broken bones, torn ligaments, or internal damage. Healing broken bones (entries 10- 12 on the INJURY table above) requires at least a Cure Serious Wounds spell to remove the negative effects. Entries 1-9 on the INJURY table are permanent and can only be healed with higher level magic.

Heroic Fantasy Tweak

If applied within six rounds, magical healing can deal with INJURIES equivalent to the amount of damage healed. For example, a Cure Light Wounds Spell that heals six points of damage could heal results 6 -12 on the INJURY table. A Cure Serious Wounds spell that heals nine points of damage could heal results 3-12 on the INJURY table.

Turning the Grimdark Up to 11

A Crusader may try to heal an INJURY if a healing spell is used within six rounds, but the risk of incurring ATONEMENT increases to 1-2 on d20 and if they fail their d20 spell casting role by more than four, the INJURY is transferred from their ally to the Crusader.

CHAPTER III. MAGIC

Overview

My intent in designing this system was to make magic more flexible, dangerous, and unpredictable, and to make Wizards demonstrably superior at magic than other spell-casting classes. Some key principles are:

- A d20 roll is required to successfully cast a spell, similar to a melee attack roll.
- Wizards, Elves, and Crusaders each manipulate magic differently.
- Wizards are more powerful at lower and mid-levels compared to the classic rules, but have access to fewer total levels of spell-casting ability at higher levels.
- Wizards are clearly superior spell casters compared to Elves and Crusaders. They have more spell points and will reach their maximum spell point level sooner, do 1d8 damage on their basic magical attacks (compared to 1d6 for Elves and Crusaders), and also gain the ability to cast 4th and 5th level spells earlier than Elves and Crusaders. Wizards' increased power relative to the other spell-casting classes is balanced by Wizards' reliance on spell books and spell focus items.
- Elves' spell-casting ability is reduced at higher levels (levels 8+) compared to the traditional B/X rules. This is mitigated by offering the Path of Eldritch Mystic (page 117) for players that want to have an Elf character that specializes in magic.

This magic system is designed to be a cohesive approach based on spell points, but major portions of the system are modular, so you can use any part that appeals to you and discard the rest. Like the idea of rolling d20 to successfully cast a spell, but don't want to deal with Arcane Corruption and Atonement? Just leave those parts out. Like Corruption, but hate spell points? Again, just leave that part out and stick with the modifications you prefer.

The Dozen Dooms includes some Path-specific spell lists and many original spells, but this magic system can easily incorporate any other compendium of spells you may already own, as long as each spell has been assigned a spell level that is more-or-less consistent with those used in the classic rules. The GM can make the search for Path-specific tomes or spells part of the campaign or include them as treasure. A player with an Illusionist, Witch, or Mindmage character should be as excited about finding a new spell as a Warrior would be in finding a new magic sword!

Spell Points

Magic exists in many forms, and each spell-casting class manipulates it differently. Wizards use pure intellect to formulate arcane theorems, Elves rely on their innate magical aptitude, and Crusaders call upon the power of their god.

Casting spells for Wizards is akin to solving multiple complex mathematical equations while simultaneously writing an essay and visualizing the desired result so vividly that reality bends to match the Wizard's mental image. Using magic in this manner requires incredible mental effort and discipline. Thus for Wizards, spell points do not represent a store of magic energy or "mana," but rather their capacity for conducting such demanding mental exercises.

Casting spells for Elves is a bit different. Being fey, Elves have a natural affinity for magic and the complex mathematical equations and arcane formulae required by human Wizards are not necessary. Each Elf's capacity for manipulating eldritch energy is determined by their force of will, personal magnetism, and natural talent, represented by their Charisma score and measured by their amount of spell points.

Crusaders have no inherent magical ability. They call on the favor of their god to permit them to perform divine miracles. Gaining this favor requires total dedication to furthering the goals of their god and hours of prayers each day. Thus, for Crusaders, spell points represent the amount of divine favor the Crusader has accumulated.

Wizards, Crusaders, and Elves can cast any known spell as many times per day as desired, up to their total spell point amount. This represents the character's mental focus, magical acumen, or divine favor, and limits how many spells they may cast each day. Characters earn a few spell points at each experience level, and continue to accumulate spell points as they gain levels, up to their maximum spell point level, which is determined by simply multiplying Intelligence, Wisdom, or Charisma by two.

- Wizards gain three spell points + their Intelligence bonus for every level of experience.
- Elves gain two spell points + their Charisma bonus for every experience level.
- Crusaders gain two spell points + their Wisdom bonus for every experience level, starting at the second level of experience.

Example: a fourth level Wizard character with 16 Intelligence would have 14 spell points each day (fourth level x three spell points/level + INT bonus of two) and a maximum spell point level of 32 (16 INT x2).

Every spell has a spell point cost that is equal to the spell level (i.e., a 3rd level spell costs three spell points). Any known spell or prayer may be cast repeatedly as long as the character has sufficient remaining spell points.

All spell casters require at least six hours of study (for Wizards), rest (for Elves), or prayer (for Crusaders) to regain 100% of their spell points. Wizards also require access to their spell books. Note that three hours' study/rest/prayer provides only 50% spell points, and an amount less than three hours provides no restoration of spell points.

Gaining New Spells

New spells do not automatically appear in a Wizard's mind or spell book when they gain an experience level. They must make a successful Intelligence check to learn a new spell, either from a mentor, a spell book, or a scroll, which may then be recorded in their spell books. Failure means the spell is beyond them for now, but they can make another attempt to learn the spell after gaining another level of experience. There is no limit to the number of spells that a Wizard may learn in this manner.

Elves learn spells differently than human Wizards. They may attempt to learn any arcane spell which they see cast, making a Charisma check to do so successfully. However, the number of spells they can learn in this manner may never exceed their experience level. Thus, a sixth level Elf character could learn a maximum of six spells. Once learned, a spell may not be "unlearned" or forgotten until the character has gained another level of experience.

Crusaders learn new spells through prayer and revelation. Once a Crusader character has gained an experience level, their god (the GM) will determine which new spells are now available to them. No Wisdom checks are required to learn the spell.

Casting Spells

Nothing is guaranteed when trying to alter the fundamental laws of reality or invoking the favor of a god. Therefore, all spells require a d20 roll (+ character's Intelligence, Wisdom, or Charisma bonus) against a TARGET NUMBER determined by the GM to see if the spell was successfully cast. A simultaneous d6 (for Crusaders and Elves) or a d8 (for Wizards) roll is made to determine the SPELL EFFECT (add +1 to the d6/d8 roll for every other experience level if magic is the character's PRIMARY attack).

Similar to melee and missile attacks, spell-casting d20 rolls may be conducted with ADVANTAGE or DISADVANTAGE, based on circumstances:

- In a quiet/calm environment with ritual supports (blessed ground/shrine, reading from spell book, candles, incense, summoning circle, etc.), spells may be cast with ADVANTAGE.
- If the spell-caster is under direct melee attack or some other form of severe stress, spells higher than first level are cast with DISADVANTAGE.

A natural roll of 20 on the d20 spell casting roll always succeeds, does maximum damage, double duration/area of effect, causes the target to automatically fail its saving throw, and/or produces a bonus effect.

If a spell attempt fails (d20 roll < Target Number), the spell simply fizzles without any effect. Either the Wizard missed some detail when performing the spell or the Crusader's god did not feel like granting the requested miracle. The character's spell points are reduced by the level of the spell and the character can try again next round. However, if a Wizard or Elf rolls a natural one on d20, the spell has been MISCAST (see page 36). Wizards may also have gained a CORRUPTION and Elves may have their alignment shifted one point toward Chaos/Evil. Crusaders do not incur a MISCAST or CORRUPTION, but instead must perform an ATONEMENT table (see page 38).

Heroic Fantasy Tweak

Any spell may be cast in melee without incurring DISADVANTAGE.

Turning the Grimdark up to 11

Casting any spell in melee incurs DISADVANTAGE. Saves vs. CORRUPTION and Alignment Shift are made with a penalty equal to the level of the spell being cast (e.g., rolling a one on d20 when attempting to cast a fourth level spell would incur a -4 penalty on the save vs. CORRUPTION).



Variable Spell Effects

Magic is unpredictable, even for experienced spell-casters. Every time a character casts a spell, the player must also roll either a d6 or d8, depending upon their class, to determine the SPELL EFFECT. If the spell was a damage-causing magical attack (like a Magic Missile), the unpredictability is already represented in the variable damage. For non-damage causing spells (like Sleep, Invisibility, etc.), look at the results of the SPELL EFFECT roll, add in any bonuses, and consult the chart below.

VARIABLE SPELL EFFECTS CHART	
Spell Effect Roll	Variable Effect
1 - 2	Reduced effect; ½ duration or area of effect; or target receives +1 bonus on saving throw.
3 - 6	Spell functions normally as per spell description.
7-8	+50% duration/area of effect, or target receives -1 penalty on saving throw.
9-10	Double duration/area of effect, or target receives -2 penalty on saving throw.
11-12	Double duration/area of effect, or target receives -3 penalty on saving throw.
13+	Triple duration/area of effect, or target receives -4 penalty on saving throw.

Miscast

Casting spells and performing miracles is inherently dangerous. Doing so alters the laws of reality and invites inscrutable powers to inject themselves into whatever the spell caster is attempting to do. If a player rolls a natural one when attempting to cast an arcane spell, they must roll the Dice of Doom and consult the MISCAST table:



 MISCAST (d12) 	
1.	Creates Dimensional Rift – 1d4 shadows, minor demons, or elementals emerge and attack everything in sight; 10% chance/spell level that a greater demon, shadow, or elemental comes through the rift.
2.	1d4 dead adversaries become zombies and attack whatever is closest.
3.	Spell affects allies instead of target, or backfires on allies.
4.	Spell backfires on caster.
5.	Gravity Disruption ; all objects within a 30' radius float 20' off the ground, then fall, taking 2d6 damage.
6.	Lose spell permanently.
7.	Arcane Feedback ; all Wizards and Elves within 30' are struck by a Feeblemind spell, normal saves apply.
8.	Mind Swap ; Caster's brain swaps places with a random nearby creature for 1d12 rounds.
9.	All magic within 30' is affected by a Dispel Magic equal to caster's level.
10.	Mind Blown ; caster collapses into a vomiting, incoherent heap for 1d12 rounds and loses all spell points until RESTED.
11.	Lose triple spell points.
12.	Lose double spell points.



Arcane Corruption

Ever wonder why Wizards grow beards and wear voluminous, hooded robes? The chaotic nature of arcane magic carries the potential for corrupting the mind and warping the body of the caster. Any time a Wizard rolls a natural one on a d20 spell-casting attempt, in addition to suffering a MISCAST, they must save vs. Intelligence or be afflicted with an ARCANES CORRUPTION.¹²

CORRUPTION is cumulative. The first few (a number equal to their Intelligence bonus) CORRUPTIONS that a Wizard may incur are considered MINOR CORRUPTIONS. After the Wizard has gained a number of MINOR CORRUPTIONS equal to their Intelligence bonus, they will begin incurring MAJOR CORRUPTIONS. There is no set limit on the number of MAJOR CORRUPTIONS that a character can gain, but at some point, they will become unplayable. The player and the GM should discuss and perhaps turn the malformed thing that used to be a Wizard into a new monster NPC.

¹² Hat Tip: I was first exposed to the idea of magic causing degenerative effects in Warhammer Fantasy Role Play in the 1980s. However, modern OSR games like Dungeon Crawl Classics use a similar system for arcane corruption.

 ARCANE CORRUPTIONS – MINOR (d12) 	
1.	Wracking cough/diseased lungs (-2 CON)
2.	Covered in warts/boils or coarse black hair (-2 CHR)
3.	Deathly pallor/Cadaverous appearance (-2 CHR)
4.	Insanity – constantly hear a multitude of whispering voices (-2 WIS)
5.	Lose a digit to leprosy (-1 DEX)
6.	Eyes turn red, yellow, or completely black (-1 CHR)
7.	Black veins (-1 CHR)
8.	Gain physical attribute of opposite sex
9.	Can only eat raw meat; bread, vegetables, or cooked meat will cause prodigious vomiting
10.	Digestive corruption – uncontrollable flatulence when casting a spell; the higher the spell being cast, the louder and more odiferous are the gaseous emissions
11.	An arcane rune appears on the Wizard's body, akin to a permanent tattoo
12.	Lose hair/hair turns white

 ARCANE CORRUPTIONS – MAJOR (d12) 	
1.	Grow tail, extra limb, tentacles, extra eye/mouth, or scales (-6 CHR); any human NPCs that see the deformity will likely try to burn the Wizard at the stake.
2.	Wasting disease (-2 STR, CON, DEX)
3.	Insanity – megalomania (-4 WIS)
4.	Face melts or becomes skull-like (-3 CHR)
5.	Grow horns or fangs (-2 CHR, but Wizard's unarmed attack now does normal melee damage)
6.	Hands turn into withered set of claws (-2 CHR, but Wizard can now claw as a melee attack)
7.	Domestic animals and children will flee from the wizard, wild animals will attack on sight
8.	Can only eat by vomiting an acidic bile on food and letting it turn to mush
9.	Age 1d12 years
10.	Light aversion (-2 on all d20 rolls when in full light)
11.	Insanity – paranoia (-2 WIS)
12.	Insanity – roll on standard insanity table

Due to their fey nature, Elves are immune to the deforming effects of corruption. However, they are more prone to having their souls twisted. Each time an Elf character fails a Charisma saving throw vs. CORRUPTION, their alignment will shift one point toward Chaos/Evil. If they become completely Chaotic/Evil, the player and the GM should have a discussion about using this Dark Elf as a new adversary NPC.¹³

Corruptions do not manifest instantly. Rather, they will appear as the character sleeps during their next rest period. Corruptions cannot be healed or removed by any means short of a high-level Wish spell or the intervention of a god, although the Wizard can try to cover them up with a mask, gloves, robes, etc.

Heroic Fantasy Tweak

Corruptions are temporary – they last for one week/spell level.



Turning the Grimdark up to 11

A roll of one on d20 automatically generates a CORRUPTION. A successful INT save means it was a MINOR CORRUPTION while a failed INT save means it was a MAJOR CORRUPTION.

¹³ You are of course free to change this rule, and have Elves be just as prone to Arcane Corruption as Wizards.

Atonement

Crusaders do not have to worry about miscasting a spell or gaining corruptions, but they do have to worry about incurring the wrath of their god. After all, gods have better things to do than put themselves at the beck and call of their worshippers, and they may decide to punish an impudent mortal for beseeching them one time too often. Or perhaps the god may decide that healing the Crusader's allies does not fit into the god's inscrutable purpose that day. Either way, if the Crusader rolls a natural one on an attempt to cast a spell, they lose any ability to cast spells until they complete one of the ATONEMENTS below.

 ATONEMENT (d12) 	
1.	Build a temple/shrine (2,000 gp and one month for each character level).
2.	Complete a quest – GM's discretion.
3.	Purification ritual – can only be completed at main temple of Crusader's faith or similar place of special significance to their god.
4.	Tithe 1,000 gp/level.
5.	Convert 1d12 people.
6.	Blessed by another cleric of same faith.
7.	Fast 1d12 days (-1 STR, CON for each day).
8.	Sacrifice 100 gp/level.
9.	Self-flagellation (1d4 HP/level).
10.	Must defeat an enemy of the faith in single combat.
11.	Humbling; must walk naked for an entire day.
12.	Prostration; must kneel down and pray for one full turn.

Special Spell-Casting Tactics

Wizards and Elves may attempt to Counter enemy spell casters, Charge one of their own spells, Combine spells, or attempt Linked spellcasting.

- Counter Spell: the character foregoes any other action in order to focus on cancelling an enemy's spell. The character must make a d20 roll higher than enemy's magic attack/spell casting roll (include Intelligence bonus but add/subtract difference between character level and attacker level or Hit Dice). If the result is a tie, roll on the MISCAST Table. Regardless of whether the attempt was successful, subtract a number of spell points equal to the level of the adversary's spell.
- Charge Spell: the character attempts to increase the power of a spell by using extra spell points. This requires spending double the normal amount of spell points to double the effect of the spell or triple the amount of spell points to triple the effect. Charging spells is very risky! Characters will suffer -2 or -3 on their spell casting roll, corresponding to whether they are trying to achieve double or triple the effects, and a 1-2 or 1-3 (respectively) on their d20 spell casting roll results in a MISCAST and CORRUPTION check.
- Combining Spells: the character attempts to combine the effects of two or more spells (e.g., a Fireball that also gives off a Stinking Cloud). The player incurs a number of DISADVANTAGE dice equal to the number of spells being combined and the spell point cost is the sum of the cost for each spell. The MISCAST range is increased by one for every spell being combined and any CORRUPTION saves are made with a penalty equal to the spell point cost. *For example, a Wizard attempting to Combine Fireball and Stinking Cloud would roll two d20s for DISADVANTAGE, the spell would cost five Spell Points, a roll of 1-2 on d20 would result in a MISCAST, and the resulting CORRUPTION save would be made with a -5 penalty.*

- Linked Spellcasting: one or more spell casters can attempt to cast a spell jointly or attempt a joint Counterspell. The spell point cost is split evenly and the spell effect is as if the spell were cast by a character of experience level equal to the characters' combined experience level. It takes one round to prepare to jointly cast the spell, during which the characters cannot take any other actions. Any spell MISCASTS or CORRUPTIONS affects all of the linked characters.

Spell Focus Items

Wizards require a special arcane focus item to cast 3rd level and higher spells. Casting a higher level spell without such a spell focus is either impossible, or is cast with DISADVANTAGE, at the GM's discretion.

A spell focus can be a wand, staff, gem, ring, tattoo, headband, bone, or item from a saint or demon -- the possibilities are endless. Staffs are popular with Wizards because they can also be used as a melee weapon (and an enterprising GM might devise special accoutrements that can be affixed to a Wizard's staff to aid in the casting of specific spells, spells of higher level, spells of a particular nature, etc.).¹⁴ A special milestone quest should be required to obtain the spell focus item.

Heroic Fantasy Tweak

A spell focus item is required only for spells of 6th level or higher.

Turning the Grimdark up to 11

A spell focus item is required for any spell higher than 1st level.

Scrolls

Only Wizards may scribe and read scrolls. Casting a spell from a magical scroll requires a Read Magic spell and provides the following benefits:

- Any saves made vs. CORRUPTION are made with ADVANTAGE.
- The spell point cost is equivalent to the cost of a Read Magic spell (i.e., one).

Scrolls may either be copied into a spell book or used to cast a spell and are consumed in either case.

¹⁴ See APPENDIX S for a set of random tables that may be useful to create unique staffs

Magic Item Limit

Similar to arcane magic, magical items alter the laws of reality. Each item subtly attunes itself to the user and places a minor drain on their soul or life force. This effect is magnified exponentially for every magical item that a person carries.

Thus, any person can carry one magical item with no penalty and player characters may carry one additional magic item equal to their Charisma bonus without suffering a penalty. Every additional magical item beyond that incurs a -1 penalty to Strength, Constitution, and Intelligence (i.e., carrying two additional magical items would cause -2 to ability scores, three additional items would cause -3, etc.). It also nullifies any enchantments carried by the magic items as long as they are in close proximity. Characters with a high Charisma score can carry more magic items because they have the vitality and force of personality necessary to negate the life-draining effects. However, if they ever try to carry a number of magical items that exceeds their Charisma bonus, the accumulated effects crash upon them, causing ability score penalties as if they had no Charisma bonus at all.

Heroic Fantasy Tweak

Each character can carry a number of magical items equal to their experience level. A Wizard's spell focus item does not count as a magic item when determining how many magic items they can carry.

Turning the Grimdark Up to 11

Every character except for Elves and Wizards can carry only one magical item. Wizards can carry a total number of magical items (including their spell focus item) equal to their Intelligence bonus and Elves can carry a number equal to their Charisma bonus.

CHAPTER IV. SKILLS AND PATHS

Overview

Starting at second level (or third level for spell-casters), characters can begin choosing either a **Skill** (similar to a feat or special class ability in other rule systems) every other level or a at fourth level (fifth for spell-casters), choose a **Path** (i.e., sub-class or prestige class).

As with the rest of the modifications in The Dozen Doods, this Skill and Path system is designed to be modular, so if there is a Skill or Path you do not want to use in your campaign, you can delete it with no consequence. Similarly, if you like the list of Skills, but don't want to use Paths at all, the system easily allows you to make that choice.

Skills generally confer a +1 or similar minor bonus on d20 rolls. There is no trade-off or penalty for choosing a Skill. Spell-casters (Elves, Crusaders, and Wizards) gain Skills every third level, while Dwarves, Halflings, Thieves, and Warriors gain skills every other level.

Paths generally confer ADVANTAGE on a set of activities, such as fighting a particular monster type, or casting a certain kind of spell. They may also provide special abilities at higher levels. Each Path has specific requirements that must be met in order for the Path to become available to the character, and only one Path can ever be chosen. Paths always involve some trade-off or penalty, so while your character may gain new abilities, they lose something as well. Once a character chooses a Path, they are not eligible to choose Skills except as noted in the Path description.

If you prefer not to use the class-based damage system and level-based damage bonus for PRIMARY attacks and want to add these Paths into your game using traditional mechanics, modify the "tradeoffs" for each path by requiring an additional 10-20% XP per level, rather than adjusting the damage bonus.

Warrior, Thief, Dwarf, Halfling - Damage Bonus and Skills By Level		
Character Level	Damage Bonus for PRIMARY Attack	Skills
1		
2	+1	1
3		
4	+2	1
5		
6	+3	1
7		
8	+4	1
9		
10	+5	1
11		
12	+6	1

WARRIOR

“But not all men seek rest and peace; some are born with the spirit of the storm in their blood, restless harbingers of violence and bloodshed knowing no other path ... “

Robert E. Howard

Warrior Characters

Soldiers, knights, mercenaries, gladiators, barbarians, Viking raiders ... one thing they all have in common is a talent for killing people with sharp bits of metal.

Player character Warriors have received intense training in combat and are veterans of several deadly encounters, even at first level. They have a natural aptitude for fighting and are equally deadly with virtually any type of weapon.

When creating a Warrior character, roll 4d6 for Strength and Constitution, keeping the best three die rolls. Warriors gain 1d8 HP + CON bonus per level (until reaching their maximum HP of twice their Constitution score). They do 1d8 on all melee and missile attacks and add +1 damage/every other experience level bonus on their PRIMARY form of attack (either melee or missile).

Warriors are commonly known by the following titles:

- Levels 1-3: “Mercenary” or “Sell-sword”
- Levels 4-8: “Warrior”
- Levels 9-11: “Warlord”
- Levels 12+: “Lord” or perhaps “Chief,” “Baron,” “Duke,” “Viscount,” etc.

Warrior characters pick one Skill every other level. They may choose a Path at level 4.

Warrior Skills

- **Battlefield Surgeon.** The character has learned the rudiments of first aid. They can heal allies or themselves a total of one HP/level after an encounter by binding wounds. For example, a 6th level character could heal six HPs to themselves, to a single ally, three HPs to two different characters, etc. Requires a Medical Kit (small Item consisting of needles, thread, and bandages) for each use.
- **Brawler.** The character is an expert at unarmed combat and does normal melee damage as per their class with improvised weapons or bare hands.
- **Combat Archer.** The character can fire missile weapons while engaging in melee without incurring DISADVANTAGE.
- **Command.** The character's knowledge of small-unit tactics allows them to add +1 to all allies' melee and missile attacks for one encounter/day.
- **Defender.** The character's advanced training in parrying, fencing, and blocking allows them to add +1 to all DEFEND attempts.
- **Flurry.** The character's advanced training and superior reflexes allows them to attack one additional opponent if adjacent to their primary target (i.e., targets must be standing next to each other).
- **Fury.** The character can use their Strength bonus for damage rolls, instead of modifying their d20 attack rolls.
- **Repair Gear.** Lots of practice knocking out dents and sharpening weapons allows the character to repair damaged weapons and armor during a REST period. Requires a set of Armorer's Tools (hammers, pliers, etc., weighs one Item/20 gp). Does not work if the weapon/armor is broken or destroyed and also does not work on silver or magical weapons.
- **Second Skin.** The character has spent so much time wearing armor that it's become almost a part of them. Encumbrance for wearing armor is cut by ½.
- **Tactics.** The character's advanced training and hard-won experience allows them to perform Disarm and Knockdown attacks.
 - Disarm – a successful hit by the character does no damage, but their opponent must make a Dexterity save to hang on to their weapon.
 - Knockdown – successful hit does no damage, but opponent must make Strength save to avoid being knocked prone, pushed into an obstacle or off a cliff, etc.
- **Weapon Expert.** Through dedication and practice, the character gains +1 to attack with a specific type of weapon (e.g., long sword, shortbow, dagger) and scores a Critical Hit on a natural roll of 19-20. This Skill can be chosen up to three times (Expert, Master, Grandmaster) for additional +1 attack bonuses with the same weapon (with Critical Hit range increasing as well, up to 17-20 if chosen three times), or +1 with different types of weapons.

Warrior Path: Berserker

Some Warriors can work themselves into a mindless fury during a battle, using their rage to ignore wounds and become a veritable whirlwind of death. These Berserkers have the following abilities:

- The character can enter into a berserk Rage a number of times each day equal to their experience level. The Rage lasts for one encounter/battle. When Raging, Berserkers cannot use any Skills, abilities, tactics, or use any magic items such as a potion -- they continue melee attacks until all adversaries are dead.
- If character is between 50-100% HP when Raging, they do 1d10 damage on all melee attacks and score a Critical Hit on a 19-20. They gain +1 to Armor due to their Rage-induced ability to ignore pain. Berserkers also gain ADVANTAGE on all Strength and Constitution checks and saves against Charm, Sleep, Hold, and Fear while Raging.
- If the character is between 0-50% HP while Raging, they do 2d6 damage on all melee attacks, score a Critical Hit on a 18-20, and gain +2 to Armor, in addition to the other benefits described above.
- If a character is reduced to 0 HP while Raging, they can choose to ignore INJURIES and continue fighting until they reach negative HP equal to their experience level, at which point they immediately drop dead.
- Berserkers automatically gain the Fury Skill at 4th level.

At 7th level (or third level after choosing this path, if not chosen at 4th level) the Berserker gains the following benefits while Raging:

- if between 50-100% of HP: do 2d6 damage on melee attacks; Critical Hit on a 18-20; +2 to Armor.
- if between 0-50% of HP, they gain the following benefits: do 2d8 damage on melee attacks; Critical Hit on a 17-20; +3 to Armor.
- On a Critical Hit, they cause FEAR to all nearby adversaries with less than three HD.

At 10th level (or sixth level after choosing this path, if not chosen at 4th level) the Berserker gains the following benefits while Raging:

- if between 50-100% of HP: do 2d8 damage; Critical Hit on a 17-20; +3 to Armor.
- if between 0-50% of HP, they gain the following benefits: 2d10 damage; Critical Hit on 17-20; and +4 to Armor.
- On a Critical Hit, they cause FEAR to all adversaries with less than six HD.

Requirements:

CON 15, WIS <10. Must have melee as PRIMARY attack. Must have Fury Skill. Must have killed at least 10 adversaries while in a murderous rage (no use of Skills, magic, or missile attacks) prior to choosing this Path.

Tradeoffs:

Berserkers forego the +1/every other level damage bonus to their PRIMARY attack (i.e., the character will henceforth only do 1d8 on normal melee attacks). Berserkers cannot wear armor or use a shield and do not gain Skills. If a Berserker suffers a Critical Hit while Raging, they must save vs. Wisdom or attack their closest ally in blind fury. They can save vs. Wisdom each successive round to regain their senses.

Warrior Path: Duelist

The character is a master of using footwork, precision, and feints in melee combat. Duelists have the following abilities:

- Duelists use their Dexterity bonus as the attack modifier for melee attacks instead of their Strength bonus, and their Dexterity bonus provides an equivalent amount of Armor (e.g., Duelist with 16 Dexterity has two Armor).
- Duelists also gain ADVANTAGE on all Dodge attempts and can deflect normal missile attacks on a successful Dodge roll. They continue to gain the +1/every other level damage bonus in their PRIMARY attack, but only with one type of melee weapon.
- They also gain one of the following Skills: Defender; Flurry; Tactics; or Weapon Expert.

At 7th level (or third level after choosing this path, if not chosen at 4th level) Duelists can add their Charisma bonus to their Armor. Duelists can also use their melee weapon to reflect normal missile attacks back at an attacker (if within 30') on a successful Dodge attempt. They also gain one of the following Skills: Defender; Flurry; Tactics; or Weapon Expert.

At 10th level, if using a magical weapon, Duelists can reflect magical projectile attacks (such as a Magic Missile) back at their caster (but this ability does not work against area effect spells, such as Fireball). They also gain one of the following Skills: Defender; Flurry; Tactics; or Weapon Expert.

Requirements:

Dexterity 15 and Charisma 13. Must have melee as primary attack. Must have Defender Skill. Must have gained one level wearing no armor and applying no Strength bonus to attacks.

Tradeoffs:

Cannot wear armor, use a shield, or use two-handed weapons. Once the Duelist reaches 7th level, other Warriors will begin seeking them out and challenging them to duels to the death.

Warrior Path: Executioner

Some Warriors specialize in delivering powerful strikes that cause massive damage. These Executioners favor large, two-handed weapons and “swing for the fences” with every attack. They have the following abilities:

- Executioners score a critical hit on natural rolls of 19-20 in melee combat.
- All damage rolls are treated as Exploding Dice (i.e., if player rolls a natural eight on 1d8, they get to roll another 1d8 and continue in this fashion as long as they keep rolling eights).
- Executioners also have the ability to conduct a Sweep attack to try and hit several enemies with one blow. This requires a single successful attack roll with a -4 penalty. If the attack is successful, the Executioner can hit up to three adjacent targets, doing the same damage to each.

At 7th level (or third level after choosing this path, if not chosen at 4th level), Executioners score a Critical Hit on natural rolls of 18-20. The penalty for conducting a Sweep attack is reduced to -3.

At 10th level, Executioners score a Critical Hit on natural rolls of 17-20. The penalty for conducting a Sweep attack is reduced to -2.

Requirements:

STR 15. Must have melee as primary attack. Must have Flurry Skill. Must have killed five adversaries with a Critical Hit.

Tradeoffs:

Executioners forego the additional +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d8 on normal melee attacks). They must use two-handed melee weapons and always resolve their attacks last during a combat round (if using the traditional initiative system), as they are trying to time their blows to achieve the utmost damage. They do not gain Skills.

Warrior Path: Ranger

These Warriors are expert hunters, trackers, and woodsmen. They favor light armor and are highly skilled archers. Rangers have an extensive knowledge of wilderness lore (can forage for food, identify flora and fauna, etc.). They have the following abilities:

- They can track or hide tracks on a successful Wisdom check and can Move Silently, Hide in Shadows, Climb, and Listen as a Thief of equal experience level while outside.
- Rangers gain an Animal Companion (a non-magical creature such as a giant ferret, mountain lion, hawk, dog, or wolf) that will have exceptional intelligence and loyalty.
- Due to their skills as a Hunter, they also gain ADVANTAGE on all d20 attack rolls against any one type of monster or humanoid creature (cannot choose humans or demi-humans) that they have previously encountered and defeated.
- A Trick Shot ability for missile attacks that allows them to do things like sever a rope, shoot an arrow into a key hole 40' away to jam a lock, or pin an adversary's shirt sleeve to a wall. This requires a standard attack roll with a -4 penalty.

At 7th level Rangers gain the Hunter ADVANTAGE against one additional type of monster or humanoid creature that they have previously defeated. They gain the Weapon Expert Skill for a specific type of missile weapon (e.g., longbow) and the penalty for Trick Shots is reduced to -3.

At 10th level Rangers gain the Hunter ADVANTAGE against one additional type of monster or humanoid creature that they have previously defeated. They gain another Weapon Expert Skill (missile weapon only) and the penalty for Trick Shots is reduced to -2.

Requirements:

Dexterity 13, Wisdom 13. Must have missile as PRIMARY attack. Must have Weapon Expert – Longbow or Shortbow Skill. Must have participated in at least two wilderness adventures. Must have defeated at least five of the creature chosen for Hunter ability.

Tradeoffs:

Rangers forego the additional +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d8 on normal missile attacks). They are restricted to light armor and cannot use a shield. They do not gain Skills.

CRUSADER

“For man’s only weapon is courage that flinches not from the gates of Hell itself; and against such not even the legions of Hell can stand.”

Robert E. Howard, *The Savage Tales of Solomon Kane*

Crusader Characters

The militant arm of their faith, Crusaders can both fight and perform miracles in the form of divinely-granted spells. Crusaders are zealous fanatics and welcome any opportunity to become a martyr for their god.

When creating a Crusader character, roll 4d6 for Wisdom, choosing the best three die rolls. Crusaders gain 1d6 HP + CON bonus per level (until reaching their Maximum HP of twice their Constitution score). They do 1d6 on all melee, missile, and magic attacks and add +1 damage every other level as a bonus on their PRIMARY form of attack.

Crusaders gain two spell points per level + their Wisdom bonus. They cannot cast spells until reaching second level and thereafter gain spell casting ability as per the table below.

A Crusader's Turn Undead ability is performed by making a successful Wisdom check against the TARGET NUMBER established by the GM. To attempt a Turn, the Crusader must brandish their holy symbol, performing no other action, and other party members must withhold all of their attacks and offensive spell casting. If the Turn attempt is successful, the Crusader repels twice their experience level + Wisdom bonus worth of HD. Undead with less HD than $\frac{1}{2}$ of the Crusader's experience level are destroyed and crumble into dust.

Crusaders are commonly known by the following titles:

- Levels 1-4: "Disciple"
- Levels 5-8: "Crusader"
- Levels 9-11: "Holy Champion"
- Levels 12+: "Grand Templar," "Supreme Champion," "Sword of Athena," etc. depending upon their religion.

Crusader characters pick one Skill every third level. They may choose a Path at fifth level if they meet the requirements for that Path.

<u>Crusader Damage, Skills, and Spells By Level</u>				
Character Level	Damage Bonus for PRIMARY Attack	Spell Points	Skills	Spell Progression
1				No spells
2	+1	2 +WIS bonus		1 st level spells
3		4 +WIS bonus	1	
4	+2	6 +WIS bonus		2 nd level spells
5		8 +WIS bonus		
6	+3	10 +WIS bonus	1	3 rd level spells
7		12 +WIS bonus		
8	+4	14 +WIS bonus		4 th level spells
9		16 +WIS bonus	1	
10	+5	18 +WIS bonus		5 th level spells
11		20 +WIS bonus		
12	+6	22 +WIS bonus	1	6 th level spells

Crusader Skills

- **Battlefield Surgeon.** The character has learned the rudiments of first aid. They can heal allies or themselves a total of one HP/level after an encounter by binding wounds. For example, a 6th level character could heal six HPs to themselves, to a single ally, three HPs to two different characters, etc. Requires a Medical Kit (small Item consisting of needles, thread, and bandages) for each use.
- **Conversion.** The character is a gifted preacher and can convince others to join their faith. The target audience must understand the Crusader's language and be well-disposed or at least neutral- minded regarding the Crusader's religion. To attempt a Conversion, the Crusader must make a Wisdom check against a TARGET NUMBER established by the GM. If successful, a number of HD equal to the Crusader's experience level will become followers of their faith (this could be multiple 0 or 1 HD individuals, or one being with four HD, etc.).
- **Defender.** The character's advanced training in parrying, fencing, and blocking allows them to add +1 to all DEFEND attempts.
- **Linguist.** Gain two additional languages. Can be chosen multiple times.
- **Loremaster.** The character gains +1 on any INT checks or Identify spell rolls pertaining to arcane matters or magic items.
- **Repair Gear.** Lots of practice knocking out dents and sharpening weapons allows the character to repair damaged weapons and armor during a REST period. Requires a set of Armorer's Tools (hammers, pliers, etc., weighs one Item/20 gp). Does not work if the weapon/armor is broken or destroyed and also does not work on silver or magical weapons.
- **Tactics.** The character's advanced training and hard-won experience allows them to perform Disarm and Knockdown attacks.
 - o Disarm – a successful hit by the character does no damage, but their opponent must make a Dexterity save to hang on to their weapon.
 - o Knockdown – successful hit does no damage, but opponent must make Strength save to avoid being knocked prone, pushed into an obstacle or off a cliff, etc.
- **Soothing Prayer.** The Crusader has learned how to use meditation, prayer, and other therapeutic techniques to burnish mental health (either their own, or that of another person). This Skill is used between adventures to reduce INSANITY POINTS by 1d4. Once per experience level, the Crusader can use this skill to try and heal/remove a mental DISORDER by rolling under the Crusader's level on d20.

Crusader Path: Banisher

Some Crusaders dedicate their lives to seeking out and destroying undead. They may belong to a special order or sect, or may simply be following their own calling. These Banishers rely more on their combat ability than spell-casting ability. They have the following abilities:

- Gain ADVANTAGE on all attempts to Turn Undead.
- A number of times equal to their experience level each day, the character can call upon the holy power of their god to gain ADVANTAGE on all d20 attack rolls when fighting undead. Each use of this power lasts one encounter.
- Banishers are immune to any undead's ability to cause fear, paralysis, or insanity.
- They can perform a Rite of Peaceful Rest that prevents any corpse from ever being reanimated as an undead.

At 9th level Banishers gain immunity to undead level drain. They can also produce holy water that does double damage (2d6) to undead.

At 12th level Banishers can craft a hawthorn stake inscribed with special prayers that will destroy any undead creature (even a vampire or lich) upon a successful attack roll that exceeds the TARGET NUMBER by four (e.g., if the Banisher has a TARGET NUMBER of 14, and rolls an 18 or higher, the target is destroyed). It takes a month to craft the hawthorn stake. If successful, the stake is destroyed along with the undead creature. If the attack succeeds, but does not exceed the TARGET NUMBER by four, the stake does 3d6 damage.

Requirements:

Must have Defender Skill. Must have successfully turned at least 10 undead.

Tradeoffs:

Banishers forego the +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 on their attacks). Banishers also gain only one spell point/level + their Wisdom bonus. They do not gain Skills.

Crusader Path: Exorcist

Some Crusaders dedicate their lives to tracking down and destroying demons and devils that prowl the world seeking ruin of souls. These Exorcists may belong to a special order or sect, or may simply be following their own calling. Like Banishers, Exorcists depend more upon the strength of their combat skills than spell-casting ability. They have the following abilities:

- A number of times equal to their experience level each day, the character can call upon the holy power of their god to gain ADVANTAGE on all d20 attack rolls when fighting demons or devils.
- Exorcists are immune to Fear and Insanity caused by demons and devils.

At 9th level Exorcists gain the ability to produce holy water that does double damage vs. demons and devils (2d6). Once per day, they can perform a Rebuke. This requires the Exorcist and their allies to forego any attacks, but causes the demon/devil to save vs. Wisdom every round or be Turned as per a Crusader's Turn Undead capability. A successful save means the demon/devil suffers -2 to all attack and damage rolls as long as the Exorcist continues to focus on rebuking them.

At 12th level Exorcists gain the ability to perform a Rite of Exorcism that requires a demon or devil to make a Wisdom save or be driven back to their own plane of existence.

Requirements

Must have Defender Skill. Must have defeated at least three demons or devils.

Tradeoffs:

Exorcists forego the +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 on their attacks). Exorcists also gain only one spell point/level + their Wisdom bonus. They Turn Undead as a Crusader of one lower experience level (i.e., a -1 penalty on all rolls against the Target Number set by the GM). They do not gain Skills.

Crusader Path: Faith Healer

Some Crusaders are especially gifted in the area of healing magic. They may belong to a special order or sect, or may simply be following their own calling. These Faith Healers have the following abilities:

- Faith Healers gain ADVANTAGE on all d20 rolls related to healing spells. Faith Healers also treat healing spells as one level lower than normal when determining when they become available and the spell point cost (for example, a 6th level Faith Healer would gain the ability to cast Cure Serious Wounds as a 3rd level spell rather than as the normal 4th level spell).
- They automatically gain the Battlefield Surgeon Skill.

At 9th level Faith Healers can cast healing spells on any ally within their line of sight. In addition to healing spells, Faith Healers can Lay on Hands once per day to automatically heal a number of HP equal to their experience level (no spell-casting roll required). They gain the Soothing Prayer Skill.

At 12th level Exorcists can Lay on Hands twice per day.

Requirements:

Must have Battlefield Surgeon Skill. Must have healed at least 10 people to full health. Must have magic as their PRIMARY form of attack.

Tradeoffs:

Faith Healers forego the +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 on their attacks). All non-healing spells cost one additional spell point to cast. Faith Healers cannot wear heavy armor or use edged weapons. They do not gain Skills except as noted above.

Crusader Path: Paladin

A Paladin is a holy warrior who dedicates their life to seeking out and destroying evil in all its forms. Paladins must always live a life of chastity, poverty, and abstinence and follow a strict code that requires they never refuse a request for aid (unless it is made by an evil being) and always accept an enemy's surrender. They have the following abilities:

- These paragons of virtue can Smite Evil once per experience level each day, which grants them ADVANTAGE on one d20 attack roll and double damage when fighting evil creatures.
- Paladins can Detect Evil a number of times each day equal to their experience level.
- As part of their calling, Paladins must recover a Holy Weapon that contains the soul of a Paladin who fell in the line of duty. These sentient weapons grow in power as the paladin advances in experience. See Appendix H for more detail on Holy Weapons.
- Upon death, a Paladin can choose to transfer their soul into a weapon to continue the battle against evil, either further augmenting their own Holy Weapon or creating a new Holy Weapon.

At 9th level Paladins gain a permanent aura of Protection From Evil.

At 12th level Paladins gain a permanent aura of Protection from Evil 10' Radius. They must perform a holy quest to seek out and destroy a great evil, such as an ancient dragon, a greater demon or devil, or powerful undead such as vampire lord or lich.

Requirements:

STR 13, WIS 15, CON 13, CHR 13. Must have Tactics Skill. Must find a Holy Weapon. The Paladin's alignment must be perfectly Lawful/Good prior to choosing this path and must always stay there. If the character ever deviates from Lawful/Good or violates the Paladin's code, they permanently lose all Paladin and Crusader abilities.

Tradeoffs:

Paladins forego the +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 on their attacks). Paladins also gain only one spell point/level + their Wisdom bonus and Turn Undead as a Crusader of one lower experience level (i.e., a -1 penalty on all rolls against the TARGET NUMBER set by the GM). The only weapon they may wield is their Holy Weapon. They do not gain Skills.

Crusader Path: Witch Hunter

Some Crusaders dedicate their lives to seeking out and destroying magic users. These Witch Hunters, as they are called, may belong to a special order or sect, or may simply be following their own calling. They have the following abilities:

- A number of times equal to their level each day, the character can call upon the holy power of their god to invoke the Witch Hammer ability, which grants them ADVANTAGE on all d20 attack rolls for one encounter/battle when fighting spell-casters (monsters with magical abilities do not qualify).
- They automatically gain the Magic Resistance Skill from the list of Wizard Skills.

At 9th level Witch Hunters gain the ability to cast Dispel Magic as a third level Crusader spell.

At 12th level Witch Hunters gain the ability to cast Anti-Magic Shell as a Crusader spell of 5th level.

Requirements:

Must have Loremaster Skill. Must have defeated at least three magic-users.

Tradeoffs:

Witch Hunters forego the +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 on their attacks). Witch Hunters also gain only one spell point/level + their Wisdom bonus and they Turn Undead as a Crusader of one lower experience level (i.e., a -1 penalty on all rolls against the Target Number set by the GM). They do not gain Skills.

THIEF

“And even when we serve, we make the rules. We bow to no man’s ultimate command, dance to no wizard’s drumming, join no mob, hark to no wildering hate-call. When we draw sword, it’s for ourselves alone.”

Fritz Leiber, *Swords in the Mist*

Thief Characters

Footpad, robber, cutpurse, burglar – call them what you will, it all boils down to using skill and daring to steal things of value. Thief characters may be members of a guild, gang, or syndicate, or may be an independent operator fearing discovery from both sides of the law.

Player character Thieves are experienced crooks, even at first level. They are quick-thinking, clever, resourceful, and have extremely fast reflexes. When creating a Thief character, roll 4d6 for Dexterity, choosing the best three die rolls. Thieves gain 1d6 HP + CON bonus per level (until reaching Maximum Hit Point level of twice their Constitution score). They do 1d6 on all melee and missile attacks and add +1 damage/every other experience level as a bonus on their PRIMARY form of attack (either melee or missile).

Thief Skills (Climb, Listen, Find/Remove Traps, Hide in Shadows, Move Silently, Open Locks, Pick Pockets) are determined using the TARGET NUMBER system, rather than percentiles listed in the classic rules. A thief's Dexterity bonus is applied to these rolls. Thieves gain ADVANTAGE and DISADVANTAGE when performing these Skills based on circumstances, e.g., ADVANTAGE if the target is distracted, and DISADVANTAGE if trying to perform the Skill in the middle of a melee, or trying to perform two Skills simultaneously. Thieves also have a Backstab ability that grants them a +4 on attack rolls and double damage when striking unnoticed from behind or above.

Thieves are commonly known by the following titles:

- Levels 1-3: "Cutpurse" or "Burglar"
- Levels 4-8: "Thief"
- Levels 9-11: "Master Thief"
- Levels 12+: "Guildmaster" or "Legendary Thief"

Thief characters pick one skill every other level. They may choose a Path at level 4 if they meet the requirements for that Path.

Thief Skills

- **Agile.** Due to their incredible agility, the character adds +1 to all DODGE attempts.
- **Battlefield Surgeon.** The character has learned the rudiments of first aid. They can heal allies or themselves a total of one HP/level after an encounter by binding wounds. For example, a 6th level character could heal six HPs to themselves, to a single ally, three HPs to two different characters, etc. Requires a Medical Kit (small Item consisting of needles, thread, and bandages) for each use.
- **Combat Archer.** The character can fire missile weapons while engaging in melee without incurring DISADVANTAGE.
- **Darkfighting.** The character is so accustomed to operating in low-light conditions that the penalty for fighting in the dark or blindfolded is reduced to -2.
- **Cat Burglar.** The thief is particularly experienced at “second story” jobs. They gain +1 on all Climb and Listen checks.
- **Connected.** The character has at least one contact in every town or city that is favorably disposed to them, and will offer reduced rates on their services, additional rumors, etc. These contacts might be an innkeeper, fence, appraiser, doctor, bawd, rumor monger, smuggler, or other NPC. This Skill can be chosen multiple times for one additional contact in every town or city.
- **Escape Artist.** The character can contort their limbs and use other tricks of the trade to escape from ropes, chains, cuffs, etc. used to bind hands or feet on a successful Dexterity check.
- **Ghostlike.** The character is preternaturally stealthy. They gain +1 on all Hide in Shadows and Move Silently rolls.
- **Grifter.** The character is particularly adept at lying and is experienced at running confidence scams. They gain +1 on all Charisma checks to persuade or convince an NPC and gain ADVANTAGE on saves vs. a Detect Lie/ESP spell if they know it is being cast.
- **Lightfingers.** The character has extremely nimble hands. They gain +1 on all Pick Lock and Pick Pocket checks.
- **Marksman.** The character is a dead-eye when it comes to shooting or throwing. They add +1 to hit on all missile attacks with a given weapon type (e.g., shortbow, throwing knife) and score a Critical Hit on a natural roll of 19-20. This Skill can be chosen up to three times (Marksman, Master, Grandmaster) for additional +1 attack bonuses with the same weapon (with Critical Hit range increasing as well, up to 17-20 if chosen three times), or +1 with different types of weapons.
- **Trapmaster.** The character has conducted extensive study regarding the design and function of traps. They gain +1 on all Find and Remove Traps checks.

Thief Path: Assassin

Professional killer. Murderer for hire. Ninja. Death in shadow form. Assassins specialize in delivering death blows. Similar to Thieves, Assassins may or may not belong to an organized guild or clan. They have the following abilities:

- They score Critical Hits on any natural rolls of 19-20 on d20 attack rolls.
- An assassin's successful Backstab does triple damage.
- Assassins are adept at using poison and have no compunctions about doing so. Once per day for each experience level, the Assassin may conduct a Poisoned Strike. They must spend one round applying poison to their weapon prior to conducting a Poisoned Strike. On a successful attack, the target must save vs. Constitution or die (targets with HD higher than the Assassin's experience level gain ADVANTAGE on their Constitution save). A successful saving throw means the target takes 1d6 extra damage. Poisoned Strike does not work on undead, demons/devils, magical creatures, or creatures larger than man-size. The poison dissipates rapidly once it is applied to a weapon, lasting only one successful strike, or one turn if no strike has been made.

At 7th level, saves against the Assassin's Poisoned Strike are made at -2 penalty.

At 10th level an Assassin's Backstab does 4xDamage and they score Critical Hits on natural rolls of 18-20. Saves against the Assassin's Poisoned Strike are made at -4 penalty.

Requirements:

Cannot be Lawful/Good. Must have Darkfighting Skill. Must have killed at least ten opponents using Backstab.

Tradeoffs:

Assassins forego the +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 on their attacks). They also perform all Thief abilities (Pick Locks, Hide in Shadows, etc.) as a Thief of one lower experience level (i.e., a -1 penalty on all rolls against the Challenge Number set by the GM). They do not gain Skills. Making poison is expensive – an Assassin must spend 100 gp/level between every adventure to buy the rare ingredients and equipment necessary. Note that any combat MISCUE while using a poisoned weapon could result in the Assassin or an ally being poisoned!

Thief Path: Bounty Hunter

Hunters of men. Thief-takers. Who better to track down a criminal than someone used to operating on the wrong side of the law? Bounty Hunters may be members of a guild or independent operators. They have the following abilities:

- Bounty Hunters can track as a Ranger.
- They gain ADVANTAGE on all d20 attack rolls when facing the quarry they have been contracted to hunt.
- They are adept at Interrogating people to help them track down their quarry. This requires a successful Wisdom check vs. a TARGET NUMBER set by the GM. If successful, the Bounty Hunter can question the person being interrogated as if they had cast a Detect Lie spell.
- Bounty Hunters are adept at using exotic weapons designed to capture, rather than kill. They can use a bola, blackjack, net, and whip.

oBlackjack – Requires an attack at -4 to hit the opponent's head. If successful, the opponent will be affected based on their HD. If HD is less than character's experience level, opponent must save vs. Constitution or be knocked unconscious for 1d20 rounds. If HD is equal to or higher than character's experience level, opponent must save vs. Constitution or be stunned for 1d6 rounds (move at ½ speed, cannot attack or cast spells). Note that these weapons only work against man-sized or smaller creatures and does not work against magical creatures, undead, or extra-planar beings.

oBola, Net, or Whip - Can be used to entangle an opponent. If successful, the opponent will be affected based on their HD. If HD is less than character's experience level, opponent must save vs. Dexterity or be entangled (either cannot move because their legs are entangled, or cannot attack/cast spells because their arms are entangled). An entangled target can make a Dexterity save each subsequent round to free themselves. If HD is equal to or higher than character's experience level, opponent must save vs. Dexterity or be slowed (either move at ½ speed because their legs are entangled, or attack/cast spells at -4 because their arms are entangled). A slowed target can make a Dexterity save each round to free themselves. Bolas and nets can only be thrown up to 20' and whips reach only 10'. Note that these weapons only work against man-sized or smaller creatures.

At 7th level the Bounty Hunter has become so adept at the use of their subdual weapons that adversary saves vs. Constitution or Dexterity are made with DISADVANTAGE.

At 10th level the Bounty Hunter has become so adept at the use of their subdual weapons that adversary saves vs. Constitution or Dexterity are made at -2, in addition to being made with DISADVANTAGE.

Requirements:

CON 13, WIS 13. Must have Combat Archer Skill. Must have collected at least five bounties.

Tradeoffs:

Bounty Hunters forego the +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 on their attacks). They also perform all Thief abilities (Pick Locks, Hide in Shadows, etc.) as a Thief of one lower experience level (i.e., a -1 penalty on all rolls against the Challenge Number set by the GM). They do not gain Skills.

WIZARD

“None can use black magic without straining the soul to the uttermost – and staining it in the bargain.”

Fritz Leiber, *Swords and Deviltry*

Wizard Characters

Mysterious. Powerful. Only those with a diamond-hard intellect and incredible mental discipline can master arcane forces to bend reality to their will. Of course, reality does not like to be “bent,” and all that power comes with great risk. For every Wizard who achieves the ultimate power of Archmage, there are 1,000 fallen magicians who reached beyond their power, or neglected one small detail, and ended up twisted, deformed, and stark raving mad.

Wizards are physically the weakest of all classes but they are the most powerful spell-casters. When creating a Wizard character, roll 4d6 for Intelligence and keep the best three die rolls. Wizards gain 1d4 HP + CON bonus per level (until reaching their maximum HP of twice their Constitution score). They roll 1d8 for magical attack damage for most spells and add +1 damage/every other level bonus on their PRIMARY form of attack (which must be magic).

Wizards gain three spell points per level + their Intelligence bonus, up to their maximum spell point level, which is equal to twice their intelligence score. Wizards require at least six hours of rest and study, along with access to their spell books to regain 100% of their spell points. Three hours’ rest/study provides 50% spell points. If a Wizard’s spell books are lost, damaged, or destroyed, they cannot regain spell points. Spells of third level or higher require a spell focus item such as a wand, staff, gem, etc.

Player character Wizards may be products of a formal college of magic, the apprentice of a more powerful Wizard, or a self-taught prodigy, depending upon your campaign. The spells listed in the B/X rules represent the tried and true theorems that have widespread utility and are commonly known to most Wizards. More sought after are new arcane theorems that are not as well known. Wizards will go to great lengths to seek out such spells in order to increase their own knowledge and to give them an edge in spell-casting duels with their rivals.

Every Wizard's eyes glow and a nimbus of arcane energy surrounds his/her head and hands when casting a spell. The color of this energy offers important clues as to the Wizard's power. The default color for low-level Magicians is white. When they achieve the rank of Wizard, the color changes to silver, gold at Magus-rank, and sparkling viridian at Archmage. At 5th level, Wizards also develop a Minor Aspect that further enhances their mystique. A byproduct of continuous exposure to the arcane, an Aspect is a minor supernatural quirk. Some examples:

- Can blow pipe or cigar smoke into fantastic shapes
- Stays dry even when it is raining.
- Does not sweat in hot weather.
- Loved by cats/feared by dogs.
- Staff will stand erect by itself.
- Can light a match or tinder with a flick of their thumb.
- Has a pocket that holds a seemingly endless amount of small items.
- Can pull minor items out of their hat (coins, pipe, a flask, a mouse, etc.).
- Eyes are a non-standard color (purple, red, yellow, silver, gold).
- Sleeps with eyes open.
- Voice changes pitch every time they speak.

At 12th level, Wizards develop a new Major Aspect that is the equivalent of a first level spell. For example:

- Permanent Feather Fall
- Permanent Read Languages
- Permanent Floating Disc
- Permanent Detect Magic

Wizards are commonly referred to by the following titles:

- Levels 1-4: "Magician"
- Levels 5-8: "Wizard"
- Levels 9-11: "Magus"
- Levels 12+: "Archmage"

Wizards pick one skill every third level. They may choose a Path at level 5 if they meet the requirements for that Path.

Wizard Damage and Skills By Level				
Character Level	Damage Bonus for PRIMARY Attack	Spell Points	Skills	Spell Progression
1		3 +INT bonus		1 st level spells
2	+1	6 +INT bonus		
3		9 +INT bonus	1	2 nd level spells
4	+2	12 +INT bonus		
5		15 +INT bonus		3 rd level spells
6	+3	18 +INT bonus	1	
7		21 +INT bonus		4 th level spells
8	+4	24 +INT bonus		
9		27 +INT bonus	1	5 th level spells
10	+5	30 +INT bonus		
11		33 +INT bonus		
12	+6	36 +INT bonus	1	6 th level spells

Wizard Skills

- **Alchemy.** The character has expertise in the fundamentals of alchemy and extensive practice brewing potions. They can brew a potion at ½ the time and cost listed in the classic rules (i.e., three days and 250 gp). Crafting a potion requires access to the necessary ingredients and a successful spell-casting check (a roll of one on 1d20 results in a MISCAST and potentially a CORRUPTION).
- **Adept.** The character reduces the d20 penalty for attempting to Charge a spell by one.
- **Battlefield Surgeon.** The character has learned the rudiments of first aid. They can heal allies or themselves a total of one HP/level after an encounter by binding wounds. For example, a 6th level character could heal six HPs to themselves, to a single ally, three HPs to two different characters, etc. Requires a Medical Kit (small Item consisting of needles, thread, and bandages) for each use.
- **Combat Casting.** The character can cast spells above first level while engaging in melee without incurring DISADVANTAGE. This skill can only be chosen once.
- **Counterspell.** The character gains +1 on all attempts to counter an adversary's spell.
- **Enchanter.** The character has extensive experience enchanting magical items. They can create a magical item at ½ the time and cost listed in the classic rules (i.e., 5,000 gp and three months to create a suit of Plate Mail +1). Enchanting an item requires access to the necessary ingredients and a successful spell-casting check (a roll of one on 1d20 results in a MISCAST and potentially a CORRUPTION).
- **Linguist.** Gain two additional languages. Can be chosen multiple times.
- **Loremaster.** The character gains +1 on any INT checks or Identify spell rolls pertaining to arcane matters or magic items.
- **Magic Resistance.** The character gains +1 on all saves vs. magical attacks.
- **Scribe Scroll.** The character has extensive experience and a talent for scribing spells into scrolls. They can create a scroll of any known spell at ½ the time and cost listed in the classic rules (i.e., three days and 250 gp). Scribing a scroll requires access to the necessary ingredients and a successful spell-casting check (a roll of one on 1d20 results in a MISCAST and potentially a CORRUPTION).

Wizard Path: Artificer/Enchanter

The character specializes in alchemy and enchantment. An Artificer's arcane aura/nimbus is light gray. Possible Aspects include: any liquid held by the Wizard will bubble and fizz; a cloud of glowing runes will cover any item they handle; can write without holding a pen or quill – the quill will move of its own accord. Artificers have the following abilities:

- Runemaster. The Enchanter can scribe arcane runes on objects that temporarily empower the object with one of their spells. For example, Mirror Image could be inscribed on an ally's shield or armor, and it would allow that character to effectively cast Mirror Image one time, with duration and effects as per the Wizard's level. This ability can only be used once/day and the rune lasts 24 hours or until used.
- Artificers automatically gain one of the following Skills: Alchemy; Enchantment; or Scribe Scroll.
- Can carry a number of magical items equal to their experience level.

The items an Artificer may craft are limited only by their resources, time, and imagination. Some common items favored by adventuring Artificers are:

- Naphtha - Flammable oil that causes 1d8 damage for four rounds (note that normal flaming oil only burns for two rounds).
- Giant Centipede Poison – save at +4 or become ill for 1d10 days, one vial is enough to coat two blades, lasts for one turn or two hits.
- Cure light wounds potion – heals 1d8 HP damage.
- Ogre Strength potion - increases Strength by +2 for one encounter/battle.
- Diminution/Growth potion – as per the spell.
- Sleep potion – can be thrown like a grenade and releases a cloud of sleeping gas, with effects as per the spell.
- Arcane Lock – Enchants a padlock that can be placed on any door, chest, or book to secure it with a Wizard Lock spell.
- Cloak of Stoneskin – Cloak that can turn to stone once per day, for one round per level of the Artificer, providing the wearer with three Armor.
- Monocle of Detection – allows the wearer to Detect Magic and Detect Invisible, once per day.
- Umbrella of Levitation – casts Levitation one/day.
- Bottomless Satchel – enchants a satchel or purse to hold up to four ITEMS/200 gp weight as if they weigh no more than one Item/10 gp.
- Gloves of Climbing – Allows user to climb like a spider, once per day.
- Mirror of Messaging – Small, handheld mirror that allows user to see and speak with anyone holding a similar mirror crafted by the same Artificer.

At 9th level Artificers gain one of the following Skills: Alchemy; Enchantment; or Scribe Scroll. Additional items favored by Artificers include:

- Acid – burns one target for 2d6 damage for three rounds.
- Crab Spider Poison – save vs. poison at +2 or die, one vial is enough to coat two blades, lasts for one turn or two hits.
- Neutralize Poison potion - as per the spell.
- Cure Disease potion - as per the spell.
- Haste potion – as per the spell.
- Gaseous Form potion - as per the spell.
- Invisibility potion – as per the spell.
- Stinking Cloud potion – can be thrown like a grenade, release a cloud of gas with effects as per the spell.
- Disc of Floating – Metal disc the size of a serving platter. Once each day can be enchanted to perform as the Floating Disc spell.
- Pipe of Stinking Cloud – Once per day can issue a cloud of choking gas as per the Stinking Cloud spell.
- Spectacles of Reading Languages – Once per day allows the wearer to read as if using the Read Languages spell.
- Spectacles of Darkvision. Once per day, allows the wearer to see with Infravision, for one hour per experience level of the Artificer.
- Sword of Spell Cleaving – casts Dispel Magic on a successful Hit, three times/day.
- Key or Ring of Knock - casts Knock per the Artificer's experience level, three times/day.
- Dagger of Doors – Casts Dimension Door once/day.
- Bottomless Backpack - holds up to six Items/400 gp as if they weigh no more than one Item/10 gp.

At 12th level Artificers gain one of the following Skills: Alchemy; Enchantment; or Scribe Scroll. Additional items favored by Artificers include:

- Blastpowder – explodes for 3d6 damage to all within 20' radius.
- Pit Viper Poison – save vs. poison or die, one vial is enough to coat two blades, lasts for one turn or two hits.
- Cure Serious Wounds potion – as per the spell.
- Potion of Giant Strength - Increases Strength by +4 for one encounter/battle.
- Monocle of Wizard Eye – Once per day, allows the wearer to see with a Wizard Eye, as per the spell of the same name.
- Pipe of Cloudkill -- Once per day can issue a cloud of choking gas as per the Cloudkill spell.
- Sword of Passwall – Once per day allows wielder to carve a path through solid rock, as per the Passwall spell.
- Cloak of Minor Invulnerability – Once per day, makes the wearer immune to third level and lower spells, duration one round per experience level of the Artificer.

Requirements:

INT 16. Must have Alchemy or Enchanter Skill. Must have access to a manual of alchemy or enchantment and/or find an alchemist or enchanter that is willing to tutor them. Must have access to a well-equipped arcane laboratory/workshop (worth at least 3,000 gp).

Tradeoffs:

Artificers forego the level-related damage bonus to their magic attack. So much time spent researching, experimenting, and crafting has caused their other spell-casting skills to atrophy, so they gain only one spell point/level + INT bonus and have DISADVANTAGE on all attempts to Charge or Counter a spell.

Wizard Path: Battlemage

Also called War Wizards, these mages have trained extensively in using magic to wage war. Battlemages are more at home on a battlefield than in a laboratory or library. A Battlemage's arcane aura/nimbus is blue. Their Minor Aspect causes any weapon held by the Battlemage to glow with a pale blue light or allows them to sharpen any edged weapon simply by running their hand along the blade. Battlemages have the following abilities:

- They gain 1d6 HP/level and do 1d6 melee or missile damage.
- The spell-casting penalty for wearing armor is reduced by one.
- They can cast spells on the Battlemage spell list with corresponding spell point costs.

At 9th level Battlemages reduce the spell-casting penalty for wearing Armor by two and can choose one Warrior Skill.

At 12th level Battlemages reduce the spell-casting penalty for wearing Armor by three and can choose one Warrior Skill. They gain a Major Aspect that allows them imbue any held weapon with either a flaming or electrical enchantment that provides an extra 1d4 damage.

Requirements:

STR 13, CON 13. Must have Combat Casting Skill. Must have gained one level without using spells and come into possession of a Battlemage focus item (often a sword or other weapon).

Tradeoffs:

Battlemages forego the level-related damage bonus to their magic attack and gain only two spell points per level plus their Intelligence bonus. The level of spells and associated spell point cost differs from other Wizards, reflecting their specialization in magicks that enhance their combat abilities – see the Battlemage Spell List. Any spell not on the Battlemage Spell List costs double the normal number of spell points to cast. They have DISADVANTAGE on all attempts to Charge or Counter a spell.

Battlemage Spell List**Level One:**

- Brawl. Allows the caster to do normal melee damage with improvised weapons or bare hands. Duration is one round/level.
- Disarm. The caster uses magic to wrench a weapon out of an enemy's hands. When cast, the targeted opponent must make a Dexterity save to hang on to their weapon.
- Hone Weapon. Creates a razor's edge to one bladed weapon, providing a +1 damage bonus for a number of attacks equal to the caster's experience level.
- Light. As first level Magic-User spell in classic rules.
- Mirror Image. As second level spell in classic rules.
- Propel Missile. Allows the caster to animate and propel one arrow, bolt, dart, or other projectile at incredible velocity with magic, doing 1d8 damage. The Wizard gains one extra missile for every five experience levels.
- Protection from Evil. As first level Magic-User spell in classic rules.
- Push. The caster uses magic to buffet an enemy with a forceful push. When cast, the target must make a Strength save to avoid being knocked prone, pushed into an obstacle or off a cliff, etc.
- Read Magic. As first level Magic-User spell in classic rules.
- Repair Weapon. Magically repairs one broken or damaged normal weapon.
- Shield. Animates a non-magical shield, which will hover near the caster and move to defend him/her from attack. The shield provides one Armor against melee attacks and three Armor against missile attacks. Duration is one encounter/battle.
- Summon Small Weapon. Allows the caster to send one small (dagger or smaller), non-magical weapon into an extra-dimensional space from which it can later be recalled, appearing as if out of thin air into the Wizard's hand.

Level Two:

- Animate Armor. Allows the Battlemage to animate one suit of armor to move under the Wizard's direction. The armor cannot attack, but can move at normal walking speed, and can be used to create a distraction, spring traps, or draw enemy fire. Range is line of sight, and the spell lasts until the Wizard performs another action.
- Burnish Armor. Temporarily augments a suit of armor, providing +1 damage reduction for a number of hits equal to the Battlemage's experience level.
- Endurance. Adds +1 to a single character's Constitution score, up to a maximum of 18. Duration is one round/level.
- Flurry. The caster is temporarily imbued with magical speed, allowing them to attack one additional opponent if adjacent to their primary target (i.e., targets must be standing next to each other, a character cannot attack, move, and attack a different opponent in the same round). Duration is one round/level.
- Protection from Normal Missiles. As third level magic-user spell in classic rules.
- Resist Fire. As second level Cleric spell in classic rules.
- Speed. Adds +1 to a single character's Dexterity score, up to a maximum of 18. Duration is one round/level.
- Strength. Adds +1 to a single character's Strength score, up to a maximum of 18. Duration is one round/level.
- Striking. Makes one normal weapon do an additional 1d6 points of damage per attack. Duration is one encounter/battle.
- Wall of Smoke. Allows the Wizard to control and shape smoke, forming it into a wall that is useful for obscuring enemies' vision. Note that this spell does not create smoke, it simply allows the Wizard to control smoke from an existing fire. Duration is one Turn per experience level.
- Web. As the second level spell in the classic rules.
- Weaken Armor. Temporarily lowers a single target's Armor by one point. Duration is one battle.

Level Three:

- **Berserker.** Sends the caster into a berserk rage. The Wizard will score a Critical Hit on rolls of 19-20, do 1d8 damage on melee attacks, +1 to Armor due to ability to ignore minor wounds, ADVANTAGE on Strength, Constitution checks and saves against Charm, Fear, Hold, and Sleep spells. Duration is one battle and Wizard cannot cast spells, use Skills, or do anything except conduct melee attacks for the duration of the spell.
- **Blade Barrier (Minor).** Animates small weapons such as daggers, knives, and hatchets to create a stationary wall of whirling blades. Any creature passing through the wall takes 1d4 damage from each blade. The spell does not create the weapons out of thin air – they must be carried by the Wizard or his/her allies. The Wizard can animate one blade per level of experience. Duration is one turn per level of experience.
- **Enspell Arrow.** Can enchant one arrow or bolt with a spell, which will activate when the missile hits its target. For example, the caster could enspell an arrow with a Knock spell, which would activate when the arrow was fired at a door.
- **Flaming Weapon.** Caster enchants any weapon to burst into flames, allowing the wielder to deal an extra 1d4 fire damage for one round/experience level. Note that this includes bows, allowing the caster to fire flaming arrows.
- **Greater Shield.** Creates a magical barrier that provides two Armor against melee attacks and four Armor against missile attacks. Duration one encounter/battle.
- **Life Ward.** Temporarily gain one HP/experience level. The Wizard will lose an equivalent amount of points from their Constitution score when the spell ends, which are regained once the Battlemage rests.
- **Lightning Weapon.** Electrifies any weapon held by the caster, allowing them to deal an extra 1d4 electrical damage. Note that this includes bows, allowing the caster to fire electrified arrows. Duration is one round/experience level.
- **Magic Blade.** Creates a glowing, magical short sword out of thin air. The weapon has no Encumbrance and the Battlemage uses their INT bonus as their melee attack bonus rather than STR. Duration is one round/level.
- **Protection from Evil, 10' Radius.** As third level Magic-User spell in classic rules.
- **Summon Armor.** Allows the caster to send one non-magical suit of armor into an extra-dimensional space from which it can later be recalled, appearing as if out of thin air. Requires a successful d20 spell-casting roll to send the armor and a second d20 roll to recall it.
- **Summon Weapon.** Allows the caster to send one normal-sized (long sword, mace, etc.), non-magical weapon into an extra-dimensional space from which it can later be recalled, appearing as if out of thin air into the Wizard's hand. Requires a successful d20 spell-casting roll to send the weapon and a second d20 roll to recall it.
- **Sunder Armor.** Temporarily lowers a single target's Armor by two points. Duration is one encounter/battle.

Level Four:

- **Aura of Magic Resistance.** Adds +1 to saving throws vs. magic of all allies within 30' of the caster. Duration is one round/level.
- **Aura of Might.** Adds +1 to the attack rolls of all allies within 30' of the caster. Duration is one round/level.
- **Aura of Resistance.** Adds +1 to Armor of all allies within 30' of the caster. Duration is one round/level.
- **Blade Barrier (Major).** Animates larger weapons such as swords and axes to create a stationary wall of whirling blades. Any creature passing through the wall takes 1d6 damage for each blade. The spell does not create the weapons out of thin air – they must be carried by the Wizard or his/her allies. The Wizard can animate one blade per level of experience. Duration is one turn per level of experience.
- **Fireball.** As the third-level spell in the classic rules, but damage is 4d8.
- **Fortify Armor.** Temporarily augments a suit of armor, providing +2 damage reduction for a number of hits equal to the Battlemage's experience level.
- **Frost Weapon.** Caster enchants any weapon to strike with blood-chilling cold, allowing the wielder to deal an extra 1d6 cold damage for one round/experience level. Note that this includes bows, allowing the caster to fire freezing arrows.
- **Lightning Bolt.** As the third-level spell in the classic rules, but damage is 4d8.
- **Mass Disarm.** The caster uses magic to wrench the weapons out of an enemy force's hands. When cast, the opponents must make a Dexterity save to hang on to their weapon. Affects a total HD equal to or less than the Wizard's experience level.
- **Proof Against Fire.** As the second-level Resist Fire spell, but will save at +4 against magical fire and damage from such attacks is reduced by two HP/die.
- **Protection from Evil, 30' Radius.** As third level Magic-User spell in classic rules, but radius is extended.
- **Shield Wall.** Animates non-magical shields, spears, and pikes to create a stationary protective wall. Any creature trying to bash their way through will require three successive STR checks and suffer 2d6 damage per round. Requires a number of shields and weapons sufficient to fill 10'/experience level of the caster.

Level Five:

- Aura of Invincibility. Adds +2 to the attack rolls of all allies within 30' of the caster. Duration is one round/level.
- Aura of Fortification. Adds +2 to Armor of all allies within 30' of the caster. Duration is one round/level.
- Aura of Magic Protection. Adds +2 to saving throws vs. magic of all allies within 30' of the caster. Duration is one round/level.
- Aura of Resolve. Adds +2 to saving throws against Charm, Fear, Hold, and Sleep for all allies within 30' of the caster. Duration is one round/level.
- Cloudkill. As the fifth-level spell in the classic rules.
- Cone of Cold. As the fifth level spell in the classic rules.
- Frenzy. Causes a group of targets (total HD equal to or less than the Wizard's experience level) to go berserk. They will attack with +1 to hit and damage but must save vs. Wisdom or attack their closest ally.
- Ground Hammer. Summons a massive hammer made of arcane energy that can be slammed into the ground, causing a minor earthquake. Everyone within a 20' radius must save vs. Dexterity or be knocked prone. May also damage bridges and small dwellings.
- Mass Push. The caster uses magic to buffet an enemy force with a forceful push. When cast, the targets must make a Strength save to avoid being knocked prone, pushed into an obstacle or off a cliff, etc. Affects a total HD equal to or less than the Battlemage's experience level.
- Summon Magic Weapon. Allows the caster to send one magical weapon into an extra-dimensional space from which it can later be recalled, appearing as if out of thin air into the Wizard's hand. Requires a successful d20 spell-casting roll to send the weapon and a second d20 roll to recall it.
- Wall of Fire. As per the fourth-level spell in the classic rules.
- Wall of Ice. As per the fourth-level spell in the classic rules.

Level Six

- Arcane Blade. Creates a magical two-handed sword of arcane energy that moves and attacks of its own volition as if wielded by the caster (1d6 damage). Duration is one round/level.
- Battering Ram. Creates a ram made of arcane energy, which can be used to smash a wall, gate, or portcullis. The ram can bash a number of times equal to the caster's experience level before disappearing.
- Catapult. Allows Caster to fling man-sized stones up to 100 yards/experience level. The Wizard can launch a number of stones equal to their experience level.
- Conjure Elemental. As fifth level Magic-User spell in the classic rules.
- Death Spell. As the sixth-level spell in the classic rules.
- Disintegrate. As the sixth-level spell in the classic rules.
- Mass Hold Person. Causes a large number of opponents with total HD equal to or less than twice the Wizard's experience level to save vs. Wisdom or be paralyzed as per the second level Clerical spell in the classic rules. The paralysis lasts for one round/experience level.
- Passwall. As fifth level Magic-User spell in the classic rules.
- Summon Arsenal. Allows the caster to send up to one normal weapon per level of experience into an extra-dimensional space from which it can later be recalled, appearing as if out of thin air. Requires a successful d20 spell-casting roll to send the weapons and a second d20 roll to recall them.
- Summon Magical Armor. Allows the caster to send one magical suit of armor into an extra-dimensional space from which it can later be recalled, appearing as if out of thin air onto the Wizard's body. Requires a successful d20 spell-casting roll to send the armor and a second d20 roll to recall it.
- Vampiric Weapon. Allows caster to drain enemy's life energies to increase their own vitality. On any successful melee attack, any damage inflicted is added to the Wizard's HP total. Duration is one round/level.
- Wall of Stone. As the fifth-level spell in the classic rules.

Wizard Path: Druid/Elemental Mage

These Wizards specialize in harnessing the power of the elements (earth, wind, water, and fire) and controlling natural flora and fauna, a form of magic often called Old Magick or Elder Magick. A Druid's arcane aura/nimbus reflects the spell being cast – it will be a green aura for nature-based spells, but will be fire, frost/water, earth, or air when casting elemental spells. Typical Minor Aspects include: radiating heat or cold; leaving no foot prints; eyes constantly changing color like a stormy ocean; alight breeze constantly playing about the Wizard's hair; wild animals approaching the Wizard as if they were a domesticated pet; the Wizard smells like the ocean, freshly turned earth, smoke, or a summer breeze. Druids have the following abilities:

- Druids have ADVANTAGE on all saves against elemental-related spells and effects.
- All nature and element-related spells are available one level earlier than would normally be the case for a Wizard (see the Druid spell list on the next page).

At 9th level Druids gain an animal companion or elemental familiar.

At 12th level Druids gain a Major Aspect equivalent to a permanent Resist Fire or Resist Cold spell.

Requirements:

CON 12. Must have Adept Skill. Must have completed one experience level using only nature- or elemental-based spells and come into possession of an elemental magic focus item (often an enchanted seashell, piece of driftwood, gem such as fire agate, or a staff made of petrified wood or wood that has been struck by lightning).

Tradeoffs:

Druids forego the level-related damage bonus to their magic attack. They cannot cast death-related spells (see Necromancer spell list). All non-nature or non-element-based spells (i.e. spells not on the Druid spell list) cost double spell points and cause DISADVANTAGE when trying to Charge or Counter such a spell.

Druid Spell List

Level One:

- Extinguish Flame. Allows caster to instantly snuff out a fire the size of a normal campfire. Does 2d8 damage to fire elementals or other flame-based creatures.
- Feather Float. Allows caster, an ally, or man-sized object to gently descend from heights of 10' per caster level.
- Fling Stones. Sends fist-sized and smaller stones flying at target, similar to Magic Missile spell, but does 1d8 damage.
- Flame Brand/Frost Band. Causes a weapon held by an adversary to become incredibly hot or cold, forcing an adversary to either drop the weapon or take 1d4 fire/frost damage each round.
- Ground Grab. Earth covers a single adversary's feet, holding them immobile. Save vs Dexterity to avoid. Effects one adversary per experience level of the Wizard.
- Levitate. As second level Magic-User spell in classic rules.
- Light. As first-level Magic-User spell in classic rules.
- Protection from Animals. Will keep non-magical animals from attacking the caster. Duration is one turn/experience level.
- Read Magic. As first-level Magic-User spell in classic rules.
- Resist Cold. As first level Cleric spell in classic rules.
- Resist Fire. As first level Cleric spell in classic rules.
- Snake Charm. As second level Cleric spell in classic rules.
- Speak With Animal. As second level Cleric spell in classic rules.
- Water propulsion. Allows the caster to propel themselves through or under water at double normal swimming speeds.

Level Two:

- Air Grab. Can use the wind to bring any visible item (weighing 5 – 10 lbs.) into the caster's grasp.
- Charm Animals. Similar to the Charm Person spell, but works only on animals (non-magical).
- Flaming Weapon. Caster enchants any weapon to burst into flames, allowing the wielder to deal an extra 1d4 fire damage for one round/experience level.
- Fly. As third level Magic-User spell in classic rules.
- Ice Blast. Causes an area 30' in circumference to be hammered with intense cold and pounding hailstones, inflicting 1d8 damage to all creatures within the area. Save vs. Dexterity for half damage.
- Icy Footing. Creates difficult terrain. Save vs. Dexterity or fall prone (attacked with ADVANTAGE).
- Gust of Wind. As third level Magic-User spell in classic rules.
- Hold Animal. Allows caster to paralyze any non-magical animal.
- Scry. Allows caster to use a small pool of water to cast clairvoyance.
- Skin of Stone. Affixes earth and stone to caster's garments, providing equivalent to two Armor of protection. Duration is one round/level.
- Snake Charm. As second level Cleric spell in classic rules.
- Speak With Animals. As second level Cleric spell in classic rules.
- Summon Minor Elemental. As fifth level Magic-User spell in classic rules, but elemental is only 3' tall, has three HD, two Armor, and does 1d6 damage.
- Water Breathing. As third level Magic-User spell in classic rules.

Level Three:

- Create Water. As fourth level Cleric spell in classic rules.
- Dehydrate. Sucks out moisture from a living person or plant. Causes 2d8 damage or 4d8 to water elementals or water-based creatures.
- Drown. Fills the lungs of a single adversary with water. Target must save vs. Constitution or die in 1d6 rounds.
- Fireball. As third level Magic-User spell in classic rules, but does 4d8 damage.
- Growth of Animals. As third level Cleric spell in classic rules.
- Growth of Plants. As fourth level Magic-User spell in classic rules.
- Ice Shards. Allows the caster to shoot jagged shards of ice that cause 4d8 damage to all targets within a 30' circular area.
- Lightning Bolt. As third level Magic-User spell in classic rules, but does 4d8 damage.
- Mass Water Propulsion. Allows Druid to cast Water Propulsion on a number of allies equal to their experience level.
- Protection from Animals, 10' Radius. Will keep non-magical animals from attacking. Duration is one turn/experience level.
- Shell of Hearing. Allows caster to use a large sea shell to cost Clairaudience.
- Speak with Plants. As fourth level Cleric spell in classic rules.
- Sticks to Snakes. As fourth level Cleric spell in classic rules.
- Wall of Fire/Ice. As fourth level Magic-User spell in classic rules, but does 1d8 damage.

Level Four:

- Animal Form. Allows caster to polymorph themselves into the shape of any non-magical animal that they have previously seen.
- Animate Tree. Causes a single tree to animate and attack as if it were a Treant. Duration is one encounter/battle.
- Conjure Elemental. As fifth level Magic-User spell in classic rules.
- Create Food. As fifth level Cleric spell in classic rules.
- Flame Strike. As fifth level Cleric spell in classic rules.
- Flame Talk. Allows caster to use any fire as a means of transmitting messages and communicating. Requires a torch-sized flame for distances up to 10 miles or a good-sized campfire for distances up to 100 miles.
- Hallucinatory Terrain. As fourth level Magic-User spell in classic rules.
- Insect Plague. As fifth level Cleric spell in classic rules.
- Massmorph. As fourth level Magic-User spell in classic rules.
- Shift Ground. Causes a patch of ground 10'x10'/experience level to shift and undulate, creating uneven footing. Movement is slowed, all melee at DISADVANTAGE.
- Transmute Rock to Mud. As fifth level Magic-User spell in classic rules.
- Wall of Stone. As fifth level Magic-User spell in classic rules.

Level Five:

- Channel Elemental Strength. Allows the caster to tap into elemental forces to make any d20 spell-casting roll with ADVANTAGE, doubles the damage/spell effect roll, and allows the druid to replenish $1d8 + \text{INT}$ bonus spell points. Requires access to a set of standing stones or other elemental place of power, such as a waterfall, unspoiled mountain stream, ancient redwood glade, or natural rock formation.
- Control Weather. As sixth level Magic-User spell in classic rules.
- Lower Water. As sixth level Magic-User spell in classic rules.
- Insect Plague. As fifth level Cleric spell in classic rules.
- Move Earth. As sixth level Magic-User spell in classic rules.
- Part Water. As sixth level Magic-User spell in classic rules.
- Stone to Flesh. As sixth level Magic-User spell in classic rules.

Level Six:

- Aerial Servant. As seventh level Cleric spell in classic rules.
- Animate Forest. As the fourth level Animate Tree spell, but can animate one tree per experience level.
- Command Weather. As the Control Weather spell, but range is one-mile radius of the caster.
- Conjure Greater Elemental. As the traditional spell, but the summoned elemental will be a champion of its kind, with 18 HD and 4d8 damage.
- Earthquake. As sixth level Cleric spell in classic rules.
- Lightning Fury. Causes 1d8 bolts of lightning to strike down from the sky, each capable of hitting a different target, and each causing 4d8 damage.
- Wind Walk. As seventh level Cleric spell in classic rules.

Wizard Path: Illusionist

These Wizards specialize in misdirection and creating magical images the way a great artist uses paint. An Illusionist's arcane aura/nimbus is yellow. Typical Minor Aspects include: casting no reflection in a mirror, or casting a reflection that is different from their actual appearance; ability to perform sleight-of-hand tricks (pull coins from ears, perform card tricks, etc.); clothes appear to change color with the Illusionist's mood; or can store a seemingly endless amount of insignificant items up their shirt sleeves. Illusionists have the following abilities:

- Illusionists have ADVANTAGE on all saves against illusion-type spells and effects.
- All illusion-type spells are available one level earlier than would normally be the case for a Wizard (see the Illusionist spell list on the next page).

At 9th level Illusionists can automatically Detect Invisible at will.

At 12th level, Illusionists gain a Major Aspect that allows them to be protected by a permanent spell of Displacement.

Requirements:

INT 16, CHR 13. Must have Counterspell Skill. Must have gained one level using only illusion-type spells and come into possession of a grimoire of illusionist magic and/or an illusionist focus item (often a wand).

Tradeoffs:

Illusionists forego the level-related damage bonus to their magic attack. Non-illusion type spells (i.e., those not on the Illusionist spell list) cost double spell points and cause DISADVANTAGE when trying to Charge or Counter such a spell.

Illusionist Spell List

Level One:

- Detect Invisible. As second level Magic-User spell in classic rules.
- Displacement. Makes the caster appear as if they were 3' away from their actual location. Adds protection equivalent to two Armor to melee attacks and three Armor to missile attacks due to the difficulty of landing a clean blow upon the caster. Duration is one round/experience level.
- Light. As first level Magic-User spell in classic rules.
- Disguise Self. Allows caster to make minor alterations to their physical appearance/clothing.
- Invisibility. As second level Magic-User spell in classic rules.
- Mirror Image. As second level Magic-User spell in classic rules.
- Phantasmal Force. As second level Magic-User spell in classic rules.
- Read Magic. As first-level Magic-User spell in classic rules.
- Ventriloquism. As second level Magic-User spell in classic rules.

Level Two:

- Flashbang. Fills an area 10' circumference with intense flashing lights and extremely loud noise that causes all creatures within to save vs. Constitution or be stunned for 1d4 rounds.
- Continual Light. As second level Magic-User spell in classic rules.
- Detect Illusions. Adds one ADVANTAGE dice to the Illusionist's likelihood of detecting illusions. Duration one turn/experience level.
- Detect Invisible 10' Radius. Allows all allies with 10' of the caster to Detect Invisible for one round/level.
- False Death. Allows caster to slow their heart rate and breathing to imperceptible levels and causes a deathly pallor. Duration is one Turn/experience level.
- Invisibility 10' Radius. As third level Magic-User spell in classic rules.
- Dispel Illusions. Allows the Illusionist to attempt to dispel illusions as if casting the third-level spell Dispel Magic.
- Transfiguration. Makes the caster appear to be garbed in pure white and give off an incandescent glow.
- Triggered Illusion I. Allows the caster to set any first level Illusion spell to be triggered when a simple object is moved or touched. For example, a Light spell could be set to trigger upon the opening of a door or book, or Ventriloquism could be triggered by stepping upon a flagstone. Duration of the trigger is 24 hours and the spell point cost is the sum of casting both spells. Only one Triggered Illusion may be active at a time.

Level Three:

- Disguise Alignment. Allows the caster to disguise their true nature from spells such as Detect Evil and ESP. Duration is one hour/level.
- Globe of Illumination. Creates a globe of light, roughly 12" in diameter that will move as mentally directed by the caster. The globe gives off illumination equivalent to a lantern and moves 60' round. Range is line of sight, and duration is one hour/experience level.
- Improved Invisibility. Allows the caster to remain invisible even after conducting an attack. Duration is one round/experience level.
- Improved Phantasmal Force. As second level Magic-User spell in classic rules, but illusions will persist, appearing to taking wounds if hit, and will not disappear until the duration ends or the Illusionist dispels the phantasm, even if the Illusionist casts another spell or is attacked. Duration is one round/experience level.
- Massmorph. As fourth level Magic-User spell in classic rules.
- Mass Disguise. As per the first level spell, but allows the caster to make minor alterations to the physical appearance and clothing for a number of allies equal to half the caster's experience level (e.g., an 8th level Illusionist could Disguise up to four allies).

- Mass Mirror Image. As second-level Magic User spell, but creates Mirror Images for a number of allies equal to half the caster's experience level (e.g., an 8th level Illusionist could create Mirror Images for up to four allies).
- Mass Displacement. As first level spell, but casts Displacement on a number of allies equal to half the caster's experience level (e.g., an 8th level Illusionist could cast Displacement effect on up to four allies).
- Mirror Horde. As second-level Magic User spell, but creates one Mirror Image of the caster for each level of experience.

Level Four:

- Auditory Illusion. As the Ventriloquism spell, but the Illusionist can create any sound (a dragon's roar, a rowdy crowd, a band of musicians). Range is line of sight, and duration is one round/level.
- Mirror Message. Magically links two mirrors, such that the caster can see through and hear anything within range of the mirrors, using one mirror as a "window" to the second. Range is unlimited, and duration is one day/level.
- Hallucinatory Terrain. As fourth level Magic-User spell, but range is doubled.
- Phantasmal Cloak I. Creates an illusory, stationary replica of the caster while making the Illusionist Invisible as per the spell. This allows the Illusionist to perform simple misdirections such as appearing to remain seated at a table while actually sneaking away under a veil of invisibility. Duration is one round/level of experience.
- Reflect Spell. Creates an arcane mirror that can reflect spells back at the caster.
- Reveal Invisible. Disperses all invisibility and displacement effects or spells within 100 yards of the caster.
- Skyfire. Allows the caster to create an illusory show of fire and light hundreds of feet in the air. The spell does no damage, but will be visible for miles in every direction.
- Terrifying Visage. Alters the perceptions of all targeted creatures within 30' so that they view the Illusionist as whatever monster or being they fear most, causing them to flee as per the Fear spell if they fail a saving throw. Note that each individual may view the Illusionist differently, depending upon their greatest fear.
- Triggered Illusion II. Allows the caster to set any second- or third-level Illusion spell to be triggered when a simple object is moved or touched. For example, an Invisibility 10' Radius spell could be set to trigger when a sword is drawn, or Improved Invisibility when the hood of a cloak is raised. Duration of the trigger is 24 hours and the spell point cost is the sum of casting both spells. Only one Triggered Illusion may be active at a time.

Level Five:

- Blink. Allows the Illusionist to mimic the abilities of a blink dog, making it appear as if they are rapidly teleporting within a 30' radius to attack an adversary and "blink" away. On any round in which their target fails a saving throw, the Illusionist can attack and disappear before they defender can counter-attack. Duration is one encounter/battle.
- Glamor. Alters the appearance of an area up to one acre/level to create an extremely beautiful and inviting appearance. Thus, a simple pond could be made to appear as if it were an idyllic oasis, or a shabby hillfort could appear as a majestic castle. Any being of evil alignment will be repelled by the vision, and must make a saving throw to approach the area. Duration is 24 hours.
- Gloom. Alters the appearance of an area up to one acre/level to create an extremely gloomy and foreboding appearance. Thus, a simple stand of trees could be made to appear as if it were a dark, primeval forest, or a stone tower could appear as creepy, haunted ruin. Any being of non-evil alignment must make a saving throw to approach the area or they will be repelled by fear. Duration is 24 hours.
- Phantasmal Power. As the second-level Magic User spell in the classic rules, but this illusion can actually kill. If the victim fails a saving throw vs. spells, their brain will be convinced that death has occurred and begin shutting down basic biological functions such as breathing and beating of the heart.
- Projected Image. As sixth level Magic-User spell in classic rules.

- Spectral Horror. Creates an illusion of a ghostly apparition that is so horrifying that all living beings within sight must save or flee in fear. Range is line of sight and duration is one round per level (although only one saving throw is required).
- True Seeing. As fifth level Cleric spell in classic rules.

Level Six:

- Fantastic Illusion. Allows the Illusionist to alter the appearance of a large area of terrain or several structures, up to one acre/level. The illusory area can be made to appear as any type of terrain or building, such a desert, forest, hills, a palace, village, etc. Duration is one hour/level.
- Magic Door. Allows the Illusionist to teleport through any door known to them. Thus, the Illusionist could cast the spell, open a door in their home, step through, and exit from a doorway in a dungeon dozens of miles away.
- Mass Invisibility. Allows Illusionist to cast Invisibility on a number of creatures equal to their experience level.
- Mass Phantasmal Cloak. Creates an illusionary, stationary replica of one creature per experience level of the caster, while making the targets Invisible as per the spell. This allows the Illusionist to perform simple misdirections such as allowing a group of people to remain seated at a table while actually sneaking away under a veil of invisibility. Duration one round/level.
- Perpetual Illusion. Can be cast on any phantasmal or illusory spell of levels 1-4 (i.e., Disguise Self, Phantasmal Force, Triggered Illusion I/II, Auditory Illusion, Hallucinatory Terrain, Massmorph, Mass Disguise, Phantasmal Cloak I) to make that spell permanent unless dispelled. Spell point cost is the sum of both spells.
- Phantasmal Cloak II. Creates an illusionary replica of the caster that can move and perform simple, non-committal verbal noises ("hmm," "un-huh," "ya") while making the Illusionist Invisible as per the spell. This allows the Illusionist to perform simple misdirections such as appearing to walk and carry on a conversation while actually sneaking away under a veil of invisibility. Duration is one round per experience level.
- Triggered Illusion III. Allows the caster to set any fourth- or fifth-level Illusion spell to be triggered when a simple object is moved or touched. For example, Reflect Spell could be set to trigger when a sword is drawn, or Phantasmal Cloak I when the Illusionist turns a ring worn upon their hand. Duration of the trigger is 24 hours and the spell point cost is the sum of casting both spells.

Wizard Path: Mindmage

These Wizards specialize in using mind-based magic, especially magic that involves telekinesis and telepathy. A Mindmage's arcane aura/nimbus is iridescent white. Typical Minor Aspects include: ability to manipulate small objects with their mind, such as spinning coins or bending spoons; small items (pebbles, leaves, twigs) will swirl around the Mindmage's head when they are concentrating or lost in thought; a tendency to finish other's sentences for them; or the image of a third eye appears on their forehead. Mindmages have the following abilities:

- Mindmages have ADVANTAGE on all saves against spells and magic items that effect the mind.
- All mind-based spells are available one level earlier than would normally be the case for a Wizard (see the Mindmage spell list on the next page).

At 9th level gain one Wizard Skill.

At 12th level Mindmages gain a Major Aspect that makes them immune to Charm and Fear spells.

Requirements:

INT 16. Must have Loremaster Skill. Must have gained one level using only mind-related spells and come into possession of a Mindmage focus item (often a gem or circlet).

Tradeoffs:

Mindmages forego the level-related damage bonus to their magic attack. Non-mind related spells (i.e., those not on the Mindmage spell list) cost double spell points and cause DISADVANTAGE when trying to Charge or Counter such a spell.

Mindmage Spell List

Level One:

- Cause Fear/Remove Fear. As first level Cleric spell in classic rules.
- Charm Person. As second level Magic-User spell in classic rules.
- Detect Evil. As first level Cleric spell in classic rules.
- ESP. As second level Magic User spell in classic rules.
- Floating Disc. per first level Magic User spell in classic rules.
- Know Alignment. As second level Cleric spell in classic rules.
- Levitate. As second level Magic User spell in classic rules.
- Psychic Scream. Overwhelms target's mind with a blast of mental "static," forcing a save vs. Intelligence or become stunned for 1d6 rounds.
- Read Magic. As first-level Magic-User spell in classic rules.
- Shield. Creates a telekinetic barrier around the caster. Provides protection as first level Magic User spell in classic rules.
- Sleep. As first level Magic User spell in classic rules.
- Speak With Animal. As second level Cleric spell in classic rules.
- Psychic Shield I. Grants the caster one additional ADVANTAGE die on saves against mind- based attacks.
- Telepathic Link I. Creates a telepathic link between the Mindmage and an ally, allowing them to communicate silently and instantaneously by transmitting their thoughts. Duration is one turn per experience level.

Level Two:

- Charm Animal. As second level Cleric spell in classic rules.
- Command. Allows Mind-Mage to command target to engage in a single, simple action, such as "flee," "sleep," or "fall." A target cannot be commanded to "die". A saving throw negates the effect.
- Clairvoyance. As third level Magic User spell in classic rules.
- Detect Lie. As fourth level Cleric spell in classic rules.
- Hold Person. As third level Magic User spell in classic rules.
- Knock. As second level Magic User spell in classic rules.
- Locate Object. As third level Cleric spell in classic rules.
- Minor Telekinesis. As fourth level magic User spell in classic rules but allows caster to levitate and slowly move weights of up to 100 gp (or four Items)/experience level.
- Protection From Normal Missiles. As per fourth level Magic User spell in classic rules.
- Post-cognition. Allows the Mindmage to "read" the recent history of an inanimate object, revealing images and sensations. The Mindmage can generate fairly detailed readings of the object's history up to one previous day/experience level (e.g., picture of any person who touched the object), less specific readings up to one previous month/experience level (e.g., the object's surroundings, how long it has been in its current location), and vague readings up to one year per experience level (e.g., sensation of evil/good, warm/cold).
- Psychic Shield II. Allows the Mindmage to cast Psychic Shield I on a single ally. Duration is one turn per experience level.

Level Three:

- Awareness. The Mindmage's sense of perception extends 360 degrees, making it virtually impossible to surprise them and allowing them to see and fight in the dark with no penalty. This does make them more vulnerable to sensory overload - the caster will receive no saving throw against blinding, deafening, or smell attacks. Duration is one turn per experience level.
- Clairaudience. As fourth level Magic User spell in classic rules.
- Charm Monster. As fourth level Magic User spell in classic rules.
- Confusion. As fourth level Magic User spell in classic rules.

- Latent Suggestion. Allows the caster to plant a post-hypnotic suggestion in the mind of a single creature. Thus, a guard could be made to fall asleep every time he hears a certain word. The target is allowed a saving throw during the initial casting, but if failed, the effect is permanent until dispelled.
- Ordered Thoughts. Allows Mindmage to reduce their accumulated INSANITY POINTS by 1d8.
- Psychic Leech I. Allows caster to drain mental strength from an adversary, reducing their spell points by 1d8. A successful save vs. Intelligence negates the effect.
- Psychic Surgery I. Allows the caster to heal themselves of cuts and bruises, up to 1d8 HP.
- Pyrokinesis. Allows the Mindmage to control and shape (but not generate) fires, causing fire to spread faster, to extinguish, or to be used as a means of attack. The fire from a torch could be used as a Magic Missile (1d8 damage), while the fire from a large bonfire could be used as a Fireball Spell (4d8 damage).
- Telepathic Link II. Creates a telepathic link between the Mindmage and a number of allies equal to their experience level, allowing them to communicate silently and instantaneously by transmitting their thoughts. Duration one turn per experience level.
- Transpose Minds. Allows the caster to place their mind in the body of an ally. The Mindmage will have the physical abilities (STR, DEX, CON and HP) of their ally and be able to cast spells (although penalties for wearing Armor will apply).
- Wizard Eye. As fourth level magic User spell in classic rules.

Level Four:

- Magic Jar. As fifth level Magic User spell in classic rules.
- Mass Sleep. As first level Magic User spell, but affects up to 1d8 HD/experience level.
- Mass Suggestion. Allows the caster to simultaneously sway the minds of a number of creatures equal to their own experience level. The targets are not Charmed or mind-controlled, but can be made to believe plausible suggestions (e.g., "These are not the halflings you are looking for," or "Your lord asked me to enter his treasure vault and count his gold.").
- Protection from Scrying. Allows the caster to block all attempts to spy on them via Crystal Balls or spells such as Clairvoyance, Clairaudience, and Wizard Eye. Effectively renders an area 10' around the Mindmage invisible and inaudible to such spells. Duration one turn/level.
- Psychic Surgery II. Allows the caster to heal another's cuts and bruises, up to 1d8 HP.
- Psychic Shield III. Allows the Mindmage to cast Psychic Shield I on a number of allies equal to their experience level. Duration is one turn per experience level.
- Psychic Sword. Creates a glowing sword made of pure mental energy that ignores Armor. Upon a successful melee attack, the sword does no physical damage, but reduces target's Intelligence by 1d8. If Intelligence is reduced to zero, the target is inflicted with a Feeblemind spell (no saving throw). Duration is one round per experience level.
- Psychic Wail. Overwhelms the mind of all creatures within a 20' radius with a blast of mental "static," forcing a save vs. Intelligence or become stunned for 2d8 rounds.
- Telekinesis. As fifth level Magic User spell in classic rules.
- True Seeing. As fifth level Cleric spell in classic rules.

Level Five:

- Alter Memory. Allows caster to permanently erase, alter, or create a single new memory in the mind of a single creature. The caster must be in the sight of the target or possess a personal item related to the memory. Note that this spell only affects one memory per casting of the spell. Thus, a chance encounter could be erased, or a minor detail altered, but changing memories about a long-term relationship would require dozens or hundreds of castings.
- Feeblemind. As sixth level Magic User spell in classic rules.

- Dream Weaver. Allows the caster to craft and implant dreams in the subconscious mind of a single creature. On its own, the dreams do not control the target's behavior or confer control, but can, over time, shape the perceptions and psychology of a creature. The caster must either be in direct view, have previously established a mental connection of some sort, or be in possession of a personal item belonging to the target.
- Ordered Thoughts II. Allows Mindmage to remove 1d8 INSANITY POINTS from one person.
- Psychic Leech II. Allows caster to drain mental strength from an adversary and add it to their own mind, reducing their adversary's spell points by 1d8 and increasing their own spell points by an equivalent amount. A successful save vs. Intelligence negates the effect.
- Telekinetic Assault. Allows the Mindmage to move small objects (10 lbs. or less) at incredible speeds, making them useful as clubs, missiles, or simple stabbing weapons. The Mindmage can control one object per experience level, and each object can inflict 1d8 damage. Duration is only one round.
- Telekinetic Wall. Creates a stationary wall of telekinetic force, similar to the classic Wall of Stone spell, except that the Telekinetic Wall does not require any physical supports.
- Terror. Allows caster to affect a number of adversaries equivalent to their experience level with a Fear spell (as first level Cleric spell in classic rules).

Level Six:

- Astral Spell. As seventh level Cleric spell in classic rules.
- Erase Memory. This spell permanently erases a target's memories. They will function as a normal person of their physical age but have no recollection of previous experiences or relationships.
- Mind Fortress. The spell makes the caster virtually immune from any form of mind-based spells such as Charm Person, ESP, or Feeblemind, granting them a +1 bonus/level to saves vs. such spells. Duration is one round per experience level.
- Psychic Bow. As Psychic Sword spell, but can be used at normal missile ranges. Duration is one round per experience level.
- Psychic Surgery III. Allows the caster to heal 2d8 HP of damage and repair some INJURIES. It will heal scars, torn tendons, and broken bones, but cannot replace or regenerate lost limbs.
- Pyrokinetic Mastery. As the third level spell, but allows the caster to actually generate fire, thus enabling them to cast flame-based spells such as Fireball without having a source of fire present.
- Remove Disorder. Allows Mindmage to completely remove one mental DISORDER.
- Telekinetic Mastery. Allows caster to levitate and move slowly weights up to 100 pounds per experience level.

Wizard Path: Necromancer

The character joins the dark brotherhood that engages in the foulest of magicks to solve the mysteries of death. Necromancers study, control, cavort with, and consume undead creatures. When a character becomes a Necromancer, their alignment shifts one point toward Chaos/Evil and they automatically gain one MINOR CORRUPTION. A necromancer's Aura/nimbus is sickly green. Typical Minor Aspects include: shadows seem to deepen around the Necromancer; remnants of any food or drink will be rotten or spoiled; insects that land on the Necromancer will instantly die; give off a faint rotting smell; blood is black; or voice becomes extremely hoarse and raspy. Necromancers have the following abilities:

- The ability to control undead (as per the Crusader's Turn ability, but undead are treated as charmed rather than turned). They can also oppose a Crusader's attempt to Turn undead.
- Immune to Fear and Insanity caused by undead.
- ADVANTAGE on all saves against spells and effects that are death-related.
- All death-related spells are available one level earlier than would normally be the case for a Wizard (see the Necromancer spell list).
- Necromancers can perform a Morbid Graft, replacing lost limbs with a limb from a zombie or skeleton. It takes one day to perform the Graft and Grafted limbs will last one week per level of experience before they rot away.
- They also gain the ability to Cheat Death by saving vs. Intelligence instead of Constitution when reduced to zero HP.

At 9th level, Necromancers automatically gain one MAJOR CORRUPTION and shift another point toward Chaos/Evil. They can use Morbid Graft to attach ghoulish hands, which allows them to paralyze opponents as a ghoul. They also gain the ability to Pierce the Veil, gaining one XP (or 10% of the amount needed to advance to the next experience level if using normal experience rules) every time they are reduced to negative HP.

At 12th level, Necromancers automatically gain one additional MAJOR CORRUPTION and shift another point toward Chaos/Evil. They can use Morbid Graft to replace their own hands with those of a wight, which allows them to drain one level of experience as a wight. They gain a Major Aspect that allows them to either Putrefy Food and Water at will or be under the effect of a permanent Protection From Good spell.

Requirements:

Cannot be Lawful/Good. Must have Battlefield Surgeon Skill. Must have come into possession of a necromantic tome or focus item (often the skull of a lich or powerful necromancer).

Tradeoffs:

Necromancers forego the level-related damage bonus to their magic attack. They cannot cast spells dealing with light, nature, or fire, and save with DISADVANTAGE against such spells. All other non-death related spells (i.e., those not on the Necromancer spell list) cost double spell points and cause DISADVANTAGE when trying to Charge or Counter such a spell.

Necromancer Spell List

Level One:

- **Animate Hands.** Allows the Necromancer to animate the amputated hands of recently deceased or living creatures. The hands will obey the caster until they are destroyed or dispelled by a Crusader or Dispel Magic Spell. This spell animates one hand for every experience level of the Necromancer. Animated Hands have one HP. They can be used to perform small tasks, such as retrieving objects or throwing a switch. Several hands working in conjunction can grab a man-sized creature, ruining its concentration if it is attempting to cast a spell or fire a missile weapon. The hands scuttle across floors similar to a crab and can move 10'/round.
- **Cause Light Wounds.** As first level Cleric spell in classic rules, but causes 1d8 damage.
- **Cause Fear/Remove Fear.** As first level Cleric spell in classic rules.
- **Blight.** As second level Cleric spell in classic rules.
- **Bone Bolt.** Allows caster to magically fire a sharpened bone in a manner akin to a Magic Missile.
- **Darkness.** As first level Magic-User spell in classic rules.
- **Detect Good.** As first level Cleric spell in classic rules.
- **Fear.** As first level Cleric spell in classic rules.
- **Ghoul's Grasp.** Allows the Necromancer to paralyze opponents by touch as if they were a ghoul. Duration is one attack/experience level.
- **Protection from Good.** As first level Cleric spell in classic rules.
- **Read Magic.** As first-level Magic-User spell in classic rules.
- **Protection From Undead.** Circles the caster with a magic barrier that adds one to their saving throws and subtracts one from enemies' d20 attack rolls when facing undead.
- **Putrefy Food and Water.** As the first level Cleric spell in classic rules.

Level Two:

- **Animate Dead Animals.** Allows the Necromancer to animate the bodies of recently deceased normal animals (up to horse or bear-sized). The animated animals will obey the caster until they are destroyed or dispelled by a Crusader or Dispel Magic spell. The spell animates one HD of skeleton or zombie animals for every experience level of the Necromancer. Skeletal animals have two Armor and the same Hit Dice as the original creature. Zombie animals have 1 Armor and one more Hit Dice than the living creature had.
- **Animate Skeleton.** Allows the Necromancer to animate the bones of one man-sized creature. It attacks as a one HD monster and has two Armor.
- **Animate Zombie.** Allows the Necromancer to animate the corpse of one man-sized creature. It attacks as a two HD monster and has one Armor.
- **Bone Armor.** Allows the Necromancer to attach bones to the exterior of their body, providing the equivalent of one Armor protection for a number of hits equal to their experience level. The spell lasts until the bones are destroyed.
- **Cause Moderate Wounds.** As second level Cleric spell in classic rules.
- **Charm Undead.** As the first level Magic User Charm Person spell, but only affects undead.
- **Continual Darkness.** As second level Magic-User spell in classic rules.
- **Feign Death.** Allows caster to enter a death-like state for up to one day/level. The Necromancer will neither move, breathe, nor feel pain, and will take on a corpse-like pallor.

- **Ghast Breath.** Allows the caster to exude a stinking cloud as if they were a ghast. The cloud of carrion stench causes everyone within a 10' radius to save versus Constitution or be overcome with retching and nausea. Those who make the save will attack at -2 penalty on their d20 attack rolls.
- **Protection from Good 10' Radius.** As third level Cleric spell in classic rules.
- **Skull Ward.** Allows caster to enchant and place a skull that will act as an alarm system. The Necromancer will be alerted whenever something approaches within 10' of the skull, and will then be able to see through the eyes of the skull and speak through its mouth (but not cast spells through it). The skull can be placed up to 100' feet away per level of experience.
- **Shadow Shroud.** Allows the Necromancer to hide in Shadows as a Thief of equal level.
- **Spirit Float.** Allows the Necromancer to summon several minor spirits that will work in concert to retard a fall or jump, providing benefits equivalent to a Feather Fall spell.

Level Three:

- **Animate Dead.** As fifth level Magic User spell in classic rules.
- **Animate Head.** Allows the Necromancer to animate the head of one recently deceased humanoid creature. The head cannot move or attack, cast spells or use any special abilities, but will answer questions and converse with the Necromancer until destroyed or dispelled by a Crusader or Dispel Magic spell.
- **Bone Strength.** Can be used to attach enchanted bones to a single person's arms and legs, allowing them to augment their physical strength with that of the deceased (+2 to Strength score). It takes two rounds to cast the spell, place the bones, and allow them to fuse themselves to the wearer. The spell lasts for one turn per level of experience.
- **Cause Disease.** As third level Cleric spell in classic rules.
- **Exploding Zombie.** Animates one zombie as per the level two spell, but the zombie will release a Stinking Cloud when destroyed.
- **Exploding Skull.** Enchants a skull with negative energy, allowing the Necromancer to throw it as a grenade weapon. The skull will explode with bone and teeth fragments, doing 2d6 damage to all living targets within a 20' radius.
- **Ghost Armor.** Allows the Necromancer to attach spectral energy to themselves, becoming partially ethereal and providing the equivalent of two Armor for a number of hits equal to their experience level. The spell lasts until the Ghost Armor is destroyed.
- **Infravision.** As third level Magic User spell in classic rules.
- **Ghoul Form.** Allows the Necromancer to shape-change into a ghoul. As a ghoul, the Necromancer cannot cast spells and is vulnerable to Turning by a Crusader, but they can only be struck by silver or magical weapons and have the paralyzing touch of a ghoul. Duration is one round/level of experience.
- **Hold Undead.** As the classic Hold Person spell but affects only undead creatures.
- **Last Thoughts.** Allows the Necromancer to "read" the mind of a recently deceased individual by consuming parts of their brain. The caster can "see" one minute prior to the individual's death per level of experience, and can "read" the minds of corpses that are one day old/experience level.
- **Sanctuary from Undead.** Renders the Necromancer essentially invisible to skeletons, zombies, ghouls, wights, and wraiths. The Necromancer can pass by such creatures unmolested as long as they take no aggressive action. Duration is one turn/level of experience.
- **Skin Mask.** Allows the Necromancer to attach the face of a corpse over their own visage. If the corpse has been deceased less than 12 hours, this can provide a reasonable disguise.

Level Four:

- Animate Dead II. Allows the Necromancer to re-animate freshly killed humanoids as ghouls. The ghouls will obey the caster until they are destroyed or dispelled by a Crusader or Dispel Magic spell. The spell animates one HD of ghouls for every experience level of the Necromancer. Ghouls have one Armor and one more Hit Dice than the living creature had.
- Cause Serious Wounds. As fourth level Cleric spell in classic rules, but causes 2d8 damage.
- Cloud Kill. As fifth level Magic-User spell in classic rules.
- Create Undead Horror. Allows the Necromancer to merge multiple corpses into one undead abomination. The horror will have one HD for each corpse used in its creation, up to one corpse/level of experience.
- Death Vision. Allows the Necromancer to see through the eyes of any undead under their control.
- Drain Undead. Allows the Necromancer to replenish their spell points by draining the negative energy from undead. The Necromancer must first make a successful d20 roll to Control the undead. If successful, the caster gains 1d4 spell points (up to their spell point maximum) per HD of controlled undead, which will subsequently crumble into dust.
- Exploding Skeleton. As the Animate Skeleton spell, but when destroyed, the skeleton will explode in a shower of jagged bone fragments, causing 1d8 damage to all within a 10' radius.
- Finger of Death. As fifth level Cleric spell in classic rules.
- Lesser Bone Golem. Allows the Necromancer to use the bones of one skeleton per level of experience to craft a bone golem that will have one HD for each skeleton used in its construction. The golem can obey simple commands and will last until destroyed or turned by a Crusader.
- Magic Jar. As fifth level Magic User spell in classic rules.
- Protection from Good, 30' Radius. Circles the caster with a magical barrier that protects all allies within 30' from good-aligned attacks by adding one to their saving throws and subtracting one from good opponents' d20 attack rolls.
- Vampiric Strike. Allows the Necromancer to drain life energy from a living target upon a successful melee attack, doing 1d8 damage (ignoring Armor) and adding the result to their own HP total (up to their HP maximum). Duration is one round/experience level or until one successful melee attack.
- Whither Plants. Destroys all plant life in an area up 10 sq. feet/level.

Level Five:

- Death Spell. As sixth level Magic User spell in classic rules.
- Dispel Good. Will banish any good-aligned creatures that comes within 30' if they fail a saving throw, causing them to immediately flee from the affected area. Alternatively, the spell can be cast against one creature, reducing its saving throw by -2. The spell lasts as long as the caster remains motionless and focused on maintaining the effect.
- Ghost Form. Allows the Necromancer to temporarily take on the form of an incorporeal spirit, allowing them to pass through walls, over water, and fly short distances. They may not cast spells while in Ghost Form, but their touch will cause Fear in all creatures with less than eight HD. Duration is one round per experience level.
- Ghoul's Glyph. Allows the Necromancer to inscribe an arcane symbol, roughly the size of an outstretched hand, upon a surface. Any living being that looks at, or steps on, the symbol, will be afflicted as if struck by a ghoul (save vs. Constitution or be paralyzed). The Glyph lasts for 13 hours or until triggered.
- Proof Against Level Drain. Makes the caster immune to the level-draining effects of powerful undead such as wights, spectres, and vampires. Duration is one encounter/battle.
- Rotting Curse. Infects one targeted creature with Mummy Rot, thus preventing magical healing and causing all wounds to take ten times as long to heal. The Curse lasts until 13 days have passed, at which point the victim dies, or until a Cure Disease spell is cast by a Crusader of a higher level than the Necromancer.

- **Skull of Spell Storing.** Allows Necromancer to imbue a skull with any spell of levels 1-3, which can be later be cast simply by holding the skull aloft, costing only a single spell point. Spells can be stored in this manner for up to 13 days.
- **Skull Totem.** Allows Necromancer to see, hear, and talk through an enchanted skull, as per the third level Skull Ward spell, but also enables the Necromancer to cast spells of up to third level through the skull as well.
- **Spectral Armor.** As the spell Ghost Armor, but provides protection equivalent to three Armor.
- **Spirit Spy.** Allows the caster to summon a minor undead spirit, which can pass through walls and doors, essentially providing the caster with the same benefits of a Wizard Eye spell.
- **Ruin.** Causes all structures within a 10 square yard/level area to fall into ruin over the next 13 days. Wooden walls and floors will rot, stones will buckle, and the buildings will become infested with insects and vermin, making them unfit for human habitation.
- **Transpose Mind.** Allows the Necromancer to move their mind into the body of a recently deceased (<24 hours) humanoid. This spell can only be cast in a ritual fashion and takes 1d8 hours to perform. The effect is permanent, although the new body will continue to rot at a slow rate, lasting one week per level of experience. This spell is useful for avoiding some of the most physically disfiguring effects of CORRUPTION, but does nothing to overcome insanity.
- **Vampiric Strike II.** Allows the Necromancer to drain life energy from a living target upon a successful melee attack, doing 2d8 damage (ignoring Armor) and adding the result to their own HP total (up to their HP maximum). Duration is one round/experience level or until one successful melee attack.

Level Six:

- **Animate Dead III.** Allows the Necromancer to re-animate a freshly killed humanoid as a wight. The wight will obey the caster until they are destroyed or dispelled by a Crusader or Dispel Magic spell. Wights have three Armor and two more Hit Dice than the living creature had.
- **Banshee's Wail.** Allows the Necromancer to wail as if they were a Banshee. All living creatures within 60' must save vs. Constitution or die.
- **Disintegrate.** As sixth level Magic-User spell in classic rules.
- **Fracture.** Causes the bones of all creatures in a 10 sq. foot area to break, inflicting 4d8 damage. A successful save vs. Constitution reduces the effect to excruciating pain and half damage.
- **Greater Bone Golem.** Allows the Necromancer to use the bones of two skeletons per level of experience to craft a bone golem that will have one HD for each skeleton used in its construction. The golem can obey simple commands and will last until destroyed or turned by a Crusader.
- **Mummification.** The Necromancer has learned how to create undead mummies. The spell takes 1d8 days and 1,000 gp per level/HD of the creature being mummified. Once complete, the mummy is under the permanent control of the Necromancer.
- **Protection from Normal Weapons.** The Necromancer temporarily becomes immune to all damage from non-magical weapons. Wounds caused by normal weapons will seep dust, or ooze a thin stream of black blood, but the Necromancer will not lose any HP. Duration is one encounter/battle.
- **Skull of Spell Absorption.** Through the use of a lengthy (13 hours) and expensive (1,000 gp/level of spell absorbing capacity) ritual, the Necromancer imbues a skull with the ability to absorb, and thus negate, any spell of first-fifth level. Skulls prepared in this manner will absorb a number of spell levels equivalent to the Necromancer's experience level and the skull will last until used.
- **Spirit Storm.** Summons forth a horde of deranged and evil spirits, which will swarm all living creatures in a 10 sq ft/level area. The spirits' wailing, whispering, and deathly caresses will cause all living beings in the area that fail a saving throw to become permanently insane and fall into a catatonic state. A successful saving throw reduces the effect to gaining 1d8 INSANITY POINTS.
- **Unhallowed Ground.** Must be cast at midnight on 13 successive nights. Causes an area 10 sq. yards per level to become imbued with negative power. All undead creatures in the area will be protected by Protection From Good Spell (-1 penalty to hit, +1 on saves) and all attempts to Turn them will be made with DISADVANTAGE. The effect is permanent unless a Bless or Dispel Evil spell is cast by a Crusader of higher level than the Necromancer.

- Vampiric Sigil. Allows the Necromancer to inscribe an arcane symbol, roughly the size of an out-stretched hand, upon a surface. Any living being that looks at, or steps on, the symbol, will be afflicted as if by the Vampiric Strike spell, suffering 2d8 HP damage that is transferred to the Necromancer's HP total. The Sigil lasts for 13 days or until triggered.
- Vampiric Strike III. As the Vampiric Strike II spell, but does 3d8 damage and anyone killed in this manner becomes a zombie under the Necromancer's control, rising 1d4 rounds after their death. Duration is one round/experience level or until one successful melee attack.
- Wight Form. Allows the Necromancer to shape-change into a wight. As a wight, the Necromancer cannot cast spells and is vulnerable to Turning by a Crusader, but they can only be struck by magical weapons and have the life-draining touch of a wight. Duration is one round per level of experience.

Wizard Path: Sorcerer

Some Wizards refuse to constrain their spell-casting to a rote list of common formulae, preferring instead to make up their own theorems as the need arises to create novel new arcane effects.

This approach to spell casting provides incredible flexibility, but is also extremely risky. When playing a Sorcerer, the player must describe what they want a spell to do, and the GM will assign a spell level. Sorcerer spells cast in this manner incur a -1 penalty on the d20 spell-casting roll for every two levels of the Sorcery spell (-1 for 1st and 2nd level spells, -2 for 3rd and 4th level, and -3 for 5th and 6th level). Due to the extremely unpredictable and dangerous nature of using magic in this fashion, a natural roll of 1-2 on d20 results in a MISCAST and a CORRUPTION check. However, Sorcerers do not require spell books or spell focus items.

A Sorcerer's arcane aura/nimbus is bright orange. Their Minor Aspect generally causes strange things to randomly happen unless the Sorcerer wills otherwise: tossed coins will land on their edge; animals will walk on their hind legs; fish will jump into a boat; etc.

At 9th level Sorcerers gain either the Adept or Counterspell Skill. The penalty for casting sorcerous spells is reduced by one (no penalty for 1st and 2nd level spells, -1 for 3rd and 4th level, and -2 for 5th and 6th level spells).

At 12th level Sorcerers gain either the Adept or Counterspell Skill. Their Major Aspect causes their eyes to take on a permanent orange glow and they can Detect Magic at will (no spell-casting required).

Requirements:

A huge set of brass ones. Must have Adept Skill. Must have Countered six spells and cast a spell using Charge at least six times.

Tradeoffs:

Sorcerers forego the level-related damage bonus to their magic attack and their spell attacks do 1d6 damage. They are treated as outcasts by other wizards, who view them as ticking time-bombs. Once a Wizard goes down the path of Sorcery, they cannot go back to casting spells in the traditional manner.

Wizard Path: Witch/Warlock

Although the common folk still refer to any creepy old woman as a “witch,” the technical definition among the schools of magic is a spell-caster who specializes in curses, charms, shape-shifting spells, and making bargains with evil beings from the underworld. A Witch’s arcane aura/nimbus is purple. Typical Minor Aspects include one of the following: a generally sinister air; milk curdles, wine turns, dogs whimper, babies cry, and small children run and hide in their presence; they give off a faint smell of brimstone; a sinister shaped wart or birthmark; they speak with two voices; or statues weep blood in their presence. They have the following abilities:

- Witches and warlocks gain a +2 to reaction rolls when dealing with demons and devils and are immune to fear and insanity effects caused by demons and devils.
- They gain ADVANTAGE on saving throws against all curses, charms, polymorphs, and spells dealing with other-planar powers.
- If they have a lock of hair, nail clippings, or other biological matter, the target of their spells have DISADVANTAGE on their saving throws.
- Witches and warlocks gain access to all shape-shifting spells, curses, polymorphs, and spells dealing with other-planar powers one level earlier than would normally be the case (see the Witch/Warlock spell list).
- Witches and Warlocks gain a familiar, typically an imp or minor demon that often takes the form of a black cat.
- They can make a Lesser Pact with a demon or devil, which allows them to Leash a minor demon or devil that will provide them with one of the following abilities in exchange for 66 years of service in the afterlife: Infravision; Strength (+1); Speed (+1 Dexterity); Endurance (+1 Constitution); Comeliness (+1 Charisma) or Detect Magic. Committing to a Lesser Pact automatically moves the character’s alignment one point toward Chaos/Evil and incurs an arcane CORRUPTION.

At 9th level Witches can commit to a Major Pact with a powerful demon or devil, which allows them to Leash an additional demon or devil that will provide them with one of the following abilities in exchange for 666 years of service in the afterlife: Cause Fear; Detect Invisibility; Strength (+2); Speed (+2 Dexterity); Endurance (+2 Constitution); or Beauty (+2 Charisma). It also provides them the ability to summon a bone devil or Type II (hezrou) demon six times. Committing to a Major Pact automatically moves the character’s alignment one point toward Chaos/Evil and incurs an arcane CORRUPTION.

At 12th level Witches and Warlocks gain a Succubus or Incubus as a consort. The consort typically does not accompany them on adventures but can be summoned once per week to aid in a single battle or perform some other service. They can also commit to a Greater Pact with a demon lord or arch-devil, which allows them to Leash one additional demon or devil that will provide one of the following abilities in exchange for an eternity in the afterlife: Blight; Clairvoyance; Invisibility; Levitate; Protection From Good; or Resist Fire/Cold. It also provides them the ability to summon an ice devil or Type IV demon (Nalfeshnee) six times. Committing to a Greater Pact automatically moves the character’s alignment one point toward Chaos/Evil and incurs an arcane CORRUPTION.

Requirements:

CHR 13. Must have Loremaster Skill. Alignment cannot be Lawful/Good. Must have come into possession of a tome of witchcraft and a related focus item (often an enchanted amulet or demonic totem/idol).

Tradeoffs:

Witches and Warlocks forego the level-related damage bonus to their magic attack. Any spell not on the Witch/Warlock spell list costs double the number of spell points to cast and causes DISADVANTAGE when trying to Charge or Counter such a spell. Witches and Warlocks gain only two spell points + INT bonus per level.

Witch/Warlock Spell list

Level One:

- Cat Form. Allows the caster to polymorph themselves into a cat.
- Cause Fear. As the reverse of the first level Cleric spell Remove Fear in classic rules.
- Charm Person. As first level Magic User spell in classic rules.
- Hex. As reverse of second level Cleric spell Bless in classic rules.
- Putrefy Food and Water. As the first level Cleric spell in classic rules.
- Summon Vermin. Summons a number of bats, rats, or cats equal to the Witch's experience level to do their bidding. If instructed to attack, they do one HP/creature damage. Duration is six rounds.

Level Two:

- Curse. As the reverse of the third level Cleric spell Remove Curse in classic rules.
- Protection From Good. As the reverse of the first level Cleric spell in classic rules.
- Raven Form. Allows the caster to polymorph themselves into a raven.
- Snake Charm. As second level Cleric spell in classic rules.
- Speak With Animals. As second level Cleric spell in classic rules.
- Summon Scavengers. Summons a number of dogs, wolves, or vultures equal to the Witch's experience level to do their bidding. Duration is six rounds.

Level Three:

- Charm Monster. As fourth level Magic User spell in classic rules.
- Devil's Kiss. Allows the Witch to Charm a single humanoid creature with a kiss. Target's saving throw is made with a penalty equal to the Witch's Charisma bonus. The Charm will last until sunrise.
- Hagride. Polymorphs one being into a coal-black horse that will serve as their steed for six hours.
- Polymorph Self. As fourth level Magic User spell in classic rules.
- Sticks to Snakes. As fourth level Cleric spell in classic rules.
- Summon Lesser Demon/Devil. Allows the caster to summon a three HD hellhound, manes devil, or fire mephit to do the caster's bidding. Other details of the spell are as per the fifth level Magic User spell Summon Elemental.

Level Four:

- Cause Disease. As the reverse of the third level Cleric Spell Remove Disease in the classic rules.
- Contact Lower Plane. As fifth level Magic User spell Contact Higher Plane in classic rules, but can only contact powerful evil creatures from the underworld (i.e., demons and devils).
- Fog Form. Allows the Witch to turn into fog, granting them the same abilities as if they had consumed a potion of Gaseous Form.
- Greater Curse. As third level Cleric spell, but saving throws are made at -2.
- Polymorph Others. As fourth level Magic User spell in classic rules.
- Summon Minor Demon/Devil. Allows the caster to summon a six HD hellhound or horned devil to do the caster's bidding. Other details of the spell are as per the fifth level spell Summon Elemental.

Level Five:

- Disguise Alignment. Allows the Witch to disguise their true nature from spells such as Detect Evil and ESP. Duration is 6 hours.
- Geas. As sixth level Magic User spell in classic rules.
- Insect Plague. As fifth level Cleric spell in classic rules.
- Invisible Stalker. As sixth level Magic User spell in classic rules.
- Summon Major Demon/Devil. Allows the caster to summon a Type I demon (vrock) or barbed devil to do the caster's bidding. Other details of the spell are as per the fifth level spell Summon Elemental.
- Whither Plants. Destroys all plant life in an area up 10 sq. feet/level.

Level Six:

- Chains of the Incubus/Succubus. Inflicts a permanent Charm Person upon any man or woman that has intercourse with the Witch/Warlock. Target gets one saving throw with DISADVANTAGE and a d20 penalty equal to the Witch's Charisma bonus.
- Possession.¹⁵ Grants the Witch/Warlock total control over another creature. The caster's spirit inhabits the target's body, allowing them to move, speak in the target's voice, and read their mind, while retaining their own spell-casting abilities. Range is line of sight, unless the Witch has a personal item belonging to the target, in which case range is one mile/level. While in possession of another's body, the Witch/Warlock enters a trance and their spirit travels from their own body, leaving it completely helpless. Duration is unlimited, although a Crusader may attempt to exorcise the Witch's spirit from the body by casting a Dispel Evil spell.
- Summon Greater Demon/Devil. Allows the caster to summon a Type IV demon (nalfeshnee) or ice devil to do the caster's bidding. Other details of the spell are as per the fifth level Magic User spell Summon Elemental.
- Soulwrack. Summons a swarm of disembodied demons to rend the soul of a single target, causing 1d6 damage each round the victim fails a saving throw, for one/round level, or until the demons are dispelled, exorcised, or rebuked.
- Summon Nightmare. Summons a Nightmare to serve as the Witch's steed from sunset to sunup.
- Vermin Horde. Summons a huge swarm of hundreds of flies, spiders, roaches, bats, and rats, enough to fill an area equal to 10 sq. ft/level. The vermin horde can move at up to 40' round, and attacks everyone and everything in their path, inflicting 1d6 damage/level every round the target(s) remain in the horde's path (no save, but normal damage reduction from Armor applies). Normal attacks, and even a Fireball, will not harm the horde due to their immense number, although its path may be blocked by a Wall of Fire, Ice, etc. Duration is one round/level.

¹⁵ Hat Tip: *The Arcanum Fantasy Role-Playing Game Supplement, Second Edition*, by Stephan Michael Sechi and Vernie Taylor © 1985; a virtually identical spell is on page 87.

DWARF

“Your people do not understand. They are soft and decadent and live far from the war. They do not understand the terrible things which gnaw at the roots of the world and seek to undermine us all. Witch hunts? Hah!” He spat on the ground ‘Laws! There is only one way to meet the threat of Chaos.’

He brandished his axe meaningfully.”

William King, Trollslayer

Dwarf Characters

Master shapers of stone and steel, dwarves have almost supernatural endurance and health. "You look as healthy as a dwarf" is an expression found in many different languages and cultures. Dwarves tend to be hard-working, stubborn, and practical to a fault, but they are not the pessimistic, dour, humorless caricatures often depicted in fantasy novels and cinema. They have an earthy sense of humor that lends itself to raunchy jokes and ribald pranks, and love to drink with their friends after a hard day's work. Dwarves have an extremely strong concept of "honor" and of a "good name" and will go to extraordinary lengths in order to protect their reputation.

Dwarves generally do not get on well with Elves, with whom they have little in common. They cannot abide Halflings' lack of work ethic, but often take a big- brotherly protective attitude towards them. Dwarves are of two minds about humans. They appreciate humans' industry and ability to adapt to circumstances. On the other hand, they believe most humans lack honor and are prone to lying and cheating.

When creating a Dwarven character, add +2 to the character's Constitution score and subtract -2 from their Dexterity and -1 from Charisma. Dwarves gain 1d6 HP + CON bonus per level (until reaching their maximum HP of twice their Constitution score). They do 1d6 on all melee and missile attacks and add +1 damage every other experience level bonus on their PRIMARY form of attack.

Dwarves have infravision that allows them to see 60' in the dark. When underground, they can detect traps and secret doors on a roll of 5-6 on 1d6 when searching for them. All dwarves speak Common, Dwarvish, and a smattering of Goblin.

Player character dwarves are drawn from the warrior caste of dwarven society, who are renowned for their ability to withstand incredible punishment and continue fighting. They are commonly referred to by the following titles:

- Levels 1-3: "Thrall"
- Levels 4-8: "Hersir" or "Huskarl" (Housecarl); "Kazak" (Captain/Commander)
- Levels 9-11: "Jarl" (Earl); "Boyar" (Chief)
- Levels 12+: "Thane" or "Hetman" (Lord)

Dwarf characters pick one skill every other level. They may also choose a Path at level 4 if they meet the requirements for that Path.

Dwarf Skills

- **Battlefield Surgeon.** The character has learned the rudiments of first aid. They can heal allies or themselves a total of one HP/level after an encounter by binding wounds. For example, a 6th level character could heal six HPs to themselves, to a single ally, three HPs to two different characters, etc. Requires a Medical Kit (small Item consisting of needles, thread, and bandages) for each use.
- **Brawler.** The character is an expert at unarmed combat and does normal melee damage as per their class with improvised weapons or bare hands.
- **Defender.** The character's advanced training in parrying, fencing, and blocking allows them to add +1 to all DEFEND attempts.
- **Fury.** The character can use their Strength bonus for damage rolls, instead of modifying their d20 attack roll.
- **Loadbearer.** The character is accustomed to carrying heavy loads long distances. They can use their Constitution score instead of Strength when determining encumbrance and carrying capacity.
- **Repair Gear.** Lots of practice knocking out dents and sharpening weapons allows the character to repair damaged weapons and armor during a REST period. Requires a set of Armorer's Tools (hammers, pliers, etc., weighs one Item/20 gp). Does not work if the weapon/armor is broken or destroyed and also does not work on silver or magical weapons.
- **Second Skin.** The character has spent so much time wearing armor that it has become almost a part of them. Encumbrance for wearing armor is cut by ½.
- **Tactics.** The character's advanced training and hard-won experience allows them to perform Disarm and Knockdown attacks.
 - o Disarm – a successful hit by the character does no damage, but their opponent must make a Dexterity save to hang on to their weapon.
 - o Knockdown – successful hit does no damage, but opponent must make Strength save to avoid being knocked prone, pushed into an obstacle or off a cliff, etc.
- **Toughness.** The character's incredible stamina and stubbornness allows them to shrug off pain to such a degree that they can RECUPERATE for two HP/level + CON bonus.
- **Trapwise.** The character has conducted extensive study regarding the design and function of traps. They gain the ability to Find and Remove Traps as a 1st level Thief and gain another level of proficiency every time they subsequently gain an experience level.
- **Weapon Expert.** Through dedication and practice, the character gains +1 to attack with a specific type of weapon (e.g., long sword, shortbow, dagger) and scores a Critical Hit on a natural roll of 19-20. This skill can be chosen up to three times (Expert, Master, Grandmaster) for additional +1 attack bonuses with the same weapon (with Critical Hit range increasing as well, up to 17-20 if chosen three times), or +1 with different types of weapons.

Dwarf Path: Grudgebearer

Oaths and honor are important to dwarves as a general rule, but these vengeful warriors take it to another level. A Grudgebearer's fame and honor in life, and his good name after death, are considered so important that any offence in word or deed, or anything that might blot one's honor must be dealt with firmly in order to maintain that respect. Grudgebearers are constantly on the alert for wrongs against themselves or their clan. They will formally and publicly record these wrongs, then set out to avenge them with a single-minded purpose.

Grudgebearers can swear an Oath of Vengeance that provides ADVANTAGE on all d20 attack rolls against the target of their grudge. They can swear one Oath of Vengeance each experience level and can never change the grudge once the Oath of Vengeance is sworn. Grudges can be sworn against an individual or a group, but not an entire race (e.g., an Oath could be sworn against a tribe of orcs, but not against the entire orc race). Once the Oath is fulfilled, the Dwarf procures a tattoo that depicts the deed, and gains one Hero Point (or if not using Hero Points, a sizable XP bonus).

At 7th level Grudgebearers gain the ability to swear up to three additional Oaths each day:

- Oath of Invective -- the character can spew a truly epic string of profanity against one adversary with HD equal to or less than the Grudgebearer's experience level. The target must save vs. CON or be stunned into a stupor for 1d4 rounds; on a successful save, the target will attack the character in a maniacal fury with their bare hands, throwing aside any weapon and forsaking the use of any spells or magical abilities. Adversaries with HD greater than the Grudgebearer's experience level will attack on a failed saving throw and suffer no ill effects on a successful save. The Oath of Invective only works upon creatures of sufficient intelligence to understand the profane tirade and must be spoken in a language known to the target.
- By My Beard -- the character swears to accomplish a non-combat feat at the risk of shaving their beard if they fail, using the motivational potential for such a great shame to add +4 to any single non-combat related d20 roll.
- Blood Oath -- the character can temporarily share their hit points (deducted from their own total) with any other ally with whom they have exchanged a Blood Oath (a lengthy ceremony that involves a lot of drinking, claspings of bloody hands, and bar brawls). The ally must be within line of sight.

At 10th level, the Grudgebearer becomes a Doomseeker. They must swear the greatest of all dwarven vengeance oaths and seek out and destroy one of the singular deadly enemies of their clan, kingdom, or race, such as a dragon, demon, goblin king, giant chieftain, or drow priestess. In addition to the normal Grudgebearer benefits of ADVANTAGE on d20 rolls against this sworn enemy, the Doomseeker must add part of their Constitution score to an attack or damage roll each round, until their adversary is killed or their Constitution reaches zero, at which point the character is dead (e.g., a character with 18 Constitution can choose to add +3 to an attack roll, at which point their CON drops to 15, then on a subsequent roll, add +6 to their damage, causing their Constitution to drop to nine).

Requirements:

Must have melee as their PRIMARY form of attack. Must have Toughness Skill. Must have successfully carried out grudges against three sworn adversaries.

Tradeoffs:

Grudgebearers forego the +1/every other level damage bonus to their PRIMARY attack (i.e., the character will henceforth only do 1d6 on normal melee attacks). They must carry a Book of Grudges, which is written in their own blood. If their Book of Grudges is ever lost or destroyed, they will become a *Nithling* -- bereft of all honor -- and must immediately shave off all body hair and go naked into the nearest goblin den, orc camp, or giant hall to die in battle.

Dwarf Path: Shieldwarden

These fighters specialize in defending key positions and protecting their fellow warriors. Shieldwardens are an elite force within dwarven armies, typically entrusted to guard a Thane or sacred site. They are relatively weak on the offense, but have incomparable defensive prowess. Shieldwardens have the following special abilities:

- They can provide +1 Armor to an adjacent ally without deducting the shield bonus from their own Armor.
- They gain ADVANTAGE on all Defend attempts.
- They use their Strength bonus when making saves against any area attacks due to their ability to huddle behind their shields.
- They gain ADVANTAGE on saving throws vs. knockdown or disarm attacks.

At 7th level Shieldwardens gain +2 Armor when using a shield and can use their shield to effectively provide Protection from Normal Missiles (although this requires foregoing any other action). They gain the Second Skin, or Toughness Skill.

At 10th level Shieldwardens gain +3 Armor when using a shield and can use their shield to effectively provide Protection from Normal Missiles to allies on either side of them (although this requires foregoing any other action). They gain the Second Skin, or Toughness Skill.

Requirements:

STR 14. Must have melee as PRIMARY attack. Must have Defender Skill. Must wear heavy armor and use shield.

Tradeoffs:

Shieldwardens forego the +1/every other level damage bonus to their PRIMARY attack. Due to their emphasis on defensive tactics, Shieldwardens do only 1d4 damage. They do not gain skills except as noted above.

Dwarf Path: Runesmith

The character has gained knowledge of ancient dwarven rune magic, allowing them to inscribe magic runes on weapons and armor that provide a variety of temporary enchantments. The Runesmith can scribe each of the following runes once per day: Hardness (increases Armor +1); Accuracy (+1 to missile attack); Returning (causes thrown weapon to return to wielder's hand); or Prowess (+1 to melee attacks). It takes two turns to inscribe a rune. These rune effects last for one encounter/battle when activated, then the rune disappears. Only one rune may be placed on an item each day.

At 7th level, the Runesmith gains knowledge of the following runes: Sharpness (+1 damage); Smashing (+1 damage); Strength (STR +1); Swiftiness (DEX +1); and Endurance (CON +1). They also gain the ability to engrave two runes on any item.

At 10th level, the Runesmith gains knowledge of the following runes: Protection (+2 to Armor), Magic Resistance (+2 to saving throws); Emberflame (+1d4 fire damage); and Frostedge (+1d4 cold damage). They can engrave up to three runes on any item.

Requirements:

Intelligence 13. Must have Repair Gear Skill. Must have recovered a lost dwarven manual of rune-making (milestone quest). They must use blunt weapons in honor of the dwarven god of smiths.

Tradeoffs:

Runesmiths forego the +1/every other level damage bonus to their PRIMARY attack (i.e., the character will henceforth only do 1d6 on normal melee attacks). If their manual of rune-making is ever lost or destroyed, they must immediately move to a desolate mountain peak to live out the rest of their days as a hermit, alone, without alcohol, devoting all of their waking hours to making a new manual of runes. Must carry a set of smith's tools and a small anvil (weight equivalent to a set of plate mail armor). They do not gain Skills.

Dwarf Path: Warcrafter

Inventors are not held in high regard in Dwarven society compared to smiths, miners, and other artisans such as goldsmiths or sculptors, but these self-taught tinkerers can make innovative weapons of astounding ingenuity and lethality. The Warcrafter can choose to build any two of the following unique weapons (each weapon takes one month to build and costs 100 gp/experience level for materials and equipment):

- Jaws of Garm -- a massive, wickedly sharp bear-trap with three sets of jaws that does 2d6 damage to any creature that steps on it.
- Surtr's Nightcap -- a bottle of flaming oil and other proprietary ingredients that explodes for 1d8 damage to all creatures within a 10' radius, and burns for an additional 1d8 damage for two rounds (save for ½ damage). The Warcrafter can make up to one Nightcap per experience level per month at 100 gp each.
- double-crossbow -- fires two bolts at a time for 2d6 damage to a single target, takes two rounds to reload.
- repeating crossbow -- fires a number of bolts equal to the character's experience level before needing to be reloaded, which takes one round per bolt.
- net crossbow -- fires a small net that entangles one man-sized adversary unless they save vs. Dexterity; takes three rounds to reload.
- blastpowder pistol [if GM allows firearms in the campaign] -- fires a lead projectile that does 1d8 damage, reduces Armor protection by half, and takes six rounds to reload, range 100'.

At 7th level, the Warcrafter can choose one of the weapons above and one of the following weapons:

- Fenris' Teeth -- a massive, wickedly sharp bear-trap with four sets of jaws that does 3d6 damage to any creature that steps on it.
- Fafnir's Egg --- a pumpkin-sized bomb with a variable fuse (too big to be thrown effectively, weighs two Items/50 gold pieces). Explodes for 2d6 damage to all within a 20' radius and burns for an additional 1d6 damage for two rounds (save for ½ damage). A Warcrafter can make one Egg/week at 250 gp.
- mini-ballistae -- a massive crossbow that fires a javelin-sized bolt at a single target for 2d8 damage; range 150'; it takes two rounds to reload and a Strength test to avoid being knocked down when fired; weighs equivalent to a suit of plate armor for purposes of determining encumbrance.
- Flamespitter -- manual pump-driven device that squirts flaming oil in a 10' wide cone out to 30' range; on a successful attack, every target in the cone must save vs. Dexterity or take 1d8 damage and 1d8 damage for two additional rounds (successful saves result in ½ damage). The Flamespitter holds enough oil to shoot twice before its fuel drum must be replaced, which takes six rounds. A Flamespitter weighs the equivalent of two Items/50 gold pieces and each fuel drum weighs one Item/30 gp.
- revolver [if firearms permitted by GM] -- fires two shots per round, 1d8 damage per shot, reduces Armor protection by half, four shots before reloading, which takes 12 rounds; range 150'.

- double-barreled shotgun -- fires a group of lead projectiles out to 90' range; does 2d6 damage per barrel, can fire both barrels at one target simultaneously, or at two different targets in the same round; takes six rounds to reload; can hit up to three opponents if they are standing adjacent to one another; weighs equivalent to a suit of chain mail armor.

At 10th level the Warcrafter can choose one of the weapons above and one of the following weapons:

- Jormungandr's Fangs -- a massive, wickedly sharp bear-trap with eight sets of jaws that does 4d6 damage to any creature that steps on it.
- double-barreled mini-ballista -- requires 16 Strength to use, does 4d8 damage to a single target, or 2d8 to two different targets; best operated from a tripod stand (takes four rounds to set up); if fired from the hip, requires a Strength check to avoid being knocked down; 300' range; takes four rounds to reload both barrels; weighs equivalent to two suits of chain mail armor.
- Dragon's Kiss -- manual pump-driven device that squirts a proprietary blend of sticky, flaming, corrosive acid in a 10' wide cone out to 40' range; on a successful attack, every target in the cone must save vs. Dexterity or take 3d6 damage and 1d6 damage for two additional rounds (successful saves result in ½ damage); weighs equivalent to a suit of chain mail armor. A Dragon's Kiss holds enough acid to shoot three times before its fuel drum must be replaced, which takes four rounds.
- quadruple-barreled shotgun [if firearms permitted] -- requires 16 strength to use, each barrel does 2d6 damage, can all be fired simultaneously at one target, or at two different targets per round; shot pattern for each barrel can hit up to three opponents if they are standing adjacent to one another; best operated from a tripod stand (takes four rounds to set up) or prone position with the barrel braced on top of a solid object, if fired from the hip, requires a Strength check to avoid being knocked down; 90' range; takes 12 rounds to reload all four barrels; weighs equivalent to a suit of plate mail armor for purposes of determining encumbrance.

Requirements:

15 INT. must have missile weapons as PRIMARY attack. Must have Repair Gear Skill and have repaired 10 items.

Tradeoffs:

Warcrafters forego the +1/every other level damage bonus to their PRIMARY attack (i.e., the character will henceforth only do 1d6 on normal attacks). Due to the experimental and highly volatile nature of these weapons, the Warcrafter will have a MISCUE on a natural roll of 1-3 on 1d20 and any "weapon damaged" or "weapon broken" results cause the weapon to have a catastrophic mishap, with potentially explosive results. Warcrafters treat their lethal creations as their children and will never allow them to be wielded by another.

Dwarf Path: Wrathwild

These fearsome characters are cut from a different cloth than the rest of dwarven society. They combine outlandish appearance and behavior with a rage-fueled bloodlust that leads other dwarves to give them a wide berth. Wrathwilds have the following abilities:

- They can enter a ferocious Rage a number of times equal to their experience level each day.
- While Raging they score a Critical Hit on a 19-20. They also gain ADVANTAGE on all Strength and Constitution checks, and saves against Charm, Sleep, Hold, and Fear spells.
- If reduced to <50% HP, a Wrathwild does 1d8 damage on all melee attacks and can add their Constitution bonus to their Armor score due to their rage-induced ability to ignore pain.
- If a Wrathwild is reduced to 0 HP while Raging, they can ignore injuries and continue fighting until they reach negative HP equal to their character level, at which point they drop dead.

At 7th level they gain the Toughness Skill. They score a Critical Hit on a 18-20 while Raging and cause Fear to all adversaries with less than three HD every time they score a Critical Hit. If reduced to <50% HP, a Wrathwild does 1d10 damage on all melee attacks.

At 10th level Wrathwilds gain the Brawler Skill. While Raging, they score a Critical Hit on a 17-20 and cause Fear to all adversaries with less than six HD. If reduced to <50% HP, a Wrathwild does 2d6 damage on all melee attacks and their ability to ignore pain is so great that they add twice their Constitution bonus to their Armor score.

Requirements:

CON 15, WIS <10. Must have melee as PRIMARY attack. Must have Fury Skill. Must have killed 10 adversaries while in a murderous rage (no skills, magic, missile attacks, or items) prior to choosing this Path.

Tradeoffs:

Wrathwilds forego the +1/every other level damage bonus to their PRIMARY attack (i.e., the character will henceforth only do 1d6 on normal melee attacks). Wrathwilds cannot wear armor or use a shield. When Raging, Wrathwilds will simply charge at the closest enemy and melee – they cannot use skills, tactics, or any magical items such as potions. If a Wrathwild suffers a Critical Hit while Raging, they must save vs. Wisdom or attack their closest ally in blind fury. They can save vs. Wisdom each successive round to regain their senses. They do not gain Skills.

ELF

“Elves seldom give unguarded advice, for advice is a dangerous gift, even from the wise to the wise, and all courses may run ill.”

J.R.R. Tolkien, *The Fellowship of the Ring*

Elf Characters

Mysterious fey creatures with a lifespan ten times that of a mortal, Elves are born with the ability to perform magic. They are immune to the disfiguring effects of arcane corruption that plague human spell-casters, but are more prone to the twisting of their minds and blackening of their souls. It is said that the race of Dark Elves trace their origins to fallen elven wizards.

Most Elves view humans the same way we see dogs and other pets – amusing, trainable to a degree and sometimes useful, but destructive if left unsupervised, and, given their short lifespans, ultimately disposable. Elves generally view Halflings as naïve, charming children and find Dwarves to be rather vulgar.

Player character Elves come from the ranks of the elven elite warrior class. They are trained to do battle using both weapons and magic.

When creating an Elf character, add +2 to the character's Charisma score and subtract -2 from their Constitution and -1 from Strength. Elves gain 1d6 HP + CON bonus per level (until reaching their maximum HP of twice their Constitution score). They do 1d6 on all melee, missile, and magical attacks and add +1 damage/every other level on their PRIMARY form of attack. Elves have extremely sharp senses. They can see in the dark with Infravision, can detect secret doors on a 5-6 on 1d6 when searching and can successfully Listen at doors on a 5-6 on 1d6. They speak Elvish, Common, a smattering of Orc, and one of the following: Draconic; Dwarvish; Treant; Centaur; Goblin; Satyr; or Unicorn.

Elves' minds are alien compared to humans. They generally have a much easier time learning to cast spells and can do so merely by observing a spelling being cast. They may attempt to learn any arcane spell which they see cast, making a Charisma check to do so successfully, but the number of spells they may learn in this manner may never exceed their experience level. Thus, a sixth level Elf character could learn a maximum of six spells. Once learned, a spell may not be "unlearned" or forgotten until the character has gained another level of experience.

Elves do not require spell books or spell focus items. However, Elf characters do not have the same capacity for wielding magic as do human Wizards. Elves gain two spell points per level plus their Charisma bonus, up to their maximum spell point level of twice their Charisma score.

Player character Elves are commonly referred to by the following titles:

- Levels 1-4: "Eldritch Squire"
- Levels 5-8: "Eldritch Knight"
- Levels 9-11: "Eldritch Lord/Lady"
- Levels 12+: "Eldritch Prince/Princess"

Elf characters pick one skill every third level. They may also choose a Path at level 5 if they meet the requirements for that Path.

Elf Damage and Skills By Level				
Character Level	Damage Bonus for PRIMARY Attack	Spell Points	Skills	Spell Progression
1		2 + CHR bonus		1 st level spells
2	+1	4 + CHR bonus		
3		6 + CHR bonus	1	2 nd level spells
4	+2	8 + CHR bonus		
5		10 + CHR bonus		3 rd level spells
6	+3	12 + CHR bonus	1	
7		14 + CHR bonus		4 th level spells
8	+4	16 + CHR bonus		
9		18 + CHR bonus	1	
10	+5	20 + CHR bonus		5 th level spells
11		22 + CHR bonus		
12	+6	24 + CHR bonus	1	6 th level spells

Elf Skills

- **Agile.** Due to their incredible agility, the character adds +1 to all DODGE attempts.
- **Battlefield Surgeon.** The character has learned the rudiments of first aid. They can heal allies or themselves a total of one HP/level after an encounter by binding wounds. For example, a 6th level character could heal six HPs to themselves, to a single ally, three HPs to two different characters, etc. Requires a Medical Kit (small Item consisting of needles, thread, and bandages) for each use.
- **Combat Archer.** The character can fire missile weapons while engaging in melee without incurring DISADVANTAGE.
- **Counterspell.** The character gains +1 on all attempts to counter an adversary's spell.
- **Defender.** The character's advanced training in parrying, fencing, and blocking allows them to add +1 to all DEFEND attempts.
- **Linguist.** Gain two additional languages. Can be chosen multiple times.
- **Loremaster.** The character gains +1 on any INT checks or Identify spell rolls pertaining to arcane matters or magic items.
- **Repair Gear.** Lots of practice knocking out dents and sharpening weapons allows the character to repair damaged weapons and armor during a REST period. Requires a set of Armorer's Tools (hammers, pliers, etc., weighs one Item/20 gp). Does not work if weapon/armor is broken or destroyed and also does not work on silver or magical weapons.
- **Tactics.** The character's advanced training and hard-won experience allows them to perform Disarm and Knockdown attacks.
 - o Disarm – a successful hit by the character does no damage, but their opponent must make a Dexterity save to hang on to their weapon.
 - o Knockdown – successful hit does no damage, but opponent must make Strength save to avoid being knocked prone, pushed into an obstacle or off a cliff, etc.
- **Weapon Expert.** Through dedication and practice, the character gains +1 to attack with a specific type of weapon (e.g., long sword, shortbow, dagger) and scores a Critical Hit on a natural roll of 19-20. This skill can be chosen up to three times (Expert, Master, Grandmaster) for additional +1 attack bonuses with the same weapon (with Critical Hit range increasing as well, up to 17-20 if chosen three times), or +1 with different types of weapons.

Elf Path: Eldritch Blade

These deadly fighters practice ancient elven combat techniques that allow them to channel their magic into incredible feats of arms. Sometimes called “Feyblades,” or “Bladedancers,” Eldritch Blades devote themselves to achieving complete mastery of their magical two-handed weapons known as Feyrazors. They often serve as an honor guard for elven rulers, but can sometimes be found wandering the land in search of opportunities to test their ability. Feyrazors are ancient, magical double-bladed polearms (or if you prefer, katanas, two-handed swords, or some other type of bladed weapons). In game terms, they are considered enchanted weapons, but provide no attack or damage bonus of their own. Rather, they allow Eldritch Blades to channel their spell points to gain attack and damage bonuses. Eldritch Blades regain their spell points by meditating with their Feyrazor balanced on their knees.

Eldritch Blades have the following abilities:

- Eldritch Blades use their Dexterity bonus, rather than Strength bonus, on all d20 melee attack rolls and also use their Dexterity bonus as Armor.
- Eldritch Blades can use their Feyrazors to channel spell points (an amount up to their experience level) into attack or damage bonuses. For example, a fourth level Eldritch Blade with 11 spell points could add +2 to attack and +2 to damage on one round, leaving them with seven spell points; in the next round, they could choose to spend +3 to attack and +1 damage, reducing their spell point total to three.
- They automatically gain the Weapon Expert – Feyrazor Skill.

At 9th level Eldritch Blades can add their Charisma bonus to their Armor score. They gain one of the following Skills: Agile; Defend; or Weapon Expert – Feyrazor.

At 12th level they gain one of the following Skills: Agile; Defend; or Weapon Expert – Feyrazor.

Requirements:

DEX 15, CHR 13. Must have melee as PRIMARY attack. Must have Tactics Skill. Must have gained one level without wearing armor and without using missile weapons. Must have acquired a Feyrazor (milestone quest).

Tradeoffs:

Eldritch Blades forego the additional +1/every other level damage bonus for their PRIMARY attack. Eldritch Blades continue gaining spell points as a regular Elf, but they forego the ability to cast arcane spells. They can wield no weapon other than their Feyrazor and cannot wear Armor or use a shield. If they lose their Feyrazor, they lose all Eldritch Blade abilities and melee as a normal Elf. Note that a roll of one on 1d20 when boosting their melee attack with spell points counts as a MISCAST as well as a MISCUE, and carries a risk of CORRUPTION (save vs. Charisma or move one point toward Chaos/Evil).

Elf Path: Eldritch Stalker

Forest Phantoms. Tree Ghosts. Wood Wraiths. All of these names are spoken with fear by enemies of the elven race and all refer to Eldritch Stalkers. Like human Rangers, these characters are expert hunters, trackers, and woodsmen, with an extensive knowledge of wilderness lore (can forage for food, identify flora and fauna, etc.). However, Eldritch Stalkers can channel their magic abilities into their Feybows, making them archers without peer. Feybows are crafted from special wood by master elven craftsmen and covered in eldritch runes. In game terms, they are considered enchanted weapons, but provide no attack or damage bonus of their own. Rather, they allow Eldritch Stalkers to channel their spell points to gain attack and damage bonuses. Eldritch Stalkers have the following abilities:

- When in a forest or woodland, they can track or hide tracks on a successful Wisdom roll and can Move Silently, Hide in Shadows, Listen, and Climb as a Thief of equal experience level.
- Eldritch Stalkers can channel their spell points into attack or damage bonuses when attacking with their Feybows. For example, a fourth level Eldritch Blade with 11 spell points could add +2 to attack and +2 to damage on one round, leaving them with seven spell points; in the next round, they could choose to spend +3 to attack and +1 damage, reducing their spell point total to three.

At 9th level Eldritch Stalkers can craft enchanted Sharpflight Arrows that do double damage. A Stalker can craft one Sharpflight Arrow per experience level each month.

At 12th level Eldritch Stalkers can craft enchanted Deathflight Arrows that automatically slay their targets if they fail a saving throw (successful save causes double damage). A Stalker can craft one Deathflight Arrow per experience level each month.

Requirements:

Dexterity 15, Wisdom 12, Charisma 13. Must have missile as PRIMARY attack. Must have Combat Archer Skill. Must have participated in at least three wilderness adventures and gained one level without using magic or melee attacks. Must have acquired a Feybow (milestone quest).

Tradeoffs:

Eldritch Stalkers forego the additional +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 on attacks). They continue gaining spell points as a regular Elf, but they forego the ability to cast arcane spells. Can only wear light armor and cannot use a shield. Note that a roll of one on 1d20 when boosting their missile attack with spell points counts as a MISCAST as well as a MISCUE, and carries a risk of CORRUPTION (save vs. Charisma or move one point toward Chaos/Evil). They do not gain Skills.

Elf Path: Eldritch Mystic

Elves who focus on harnessing their magical abilities to the fullest are known as Eldritch Mystics. They gain spell points and do magical damage at a rate equal to that of human Wizards, but this comes at the expense of letting their combat skills atrophy. Eldritch Mystics gain three spell points/level + Charisma bonus and do 1d8 damage on magical attacks.

At 9th level Eldritch Mystics gain one Skill from the list of Wizard Skills.

At 12th level Eldritch Mystics gain one Skill from the list of Wizard Skills.

Requirements:

Charisma 16. Must have magic as their PRIMARY attack. Must have Loremaster Skill. Must have gained one level without using melee or missile attacks.

Tradeoffs:

Melee and missile attacks do only 1d4 damage. They gain only 1d4 HP/level + CON bonus. They continue to learn spells via observation as per the basic Elf class and do not require spell books or spell focus items.

Elf Path: Eldritch Fist

Eldritch Fists are martial artists who devote their long lives to following “The Way” – a philosophy that requires total dedication to achieving spiritual and physical perfection. Often called “Feyfists,” most of them live as an ascetic, but some Eldritch Fists wander the land to see what wisdom can be gained through travel and testing themselves in combat. They have the following abilities:

- They automatically gain the Brawler Skill when choosing this Path.
- Eldritch Fists use their Dexterity bonus as Armor and use their Dexterity bonus, rather than Strength bonus, when determining their melee attack modifier.
- They can channel their fey magic such that their hands and feet become the equivalent of enchanted weapons. They can also channel their spell points into attack or damage bonuses for their unarmed attacks. For example, a fourth level Eldritch Blade with 11 spell points could add +2 to attack and +2 to damage on one round, leaving them with seven spell points; in the next round, they could choose to spend +3 to attack and +1 damage, reducing their spell point total to three.

At 9th level Eldritch Fists can add their Charisma bonus to their Armor. They gain one of the following Skills: Defender; Tactics; or Toughness.

At 12th level Eldritch Fists gain one of the following Skills: Defender; Tactics; or Toughness.

Requirements:

Dexterity 15, Constitution 13, Charisma 13. Must have melee as PRIMARY attack. Must have Agile Skill. Must have defeated at least ten adversaries using only their bare hands.

Tradeoffs:

Eldritch Fists cannot use weapons or wear Armor and cannot use a shield. They forego the ability to cast arcane spells. Note that a roll of one on 1d20 when boosting their unarmed attacks with spell points counts as a MISCAST as well as a MISCUE, and carries a risk of CORRUPTION (save vs. Charisma or move one point toward Chaos/Evil).

HALFLING

“Never say ‘no’ to adventure. Always say ‘yes,’ otherwise you’ll lead a very dull life.”

Ian Fleming

Halfling Characters

Halflings are generally a peace-loving race compared to humans, dwarves, and elves. They are renowned for their insatiable curiosity, disdain for rules, and love of gambling. Other races view them as supernaturally lucky, and many adventuring bands seek out a Halfling member as a sort of good luck charm. Due to their easy-going nature, Halflings get along with humans, dwarves, and elves, but these races tend to underestimate them due to their small physical size and disorganized society.

Player character Halflings are restless souls who chafed at the bucolic lifestyle of Halfling communities or grew up outside the traditional shire. They picked up some combat skills along the way, but are not strong combatants in a close-up fight. However, Halflings are naturally stealthy and have an aptitude for marksmanship. Combined with their penchant for luck and access to a large number of Skills, Halfling characters shine in a support role.

When creating a Halfling character, add +2 to the character's Dexterity score and subtract -2 from their Strength and -1 from their Wisdom. Halflings gain 1d6 HP + CON bonus per level (until reaching their maximum HP of twice their Constitution score). They do 1d6 on all melee and missile attacks and add +1 damage/every other level bonus on their PRIMARY form of attack (either melee or missile). Halflings speak their own language, Common, and either Dwarvish or Elvish.

Halflings are commonly known by the following titles:

- Levels 1-3: "Wanderer"
- Levels 4 – 8: "Adventurer"
- Levels 9-11: "Warden"
- Levels 12+: "Sheriff"

Halfling characters pick one skill every other level and may choose a Path at level 4.

Halfling Skills

- **Agile.** Due to their incredible agility, the character adds +1 to all DODGE attempts.
- **Battlefield Surgeon.** The character has learned the rudiments of first aid. They can heal allies or themselves a total of one HP/level after an encounter by binding wounds. For example, a 6th level character could heal six HPs to themselves, to a single ally, three HPs to two different characters, etc. Requires a Medical Kit (small Item consisting of needles, catgut thread, and bandages) for each use.
- **Clever.** Although the character may or may not have a formal education and a high intelligence quotient, they are exceptionally clever. They gain ADVANTAGE on all Intelligence and Wisdom checks when solving a puzzle or riddle.
- **Combat Archer.** The character can fire missile weapons while engaging in melee without incurring DISADVANTAGE.
- **Curious.** The character is so insatiably curious that locked doors and pockets are little obstacle to their inquisitive nature and nimble fingers. The character gains the ability to Pick Locks and Pick Pockets as a first level Thief, and gains another level of proficiency every time they subsequently gain an experience level.
- **Dirty Fighter.** The character knows how to make their shots count. They gain the Thief's Backstab ability (+4 to hit, double-damage).
- **Linguist.** Gain two additional languages. Can be chosen multiple times.
- **Lucky.** The character is preternaturally lucky and their good fortune rubs off on their friends. They can re-roll any failed d20 roll, or an ally's d20 roll (but the Halfling player must still roll the die on behalf of their ally), once per day.
- **Marksman.** The character is a dead-eye when it comes to shooting or throwing weapons. They add +1 to hit on all missile attacks with a given weapon type (e.g., shortbow, throwing knife) and score a Critical Hit on a natural roll of 19-20. This skill can be chosen up to three times for additional +1 attack bonuses with the same weapon (with Critical Hit range increasing as well, up to 17-20 if chosen three times), or +1 with different types of weapons.
- **Repair Gear.** Lots of practice knocking out dents and sharpening weapons allows the character to repair damaged weapons and armor during a REST period. Requires a set of Armorer's Tools (hammers, pliers, etc., weighs one Item/20 gp). Does not work if weapon/armor is broken or destroyed and also does not work on silver or magical weapons.
- **Sneaky.** The character is naturally stealthy. They gain the ability to Hide in Shadows and Move Silently as a first level Thief and gain another level of proficiency every time they subsequently gain an experience level.
- **Trapwise.** The character has conducted extensive study regarding the design and function of traps. They gain the ability to Find and Remove Traps as a first level Thief and gain another level of proficiency every time they subsequently gain an experience level.

Halfling Path: Explorer

Some Halflings' natural inquisitiveness grows into an obsession with traveling to new lands, discovering lost ruins, and seeking out ancient secrets. These Explorers have the following abilities:

- Explorers have honed their senses to perfect the art of finding secret doors, which they do on a roll of 4-6 on 1d6, and gain ADVANTAGE on all attempts to do so when actively searching.
- They automatically gain the Linguist or Clever Skills when this Path is chosen.

At 7th level Explorers detect secret doors on a 3-6 on 1d6. They also gain the Clever, Linguist, Sneaky, or Trapwise skill.

At 10th level Explorers gain an unerring sense of direction. They will never get lost and are immune to magic that clouds or disguises direction. They also gain the Clever, Linguist, Sneaky, or Trapwise skill.

Requirements:

Intelligence 13. Must have Curious Skill. Must have found at least three secret doors.

Tradeoffs:

Explorers forego the +1/every other level damage bonus to their PRIMARY attack (i.e., the character will henceforth only do 1d6 on normal attacks). They may only wear light armor. They do gain Skills except as noted above.

Halfling Path: Maverick

Some Halflings exhibit supernatural luck, rumored to be the result of leprechaun heritage. These fortunate few are known as Mavericks, and those who take up adventuring are adrenaline junkies who only feel alive when pushing their luck to the absolute limit. They love to venture into deadly dungeons or join perilous quests, facing danger with a spring in their step and an ear-to-ear grin. Mavericks have the following abilities:

- Once per level of experience each day, Mavericks can Push My Luck to gain ADVANTAGE on a single d20 die roll, give ADVANTAGE to an ally's d20 roll, or give DISADVANTAGE to an adversary's d20 roll. However, they generate double the number of DOOM POINTS on failed ADVANTAGE rolls when using Push My Luck.
- Mavericks also have a 1 in 4 chance (roll a 4 on d4) of finding 10% extra gold or one minor magical item every time they are the first to open a chest, sarcophagus, or other container that holds treasure.

At 7th level Mavericks gain +1 on all saving throws. They also gain the ability to Tempt Fate once per day, which allows them to take a penalty on any d20 roll in exchange for an equivalent bonus on a corresponding damage or result roll (this ability cannot be used in conjunction with their Push My Luck ability). For example, a Maverick could voluntarily accept a -3 on their d20 attack roll in exchange for a +3 bonus on damage.

At 10th level Mavericks gain an additional +1 bonus on all saving throws. They automatically succeed on a 19-20 on any non-combat d20 rolls, and generate spectacularly lucky results. 10th level Mavericks can Tempt Fate three times/day.

Requirements:

Wisdom <10. Must have Lucky Skill. Must have rolled at least three natural 20s in their adventuring career. Must have found a lucky charm (milestone quest).

Tradeoffs:

Mavericks forego the additional +1/every other level damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 on normal attacks). Mavericks do not gain Skills. If a Maverick loses their lucky charm, they lose all of their special abilities. Note that any failed rolls with ADVANTAGE from Push My Luck incur double the number of DOOM POINTS for the party.

Mavericks also have a tough time resisting a dare. Any time they are dared to perform a dangerous or foolhardy feat, the character must save vs. Wisdom or accept the dare.

HALF-ELF

“A look of fury, a look of pain, a look of hatred you can trust. A smile can hide anything.”

Joe Abercombie, *Half a War*

Half-Elf Characters

Children born of mixed elven and human parentage are half-elves. This heritage produces extremely attractive persons, combining the lean, graceful build and fine features of their elven parent with the more muscular, voluptuous build of their human mother or father. Many half-elves have a magnetic personality to go along with their good looks. Despite this, they are viewed as exotic oddities by humans, many of whom fear that half-elves' uncanny looks provide them with a succubus-like ability to seduce wives, husbands, sons, and daughters. Half-elves have the sharp senses of their elf parent and some inherent ability to work magic, although for most, this is the ability to cast a single cantrip.

Half-elves are generally tolerated in human lands, where they tend to take up professions of ill repute that put them on the fringes of society, such as minstrels, actors, courtesans, and bawds. Half-elves are shunned by most elves, who view their existence as a result of something akin to bestiality.

Feared by humans and shunned by elves, many half-elves turn to adventuring as a way to gain acceptance and find companionship. Good-aligned half-elves tend to be charming rogues and sultry femme fatales, while evil half-elves are rakes, scoundrels, temptresses, and gold-diggers.

When creating a Half-Elf character, roll 3d6 for each ability and add +2 to Charisma and subtract -1 from Strength, Constitution, and Wisdom. Half-Elves gain 1d6 HP + CON bonus per level (until reaching their maximum HP level of twice their Constitution score). They do 1d6 on all melee and missile attacks and add +1 damage/every other level bonus on their PRIMARY form of attack. Half- can detect secret doors on a 5 or 6 on d6 when actively searching. They have the ability to see in the dark as well.

Player character half-elves have unusually strong magical ability due to their fey heritage but have received no training in spell casting. Half-elves cannot cast arcane spells but can channel their fey magic into boosting any d20 roll. They can increase any one d20 roll by a number up to their experience level, spending one spell point for each point of d20 increase. For example, a 3rd level Half-Elf with eight spell points decides to boost their next d20 roll by three points (their maximum, since they are 3rd level). They gain +3 on the d20 roll and lose three spell points. They gain two spell points/level + Charisma bonus. Half-Elves regain their spell points by sleeping rather than studying spell books.

They are commonly referred to by the following titles:

- Levels 1-3: "Half-Blood"
- Levels 4-8: "Rogue," "Rake," or "Heartbreaker"
- Levels 9-11: "Swashbuckler"
- Levels 12+: "Corsair"

Half-Elf characters pick one skill every other level. They may also choose a Path at level 5 if they meet the requirements for that Path.

<u>Half-Elf Damage and Skills By Level</u>			
Character Level	Damage Bonus for PRIMARY Attack	Spell Points	Skills
1		2 +CHR bonus	
2	+1	4 +CHR bonus	
3		6 +CHR bonus	1
4	+2	8 +CHR bonus	
5		10 +CHR bonus	
6	+3	12 +CHR bonus	1
7		14 +CHR bonus	
8	+4	16 +CHR bonus	
9		18 +CHR bonus	1
10	+5	20 +CHR bonus	
11		22 +CHR bonus	
12	+6	24 +CHR bonus	1

Half-Elf Skills

- **Agile.** Due to their incredible agility, the character adds +1 to all DODGE attempts.
- **Battlefield Surgeon.** The character has learned the rudiments of first aid. They can heal allies or themselves a total of one HP/level after an encounter by binding wounds. For example, a 6th level character could heal six HPs to themselves, to a single ally, three HPs to two different characters, etc. Requires a Medical Kit (small Item consisting of needles, catgut thread, and bandages) for each use.
- **Combat Archer.** The character can fire missile weapons while engaging in melee without incurring DISADVANTAGE.
- **Dirty Fighter.** The character knows how to make their shots count. They gain the Thief's Backstab ability (+4 to hit, double-damage).
- **Grifter.** The character is particularly adept at lying and is experienced at running confidence scams. They gain +1 on all Charisma checks and can oppose a Detect Lie/ESP spell if they know it is being cast.
- **Curious.** The character is so insatiably curious that locked doors and pockets are little obstacle to their inquisitive nature and nimble fingers. The character gains the ability to Pick Locks and Pick Pockets as a first level Thief, and gains another level of proficiency every time they subsequently gain an experience level.
- **Linguist.** Gain two additional languages. Can be chosen multiple times
- **Repair Gear.** Lots of practice knocking out dents and sharpening weapons allows the character to repair damaged weapons and armor during a REST period. Requires a set of Armorer's Tools (hammers, pliers, etc., weighs one Item/20 gp). Does not work if weapon/armor is broken or destroyed and also does not work on silver or magical weapons.
- **Sneaky.** The character is naturally stealthy. They gain the ability to Hide in Shadows and Move Silently as a first level Thief and gain another level of proficiency every time they subsequently gain an experience level.

Half-Elf Path: Bard

The character is a minstrel with a flair for the dramatic who can infuse their music with magic, allowing them to cast spells in a limited fashion. Bards' ability to combine their natural good looks with a performer's magnetism also makes them extremely attractive to members of the opposite sex. Bards are not particularly strong fighters, but they have a number of talents that make them a valuable addition to any party. They have the following abilities:

- Bards can Woo members of the opposite sex with a Wisdom score of less than 13 if they have an opportunity to perform in front of them or engage them in a lengthy conversation. Persons with Wisdom scores greater than 13 or HD equal to or greater than the Bard can save for no effect. Persons Wooed in this manner will behave as if under the influence of a minor Charm spell (e.g., they will do favors for the character and be extremely well-disposed toward them, but will not engage in combat on their behalf).
- Bards can Enhance a party's REST, allowing all members to regain a number of HP equal to their experience level. They can also play Soothing Tones to reduce each party members' accumulated INSANITY POINTS by one point during a REST.
- Their mere presence increases the amount of Fellowship Points gained by a party by one point for every two experience levels of the Bard.
- They can compose a Ballad about the party's adventures, which will bring the party fame and increase the amount of experience gained by a party by 10% (or one XP if using the streamlined XP rules).
- Bards also have the ability to Sing For Their Supper, which provides them with 1d4 gp/level every time they play in front of an audience.

At 7th level Bards can craft a Saga about the party's exploits that will further enhance their fame and increase the amount of experience earned during any adventure by 15%. They gain the Curious, Grifter, or Linguist Skill.

At 10th level Bards can craft a Legend about the party's exploits that will make them famous throughout the land and increase the amount of experience earned during any adventure by 20% (or two XP if using the streamlined XP rules). They gain the Curious, or Linguist Skill.

Requirements:

CHR 15. Must have Grifter Skill. Must have a high quality musical instrument (worth 100 gp/level) to pitch Woo, Enhance the party's REST, play Soothing Tones, or craft Ballads, Sagas, or Legends.

Tradeoffs:

Bards forego the damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 damage on their attacks). They cannot pitch Woo, Enhance the party's REST, or craft Ballads, Sagas, or Legends if their musical instrument is lost or destroyed. Bards can only wear light armor (medium and heavy armor is deemed too unflattering). They may only use their spell points to boost non-combat related d20 rolls, such as saving throws or ability checks.

Half-Elf Path: Gambler

Cardsharps, dicemen, gamesters. Gamblers travel from town to town, earning a living by using their magical abilities to push the odds in games of chance firmly in their favor. They have the following abilities:

- They can Double Down to re-roll any failed d20 roll by expending an amount of spell points equal to the amount by which they failed the roll. However, if they miss the roll a second time, they lose an additional number of spell points equal to the amount by which they missed the roll. For example, if their TARGET NUMBER was 15 and the Gambler rolled an 11, they may expend four spell points to Double Down and gain a re-roll; if they subsequently rolled a six, they lose an additional nine spell points. Note that failing a re-roll will increase the party's DOOM.
- A number of times each day equal to their experience level, Gamblers can regain spell points by Wagering on the outcome of their own d20 rolls. They must declare to the GM how many spell points they wish to Wager and the nature of the bet (e.g., "I Wager four spell points that this d20 roll will be an even number"). If they succeed, they regain a number of spell points equal to the amount wagered. If they fail, the Wagered spell points are lost and the party gains DOOM.

At 7th level Gamblers gain a Cardsharp ability once per day that allows the player to use a real deck of cards to gamble on gaining a bonus on all of their d20 rolls for an encounter. The player must shuffle the deck, place it face-down, offer the GM a cut, and declare a suit (clubs, spades, hearts, diamonds). If they draw that suit, the character gains a +2 bonus on attacks, saves and ability checks and if they draw a face card of that suit, they gain a +4 bonus. However, if they fail to draw the suit, they incur a -1 penalty on all d20 rolls and if they draw a face-card from one of the other suits, they receive a -2 penalty.

At 10th level, Gamblers can use their Cardsharp ability twice per day to the benefit or detriment of their entire party, with all characters gaining a bonus or penalty based on the outcome of the gamble.

Requirements:

CHR 13. Must have Curious Skill. Must beat the GM in a game of chance. Must have a lucky charm (milestone quest) that acts as a focus item for all of their gambling abilities.

Tradeoffs:

Gamblers forego the damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 damage on their attacks). They cannot use any of their gambling abilities if their lucky charm is lost or destroyed. Gamblers can only wear light armor. They do not gain Skills except as noted above.

Half-Elf Path: Outlaw

Some half-elves are driven off into the wilderness, where they often fall in with bandits. However, they tend to become romantic anti-authoritarians in the Robin Hood mode rather than ruthless highwaymen. Like Rangers, half-elven Outlaws are expert hunters, trackers, and woodsmen, with an extensive knowledge of wilderness lore (can forage for food, identify flora and fauna, etc.). Outlaws can also use their inherent magical ability to enhance their archery skills. They have the following abilities:

- Outlaws can track or hide tracks on a successful Wisdom roll and can Move Silently/Hide in Shadows as a Thief of equal experience level while outside.
- Outlaws gain an Animal Companion (Giant Hawk, Wolf, Mountain Lion, Panther, Blink Dog, Faerie Dragon) that will have exceptional intelligence and loyalty.
- They can boost any missile attack d20 roll by expending spell points, up to an amount equal to their experience level.

At 7th level Outlaws can chose one of the following Skills: Agile; Curious; or Dirty Fighter.

At 10th level Outlaws gain a second animal companion and can chose one of the following Skills: Agile; Curious; or Dirty Fighter.

Requirements:

Dexterity 13. Must have missile as PRIMARY attack. Must have Combat Archer Skill. Must have participated in at least two wilderness adventures and gained one level using only missile attacks.

Tradeoffs:

Outlaws forego the damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 damage on their attacks). They can only wear light armor and cannot use a shield. Outlaws may only use their spell points to boost their missile attacks. They do not gain Skills except as noted above.

HALF-ORC

“The trouble with being able to lift heavy things is that when heavy things need to be lifted, folk step out of the way and smile at you.”

Joe Abercrombie, Half the World

Half-Orc Characters

There's no nice way to put it -- half-orcs are the result of orc brutality and rape. Half-orcs that grow up with their orc parent's tribe often use their human cunning to secure the role of go-between/trader/negotiator with unscrupulous humans or other humanoid tribes and some even rise to positions of prominence. In human society, half-orcs are outcasts. They are forced into the dirtiest and most dangerous jobs (rat-catcher, bouncer, thug, garbage picker, corpse collector, grave digger, slaver, gladiator) that can make use of their strong backs and violent nature. Half-orcs' physical appearance can vary greatly. Some are virtually indistinguishable from their orc parent, some are merely extremely brutish-looking humans, and some have a mix of human and orcish features. They tend to be bigger and stronger than humans, with average heights well over six feet and average weights over 225 lbs.

Player Character half-orcs have either grown up on the fringes of human society or been cast out of their orc tribe. They have gained their combat skills the hard way, as they have had to fight for every single scrap of clothing, food, and shelter their entire lives, no matter what culture in which they were raised.

When creating a Half-orc character roll 3d6 for each ability and add +2 to Strength and +1 to Constitution and subtract -2 from Intelligence and Charisma. Half-orcs gain 1d6 HP + CON bonus per level (until reaching their maximum HP level of twice their Constitution score). They do 1d6 on all melee and missile attacks and add +1 damage every other experience level bonus on their PRIMARY form of attack. They have the ability to see in the dark and speak Orc and Common, while those that grew up in an orc tribe know a smattering of Goblin as well.

They are commonly referred to by the following titles:

- Levels 1-3: "Tough"
- Levels 4-9: "Brute"
- Levels 10-11: "Bastard"
- Levels 12+: "Renegade"

Half-Orc characters pick one skill every other level. They may also choose a Path at level 4 if they meet the requirements for that Path.

Half-Orc Skills

- **Brawler.** The character is an expert at unarmed combat and does normal melee damage as per their class with improvised weapons or bare hands.
- **Combat Archer.** The character can fire missile weapons while engaging in melee without incurring DISADVANTAGE.
- **Cruel.** The character knows how to twist a blade, kick a knee, or bite an ear while in melee, adding +1 damage to all of the character's melee attacks.
- **Dirty Fighter.** The character knows how to make their shots count. They gain the Thief's Backstab ability (+4 to hit, double-damage).
- **Fury.** The character can use their Strength bonus for damage rolls, instead of modifying their d20 attack roll.
- **Repair Gear.** Lots of practice knocking out dents and sharpening weapons allows the character to repair damaged weapons and armor during a REST period. Requires a set of Armorer's Tools (hammers, pliers, etc., weighs one Item/20 gp). Does not work if weapon/armor is broken or destroyed and also does not work on silver or magical weapons.
- **Strong Back.** The character is used to carrying heavy loads long distances. They can carry an additional 50% without incurring any penalties due to over-encumbrance.
- **Sneaky.** The character is naturally stealthy. They gain the ability to Hide in Shadows and Move Silently as a 1st level Thief and gain another level of proficiency every time they subsequently gain an experience level.
- **Tactics.** The character's advanced training and hard-won experience allows them to perform Disarm and Knockdown attacks.
 - o Disarm – a successful hit by the character does no damage, but their opponent must make a Dexterity save to hang on to their weapon.
 - o Knockdown – successful hit does no damage, but opponent must make Strength save to avoid being knocked prone, pushed into an obstacle or off a cliff, etc.
- **Toughness.** The character's incredible stamina and stubbornness allows them to shrug off pain to such a degree that they can RECUPERATE for two HP/level + CON bonus.
- **Weapon Master.** Through dedication and practice, the character gains +1 to attack with a specific type of weapon (e.g., long sword, shortbow, dagger) and scores a Critical Hit on a natural roll of 19-20. This skill can be chosen up to three times (Expert, Master, Grandmaster) for additional +1 attack bonuses with the same weapon (with Critical Hit range increasing as well, up to 17-20 if chosen three times), or +1 with different types of weapons.

Half-Orc Path: Brawler

The character is well-versed in bar fights, back-alley brawls, illegal pit-fighting and other types of hand-to-hand combat. They've had no formal combat or martial arts training, but survived long enough to pick up some essential unarmed fighting skills. Brawlers tend to be tough-looking brutes with cauliflower ears, missing teeth, numerous facial scars, and a nose that's been broken so many times it resembles a crooked chunk of leather. They gain +2 on all saves vs. stun effects. Brawlers have a number of special unarmed attacks:

- **Eye Gouge:** The Brawler accepts -4 to attack, but if successful, they temporarily blind their opponent (-4 to attack roll). If the Brawler succeeds on their d20 attack roll by more than four points, they've ripped out an eye and the blindness is permanent.
- **Ground & Pound:** On a successful attack, the target must save vs. STR or be borne to the ground, where the Brawler automatically pummels them (no attack roll needed) for normal melee damage each round until they make a save vs. STR to escape the clinch and regain their feet. Note that the Brawler can be attacked with ADVANTAGE by other adversaries while on the ground.
- **Haymaker:** The Brawler accepts a -2 penalty to their d20 attack roll, but can transfer their STR bonus from their attack roll to their 1d6 damage roll on any single attack.
- **Below the Belt:** Brawler accepts a -2 penalty to their d20 attack roll, but if successful, opponent must save vs. CON or be stunned for one round.

At 7th level the Brawler can choose the Cruel, Dirty Fighter, Fury, or Toughness Skill and gains the following attacks:

- **Chokehold:** Brawler accepts a -4 penalty to attack, but if successful, opponent must save vs. STR each succeeding round. If they fail, they will become unconscious after two rounds, and will die after four. Note the Brawler can take no other action while performing a Chokehold and is attacked with ADVANTAGE while doing so.
- **Head Butt:** Brawler accepts -2 to attack roll. If successful, target must save vs. CON or be stunned for 1d4 rounds. Note that target must be roughly man-sized.
- **Bear Hug:** The Brawler accepts DISADVANTAGE but on a successful attack, they squeeze opponent for maximum melee damage plus their STR bonus. The Brawler automatically hits each succeeding round unless their opponent saves vs. STR. Note the Brawler can take no other action while performing a Bearhug and is attacked with ADVANTAGE while doing so.

At 10th level the Brawler can choose the Cruel, Dirty Fighter, Fury, or Toughness Skill and gains the following attacks:

- **Body Slam:** Accepts a -4 penalty on their d20 attack roll, but on a successful attack, the Brawler picks up and throws a man-sized target a distance equal to their STR score. This attack deals 2d6 damage to the primary target, who must save vs. CON or be stunned for 1d6 rounds, and may do 1d6 damage to two adjacent targets if the Brawler makes a successful missile attack role.
- **Flying Dropkick:** The Brawler can leap a distance equal to their STR score to deliver a powerful kick that does 2d6 damage. Target must save vs. CON or be stunned for 1d6 rounds.

Requirements:

STR 15, CHR <10. Must have melee as PRIMARY form of attack. Must have Brawler Skill. Must have gained one level without using melee weapons or wearing heavy armor.

Tradeoffs:

Brawlers forego the damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 damage on their attacks). They cannot wear heavy armor or use a shield. They do not gain Skills except as indicated above. Note that their unarmed attacks will not damage incorporeal creatures or creatures that can only be hit by magical weapons. However, the Brawler may still be able to pin, hold, or throw such creatures, at the GM's discretion.

Half-Orc Path: Ragetusk

Among the most feared warriors of the orcish race are their berserkers. Called “Mad Swine” and “Heart eaters” by their Dwarven and Elven enemies, they are known as Ragetusks to other orcs, who believe they have been blessed by orcish blood gods and hold them in awe. Player character Ragetusks either grew up in an orcish tribe, but were outcast before they could become a threat to the chieftain, or they’ve been an angry loner their entire life, who have only now discovered how to focus their fury. They have the following abilities:

- Ragetusks can enter a ferocious, blood-fueled Rage a number of times equal to their experience level each day. While Raging, the character gains +1 damage to their melee attack every time they kill an adversary. The damage bonus is cumulative (up to an amount equal to their experience level) and lasts until the battle ends. If a Ragetusk is reduced to 0 HP while Raging, they can ignore injuries and continue fighting until they reach negative HP equal to their character level, at which point they drop dead.
- They score a Critical Hit on a 19-20 while Raging. They also gain +1 to Armor due to their rage-induced ability to ignore pain. They gain ADVANTAGE on all Strength and Constitution checks and saves vs. Charm, Sleep, Hold, and Fear spells.

At 7th level Ragetusks score a Critical Hit on a 18-20 while Raging and cause Fear to all adversaries with less than three HD every time they perform a Critical Hit. They also gain +2 to Armor due to their rage-induced ability to ignore pain. Ragetusks also gain the ability to augment their Strength by eating the hearts of their vanquished enemies. They gain +1 STR for every heart eaten, up to +3. The effect lasts for one turn per experience level.

At 10th level Ragetusks score a Critical Hit on a 17-20 while Raging and cause Fear to all adversaries with less than six HD every time they perform a Critical Hit. They also gain +3 to Armor due to their rage-induced ability to ignore pain. They gain a +2 damage bonus for the remainder of the battle every time they kill an enemy while in a Rage (up to an amount equal to their experience level). If a Ragetusk is reduced to 0 HP while Raging, they can ignore injuries and continue fighting until they reach negative HP equal to their total Strength score, at which point they drop dead.

Requirements:

STR 16, CON 13, WIS <10. Must have melee as PRIMARY attack. Must have Fury Skill. Must have killed 10 opponents while in a murderous rage (no use of skills, magic, or missile attacks) and eaten their hearts.

Tradeoffs:

Ragetusks forego the damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 damage on their attacks). They can wear heavy armor but may not use a shield. They do not gain Skills. Any time their HP total falls lower than their experience level while raging, the Ragetusk must save vs. WISDOM or attack their closest ally instead of an enemy and must save vs. WIS each successive round to get back on track and pointed in the right direction.

Half-Orc Path: Scrounger

Scroungers have experience serving as an intermediary between orcs and unscrupulous humans, goblins, or other humanoid races. The character is well-versed in finding value in items that others have discarded, searching out needed supplies, and negotiating for the best deal. They have the following abilities:

- Scroungers Find Secret doors on a 5-6 on 1d6 when actively searching.
- When tallying up the amount of treasure after an adventure, Scroungers generate an extra 10% value for the party.
- They can Forage for food and water in any harsh environment, including dungeons, deserts, and caverns.
- They can Haggle to reduce the cost of mundane supplies by 25%.
- They gain one of the following Skills: Curious; Linguist; or Repair Gear.

At 7th level Scroungers generate an extra 15% value of treasure found by the party. They gain one of the following Skills: Cruel; Curious; Dirty Fighter; Linguist; or Repair Gear.

At 10th level Scroungers generate an extra 20% value of treasure found by the party. They gain one of the following Skills: Cruel; Curious; Dirty Fighter; Linguist; or Repair Gear.

Requirements:

WISDOM 12. Must have Sneaky Skill. Must have parleyed with at least five different humanoids prior to becoming a Scrounger.

Tradeoffs:

Scroungers forego the damage bonus for their PRIMARY attack (i.e., the character will henceforth only do 1d6 damage on their attacks). They may not wear heavy armor but may use a shield. They do not gain Skills except as noted above.

APPENDICES

APPENDIX A – ART

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*Download the color PDF or purchase a hard copy for awesome stock art by
Dean Spencer and other great artists!*

APPENDIX B - SPELL BOOKS

Here are several random tables to assist GMs in creating random spell books.

Cover Material (d20)	
1-10	Leather
11	Hide – common (deer, horse, wolf)
12	Wood
13	Fur
14	Metal
15	Skin –human
16	Skin – elf
17	Skin – goblin
18	Bone
19	Ivory
20	Hide – magical (dragon, troll, unicorn)

Age (1d6)	
1	d4 x 10
2	d10 x d10
3	d4 x 100
4	d8 x 100
5	d10 X 100
6	d4 x 1000

Number of spells (1d6)	
1	1d4 first level spells
2	1d4 first level spells, 1d4 second level spells
3	1d4 first level spells, 1d4 second level spells, one third level spell
4	1d4 second level spells, 1 – 3 third level spells, one fourth level spell
5	1d6 second level spells, 1d4 third level spells, 1-3 fourth level spells
6	1d4 third level spells, 1-3 fourth level spells, 1 fifth level spell

Additional Contents (d20)	
1	CURSE – save vs. spells or be struck by a double-strength Feeblemind spell
2	History – roll d6: 1-2 human, 3-4 elvish, 5-6 dwarven
3	Sociological study of the Bloodbroth goblin tribe
4	Elvish poetry
5	Elvish erotica
6	Pornography – human
7	Journal documenting author's descent into madness
8	Pornography – dwarven
9	Sketch drawings of butterflies
10	Recipe for brewing beer
11	Recipe for cooking goblin
12	Drow phrase book
13	SPELL TRAP – save vs. Intelligence or be polymorphed into a dung beetle
14	List of rival wizards to be killed, with several names crossed off
15	Love note to a succubus
16	Directions on how to breed a cockatrice
17	Recipe/instructions for making a potion of invisibility (cuts cost and time by ½)
18	True names of 13 demons
19	Treatise on (roll d6): 1-2 dragons, 3-4 demons, 5-6 mind flayers; the reader will henceforth have ADVANTAGE on all d20 rolls when facing this creature type
20	Treasure map

Spell Book Random Name Generator (3d20)		
Adjective	Noun	Adverb
1. Red/Black/Blue	1. Audit /Manual/Papers	1. Alchemy/Sagacity/Prophecy
2. Dark/Light	2. Grimoire/Tome/Book	2. Necromancy/Witchcraft
3. Grim	3. Philosophies/Axioms	3. Illusion/Enchantment
4. Illuminated/ Shadowed	4. Incantations	4. Demonology/Diabolism/ Deviltry
5. Forbidden/Cursed	5. Occularus	5. Wizardry/Abjuration/ Evocation/Divination
6. Mystical/Mysterious/ Inscrutable	6. Scrip/Scripture	6. Nocturne/Shadows/Shade/ Illumination
7. Prestigious/Infamous/ Epic	7. Fortunes/Prophecies/ Portents	7. Serpents/Dragons
8. Anonymous/Secret	8. Archive/Narrative	8. Hell/Inferno/Underworld
9. Tattered	9. Libram/Codex	9. Blackness/Darkness/Gloom/ Dark/Doom/Night
10. Arcane/Sorcerous	10. Compendium/Collection	10. Light/Miracle
11. Timeless/Ancient/ Elder	11. Writings/Musings	11. Arcana/Magick/Spellcraft/ Incantations/Artifice
12. Resilient	12. Theorems/Formulae/ Equations/Geometries	12. Myth/Prestige/Power/Might
13. Learned	13. Theses/Observations/ Doctrine	13. Sorcery/Conjurations
14. Scarlet/Obsidian/Azure	14. Key/Source	14. Horror/Sorrow
15. Infernal/Diabolical	15. Diary/Journal/Memoir	15. Ruin/Mist
16. Selected/Universal	16. Survey/Syllabus	16. Ash/Ember
17. Elemental/ Fundamental	17. Abstract/Digest	17. Eternity/Infinity/Enigma
18. Eldritch	18. Fundamentals/Hierarchies / Foundations	18. Hazard/Menace
19. Cryptic/Veiled	19. Volume/Manuscript/ Works	19. Scorn/Decay/Retribution
20. Amber/Jade/Emerald	20. Log/Chronicle/Record	20. Art/Tribute

APPENDIX C - CHARACTER SHEET

The character sheets are intended to be printed double-sided in landscape mode in order to form a small booklet/pamphlet. A printer-friendly black and white copy is provided and a color version can be downloaded from DriveThruRPG.

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Color character sheets available for free download at [DriveThruRPG](http://DriveThruRPG.com)

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Color character sheets available for free download at [DriveThruRPG](http://DriveThruRPG.com)



THE DOZEN DOOMS CHARACTER SHEET



CHARACTER NAME _____

BACKGROUND:

APPEARANCE & PERSONALITY:

LIKES/DISLIKES/FEARS/QUIRKS:

SANITY: _____ INSANITY POINTS: _____

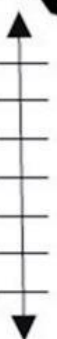
DISORDERS:

MOTTO: _____

CLASS

LEVEL

EXPERIENCE



ALIGNMENT

WEAPONS & EQUIPMENT



SPEED

WEIGHT
CARRIED

BASIC CARRY
CAPACITY

SPECIAL ABILITIES & SPELLS



ABILITIES

___ STRENGTH ___

___ DEXTERITY ___

___ CONSTITUTION ___

___ INTELLIGENCE ___

___ WISDOM ___

___ CHARISMA ___

MELEE ATTACK



HERO POINTS



ARMOR



MISSILE ATTACK



HIT POINTS

MAGIC ATTACK



SPELL POINTS

MAX

HIT POINTS

MAX

SPELL POINTS

APPENDIX CN - SAMPLE PARTY CONTRACT

Article I. This contract is a binding agreement between the individuals signed below to become a member of the band/company known as Underhand (henceforth referred to as the Party). These individuals, henceforth referred to as "Party Members," swear upon the gods whom they hold dear, as well as their own sacred honor, to abide by the provisions of the contract as long as they are considered a member of the Party. By signing this contract, the Party Members hereby attest that this oath is made in good faith, without equivocation or deceit.

Article II. All Party Members pledge to aid each other to the utmost of their ability in a faithful and honest manner during the course of an expedition. Party Members commit to defend each other from harm and utilize their abilities, skills, talents, and powers to pursue those aims identified by the Party as common goals.

Article III. Concerning the Division of Treasure, Plunder, Booty, and Spoils.

Article III A. All gold, silver, copper, gems, jewelry, art, weapons, armor, livestock, consumables, collectables and other non-magical items of value recovered during the Party's expeditions shall be divided into equal shares for distribution amongst the Party Members.

Article III. B. One extra share shall be set aside to pay for mundane supplies and one additional share set aside for the hire of any specialized expertise such doctors, alchemists, sages, translators, cartographers, astrologers, and seers. Any henchmen, hirelings, or retainers whose employ was agreed to by the Party Members and who accompany the Party on an expedition shall receive one half-share of non-magical treasure, plunder, booty, and spoils.

Article III. C. Items identified as magical in nature shall be distributed by choosing lots. Once each Party Member has chosen their lot and no magical items remain, each Party Member may choose to trade such items amongst themselves, or sell the magical items, at their own discretion.

Article III.D. No Party Member may keep, conceal, deceive, or fail to inform the Party of any items of value found during the course of an expedition conducted by the Party.

Article IV. Concerning the Procurement and Use of Mundane Supplies.

Article IV. A. All Party Members commit to the judicious use of common supplies such as food, water, blankets, torches, lanterns, oil, and so forth.

Article IV. B. One share of the Party's Treasure, Plunder, Booty, and Spoils, as set forth in Article III.B., shall be used to procure mundane supplies for use by Party Members. Mundane supplies include: food, water, blankets, tents, rope, tools, torches, lanterns, oil, bandages, horses, mules, oxen, saddles, saddlebags, wagons, and other materiel the Party Members agree may be of use during an expedition. Common funds shall not be used to purchase alcohol or other mind-altering substances for anything other than limited medicinal purposes.

Article V. One share of the Party's Treasure, Plunder, Booty, and Spoils, as set forth in Article III.B., shall be set aside to pay for medical care, to include magical healing. Medical care consists of services provided by doctors, surgeons, nurses, barber surgeons, leeches, mid-wives, and priests. Magical healing includes healing spells cast by a non-Party Member, as well as the removal of curses, diseases, poisons, and possessions, and the reversal of transmutations and transformations.

Article VI. Any dispute between Party Members shall be resolved by a simple vote among the Party Members, with a simple majority deciding the issue. If the result of such a vote is evenly split, the matter shall be decided by the toss of a coin. All Party Members agree that disputes resolved in this manner are binding and commit to abide by such a resolution with no ill will toward the disputant or other members of the Party.

Article VII. Concerning the Retrieval and Disposition of Fallen Party Members.

Article VII.A. In the event that a Party Member is killed, separated, lost, or taken prisoner (henceforth referred to as "Fallen"), the remaining Party Members shall make reasonable attempts to recover said Party Member. However, the Party is not obligated to directly risk the lives of other Party Members to recover a Fallen Party Member. Disagreements over what constitutes "reasonable" shall be put to a vote by the Party and all Party Members agree to abide by the outcome of such a vote.

Article VII.B. The remains of all deceased Party Members shall be burned in order to guard against the reanimation or possession of the remains, unless the Party Member has expressly stated in writing under their signature a desire for some other means of disposal for their remains.

Article VII. C. The Party is under no obligation to seek out magical means of bringing deceased Party Members back from the dead, such as through reanimation, reincarnation, or resurrection.

Article VII. D. A Fallen Party Member's share of Treasure, Plunder, Booty and Spoils shall be passed to the next of kin identified under their signature below, at the Party's earliest convenience. Any magical items belonging to the Fallen Party Member shall be redistributed amongst surviving Party Members, with such distribution being determined by drawing lots.

Article VIII. Concerning Membership in the Party.

Article VIII.A. New Party Members may join the Party only after their potential membership has been put to a vote, with a simple majority deciding the issue.

Article VIII.B. Any Party Member may leave the Party by informing the other Party Members of their intent to do so, and striking their signature from this contract. Party Members wishing to leave the Party must provide one day's notice, and may not do so if the Party is currently engaged in an expedition.

I hereby swear by my sacred honor and upon the all gods I hold holy to observe the provisions set forth above and do so in good faith, without equivocation or deceit.

Signed

Kryat Kreel, "GRM"

Malvin "Slip" Ellsworth

Next of kin — Malvin Ellsworth, Sr., The Shires.

Alistair "Runewild" Wild

Next of kin — Daphina Wild (sister)

X

Laskar Guhl

ARNE "GOAT" SURHARDT

RORACH HRAFNOR

"ROACH"

NEXT OF KJN — RAGNHJID HRAFNOR, KARAK EIDRJN

APPENDIX D - ONE DOZEN DOOMS

A Something Awful Happens table works best if tailored to your specific adventure, but a list of 12 semi-generic tables are provided to stimulate the GM's imagination and for emergency use.



1 - Something Awful Happens in a Low-Level Dungeon



1. BETRAYAL. Henchman/animal companion/NPC betrays the party; they steal something of value, abandon the party in the middle of a tough fight, or even switch sides and attack the party from behind.
2. REVENGE. Cultists or assassins sent by an old adversary suddenly attack.
3. SCAVENGERS. Following the scent of metal and/or blood left by the party, a rust monster, gray ooze, ochre jelly, or some other creature from a wandering monster table suddenly attacks.
4. VERMIN. Drawn by party's path of destruction, 2d4 stirges, giant rats, giant centipedes, or giant bats suddenly attack.
5. ENVIRONMENTAL COMPLICATION. Your battle knocked an enemy into a wall, which collapses. All characters must save vs. DEX or suffer 1d8 damage from falling debris.
6. SPELL EFFECT. One of the party members inadvertently stepped on a faded rune inscribed on the floor, triggering a latent spell effect that turns the party's gold into lead.
7. CORPSE. Something nasty (rot grubs, worm, imp) erupts from the body of a fallen enemy and attacks.
8. PANIC. Henchman/animal companion/NPC has a panic attack and falls to the ground screaming, ruining surprise and attracting a wandering monster.
9. LOST ITEM. One of the PCs (the last one that failed a roll) realizes they lost a valuable item at the site of their last combat encounter.
10. SUPPLIES RUINED. Party's food and water has been befouled by some nasty organism. Save vs. CON or spend the next two turns puking your guts out, -2 to STR and CON for the next 24 hours.
11. LAST BREATH. Dying enemy falls against PC and vomits blood in their face. Save vs. CON or contract Goblin Pox disease (teeth turn black and nasty warts grow all over body).
12. LIGHTS GO OUT. A sudden breeze blows out all torches and extinguishes lanterns, plunging the party into darkness.



2 - Something Awful Happens in a Mid-Level Dungeon



1. BETRAYAL. Henchman/NPC betrays the party - is revealed as a doppelganger.
2. REVENGE. Assassins, an invisible stalker, a demon, or an elemental sent by an old adversary suddenly attacks.
3. SCAVENGERS. Following the scent of blood left by the party, 1d4 ghouls, an owl bear, a troll, or some other creature from a wandering monster table suddenly attacks.
4. VERMIN. Drawn by party's path of destruction, 2d4 tiger beetles/giant spiders, a boar, a carrion crawler, a mountain lion, or a draco lizard attacks.
5. ENVIRONMENTAL COMPLICATION. Tremor/minor cave-in; the path back is blocked, and all characters must save vs. DEX or suffer 2d6 damage from falling debris. The ceiling will collapse in 1d12 rounds, killing everyone in the room.
6. SPELL EFFECT. One of the party members inadvertently stepped on a faded rune inscribed on the floor, triggering a latent spell effect that turns all of the party's steel/iron into lead.
7. NOT DEAD YET. An adversary left for dead suddenly revives for one last attack (with surprise).
8. PANIC. Henchman/animal companion/NPC suddenly panics and runs screaming further into the dungeon, triggering traps and alerting enemies to the party's presence.
9. SUPPLIES RUINED. Exposure to magic has caused all of the party's food and water to turn foul.
10. LOST ITEM. One of the PCs (the last one that failed a roll) realizes they lost a valuable item at their last resting place outside of the dungeon
11. LAST BREATH. Dying enemy falls against PC and wrenches the character's shield or weapon out of their hands.
12. LIGHTS GO OUT. You triggered a Darkness spell.

**3- Something Awful Happens in a Low-Level Crypt/Tomb**

1. BETRAYAL. Henchman/animal companion/NPC betrays the party; they steal something of value, abandon the party in the middle of a tough fight, or even switch sides and attack the party from behind.
2. REVENGE. Cultists or assassins sent by an old adversary suddenly attack.
3. SCAVENGERS. Following the sound of battle, 1d4 zombies/skeletons or a ghoul suddenly attacks.
4. VERMIN. Drawn by party's path of destruction, 2d4 stirges, giant rats, giant centipedes, or giant bats suddenly attack.
5. LAST BREATH. You got a bit of undead gunk in your mouth. Save vs. CON or contract Tomb Rot disease (as per mummy's diseased touch).
6. SPELL EFFECT. One of the party members inadvertently stepped on a faded rune inscribed on the floor, triggering a latent spell effect that forces the entire party to save vs. STR or be in frozen in place by Fear for 1d4 rounds.
7. NOT DEAD YET. Something nasty (rot grubs, worm, imp) erupts from the body of a fallen enemy and attacks.
8. PANIC. Henchman/animal companion/NPC has a panic attack and falls to the ground screaming, ruining surprise and attracting a wandering monster.
9. LOST ITEM. One of the PCs (the last one that failed a roll) realizes they lost a valuable item at the site of their last combat encounter.
10. SUPPLIES RUINED. Exposure to evil magic has caused all of the party's food and water to turn to blood.
11. ENVIRONMENTAL COMPLICATION. The ground is strewn with severed limbs and blood, making footing difficult. All attacks made with DISADVANTAGE.
12. LIGHTS GO OUT. A sudden breeze blows out all torches and extinguishes lanterns, plunging the party into darkness.

**4 - Something Awful Happens in a Mid-Level Crypt/Tomb**

1. BETRAYAL. One of the characters is possessed by an evil spirit and betrays the rest of the party.
2. BITTEN. One of the characters has been bitten by an infectious zombie. Save vs. CON or turn into a zombie in 1d12 rounds. The infection can be stopped by severing a limb, or by a Bless spell, which provides the character with another opportunity for one last saving throw.
3. REVENGE. Assassins, an invisible stalker, a demon, or an elemental sent by an old adversary suddenly attacks.
4. SCAVENGERS. Following the sound of battle, 2d4 ghouls or 1d4 wraiths suddenly attack.
5. VERMIN. Drawn by party's path of destruction, 1d6 carrion crawlers/giant spiders attack.
6. ENVIRONMENTAL COMPLICATION. Dozens of skeletal arms burst from the floor, attempting to grab everyone in the room.
7. SPELL EFFECT. One of the party members inadvertently stepped on a faded rune inscribed on the floor, triggering a latent spell effect that creates an anti-turning effect. All attempts to turn undead are useless for next 1d12 turns.
8. SUPPLIES RUINED. Exposure to evil magic has turned all of the party's water into acid. Each character carrying water must save vs. Dexterity or take 1d6 acid damage for next two rounds.
9. NOT DEAD YET. 1d6 defeated adversaries re-animate and attack with surprise.
10. PANIC. Henchman/animal companion/NPC suddenly panics and runs screaming further into the crypt.
11. LOST ITEM. One of the PCs (the last one that failed a roll) realizes they lost a valuable item at their last resting place outside of the dungeon.
12. LIGHTS GO OUT. You triggered a Darkness spell.

**5 - Something Awful Happens in a Low-Level Forest**

1. BETRAYAL. Henchman/animal companion/NPC betrays the party; they steal something of value, abandon the party in the middle of a tough fight, or even switch sides and attack the party from behind.
2. REVENGE. 1d4 Bounty hunters with hounds sent by an old adversary or 3d4 goblins with 1d4 dire wolves seeking revenge suddenly attack.
3. SCAVENGERS. Following the party's scent, a boar, giant snake, or mountain lion suddenly attacks.
4. VERMIN. Drawn by the scent of blood, 2d4 stirges, giant bats, or wolves suddenly attack.
5. ENVIRONMENTAL COMPLICATION. The party has blundered into a large patch of previously dormant grab-grass.
6. SPELL EFFECT. A brownie, pixie, sprite, or faerie dragon uses their magic to prank the party in the middle of a battle, causing pants to fall down, replacing a sheathed weapon with a carrot, etc.
7. NOT DEAD YET. Something nasty (rot grubs, worm, imp) erupts from the body of a fallen enemy and attacks.
8. PANIC. Henchman/animal companion/NPC suddenly panics and starts screaming, ruining surprise and attracting a wandering monster.
9. LOST ITEM. One of the PCs (the last one that failed a roll) realizes they lost a valuable item at the site of their last combat encounter.
10. LAST BREATH. Dying enemy falls against PC and vomits blood in their face. Save vs. CON or contract Goblin Rot disease (teeth turn black and nasty warts grow all over body).
11. SUPPLIES RUINED. Ants have gotten into the party's supplies and ruined all of their food.
12. LOST. The party has gotten completely turned around and lost all sense of direction.

**6 - Something Awful Happens in a Mid-Level Forest**

1. BETRAYAL. Henchman/animal companion/NPC betrays the party; they steal something of value, abandon the party in the middle of a tough fight, or even switch sides and attack the party from behind.
2. REVENGE. 1d4 hell hounds sent by an old adversary seeking revenge suddenly attack.
3. SCAVENGERS. Following the party's scent, 2d4 displacer beasts or dire wolves suddenly attack.
4. VERMIN. Drawn by the scent of blood, an owl bear, grizzly bear, devil boar, or troll suddenly attacks.
5. ENVIRONMENTAL COMPLICATION. The party has blundered too close to an archer bush/killer tree/vampire roses.
6. SPELL EFFECT. A dryad/nereid has taken a strong liking to one of the party members and tries to Charm them.
7. NOT DEAD YET. An adversary left for dead suddenly revives for one last attack (with surprise).
8. PANIC. Henchman/animal companion/NPC suddenly panics and starts screaming and runs off deeper into the forest.
9. LOST ITEM. One of the PCs (the last one that failed a roll) realizes they lost a valuable item at their last resting place before entering the forest.
10. LAST BREATH. Dying enemy falls against PC and wrenches the character's shield or weapon out of their hands.
11. SUPPLIES RUINED. Ants have gotten into the party's supplies and ruined all of their food.
12. LOST. The party has gotten completely turned around and lost all sense of direction.

**7 - Something Awful Happens in a Low-Level Swamp**

1. BETRAYAL. Henchman/animal companion/NPC betrays the party; they steal something of value, abandon the party in the middle of a tough fight, or even switch sides and attack the party from behind.
2. REVENGE. Bandits have followed the party into the swamp and attack with surprise.
3. SCAVENGERS. Following the party's scent, an alligator, giant snake, or 1d4 lizard men suddenly attacks.
4. VERMIN. Drawn by the scent of blood, 2d4 stirges, giant leeches, or snakes suddenly attack.
5. ENVIRONMENTAL COMPLICATION. The party is attacked by an Insect Swarm.
6. SPELL EFFECT. A will-o-the-wisp appears in the distance, enticing a random PC to follow it into the swamp (save vs. WIS).
7. NOT DEAD YET. Something nasty (rot grubs, worm, imp) erupts from the body of a fallen enemy and attacks.
8. PANIC. Henchman/animal companion/NPC suddenly panics and starts screaming, which attracts a wandering monster.
9. LOST ITEM. One of the PCs (the last one that failed a roll) drops a valuable item, which falls into the water/muck/ooze and is lost forever.
10. LAST BREATH. Dying enemy falls against PC and vomits blood in their face. Save vs. CON or contract Goblin Rot disease (teeth turn black and nasty warts grow all over body).
11. SUPPLIES RUINED. Maggots have gotten into the party's supplies and ruined all of their food.
12. ENVIRONMENTAL COMPLICATION. Leeches have attached themselves to a random characters' nether regions. Incur DISADVANTAGE on all d20 rolls until the character strips naked and removes the bloodsuckers.

**8 - Something Awful Happens in a Mid-Level Swamp**

1. BETRAYAL. Henchman/animal companion/NPC betrays the party; they steal something of value, abandon the party in the middle of a tough fight, or even switch sides and attack the party from behind.
2. REVENGE. 1d4 hell hounds sent by an old adversary seeking revenge suddenly attack.
3. SCAVENGERS. Following the sounds of a combat, a giant catfish swims through the melee and swallows one combatant chosen at random. It will return every 1d4 rounds to swallow another combatant until the party leaves the area or kills it.
4. VERMIN. Drawn by the scent of blood, a giant snake or killer toad suddenly attacks.
5. ENVIRONMENTAL COMPLICATION. The party has discovered an old spike trap submerged beneath the water. Roll 1d6 every round of combat – odd number means the character has impaled their foot for 1d4 damage.
6. ENVIRONMENTAL COMPLICATION. A cloud of swamp gas descends upon the party, with effects equal to a Stinking Cloud.
7. NOT DEAD YET. An adversary left for dead suddenly revives for one last attack (with surprise).
8. PANIC. Henchman/animal companion/NPC suddenly panics and starts screaming and runs off deeper into the swamp.
9. LOST ITEM. One of the PCs (the last one that failed a roll) realizes they lost a valuable item at their last resting place before entering the swamp.
10. LAST BREATH. Dying enemy falls against PC and vomits blood in their face. Save vs. CON or contract Goblin Rot disease (teeth turn black and nasty warts grow all over body).
11. SUPPLIES RUINED. Maggots have gotten into the party's supplies and ruined all of their food.
12. LOST. The party has gotten completely turned around and lost all sense of direction.

**9 - Something Awful Happens in a Low-Level Cave**

1. BETRAYAL. Henchman/animal companion/NPC betrays the party; they steal something of value, abandon the party in the middle of a tough fight, or even switch sides and attack the party from behind.
2. REVENGE. Bandits have followed the party into the cave and attack with surprise.
3. SCAVENGERS. Following the party's scent, white apes, carrion crawlers, driver ants, killer bees, Neanderthals, rock baboons, or crab spiders suddenly attack.
4. VERMIN. Drawn by the scent of blood, 2d4 stirges, bats, fire beetles, oil beetles, cave locusts, giant centipedes, giant rats, or robber flies suddenly attack.
5. ENVIRONMENTAL COMPLICATION. Fungus causes erotic hallucinations; save vs. CON or strip naked and attempt to become intimate with closest being.
6. SPELL EFFECT. Previously dormant Shriekers wake up and begin keening.
7. CORPSE SURPRISE. Something nasty (rot grubs, worm, imp) erupts from the body of a fallen enemy and attacks.
8. PANIC. Henchman/animal companion/NPC suddenly panics and starts screaming, which attracts a wandering monster.
9. LOST ITEM. One of the PCs (the last one that failed a roll) drops a valuable item, which falls into a deep hole and is lost forever.
10. LAST BREATH. Dying enemy falls against PC and vomits blood in their face. Save vs. CON or contract Goblin Rot disease (teeth turn black and nasty warts grow all over body).
11. SUPPLIES RUINED. Exposure to magic has caused all of the party's food and water to turn foul.
12. LOST. The party has gotten completely turned around and lost all sense of direction.

**10 - Something Awful Happens in a Mid-Level Cave**

1. BETRAYAL. Henchman/animal companion/NPC betrays the party; they steal something of value, abandon the party in the middle of a tough fight, or even switch sides and attack the party from behind.
2. REVENGE. Bandits have followed the party into the cave and attack with surprise.
3. SCAVENGERS. Following the party's scent, a tuatara lizard, troll, cave bear, draco lizard, horned chameleon, or a giant tarantella and suddenly attacks.
4. ENVIRONMENTAL COMPLICATION - Flooding. Room begins to fill with water. Movement is cut in 1/2, party must find higher elevation in 1d4 rounds or be drowned.
5. ENVIRONMENTAL COMPLICATION. Tremor/minor cave-in; the path back is blocked, and all characters must save vs. DEX or suffer 1d8 damage from falling debris. The ceiling will collapse in 1d12 rounds, killing everyone in the room.
6. SPELL EFFECT. The cave walls are actually dormant living statues (rock) that begin to emerge and attack everything in sight.
7. CORPSE SURPRISE. Something nasty (rot grubs, worm, imp) erupts from the body of a fallen enemy and attacks.
8. PANIC. Henchman/animal companion/NPC suddenly panics and starts screaming, which attracts a wandering monster.
9. LOST ITEM. One of the PCs (the last one that failed a roll) drops a valuable item, which falls into a deep hole and is lost forever.
10. LAST BREATH. Dying enemy falls against PC and vomits blood in their face. Save vs. CON or contract Goblin Rot disease (teeth turn black and nasty warts grow all over body).
11. SUPPLIES RUINED. Exposure to magic has caused all of the party's food and water to turn foul.
12. LOST. The party has gotten completely turned around and lost all sense of direction.

**11 - Something Awful Happens in a Low-Level City**

1. BETRAYAL. Henchman/animal companion/NPC betrays the party; they steal something of value, abandon the party in the middle of a tough fight, or even switch sides and attack the party from behind.
2. REVENGE. Cultists or assassins disguised as ladies of the night attack with surprise.
3. SCAVENGERS. Attacked by local gang of 2d4 thugs/footpads.
4. VERMIN. Mobbed by 4d4 urchins who grab whatever valuables they can and scurry off. Each character must save vs. DEX to avoid having something stolen.
5. ENVIRONMENTAL COMPLICATION. Building catches on fire, must escape in 1d6 rounds or perish in the blaze.
6. ENVIRONMENTAL COMPLICATION – City Watch mistakes one of the PCs (or arrests party's thief for an outstanding warrant) for a wanted criminal. Order the party to lay down their arms and surrender.
7. CORPSE. Something nasty (rot grubs, worm, imp) erupts from the body of a fallen enemy and attacks.
8. KIDNAPPED. Unknown assailants make off with henchman/hireling/animal companion/NPC
9. LOST ITEM. Somewhere in the city. Make INT check to remember the last place you saw it or it is gone forever.
10. LAST BREATH. Dying enemy vomits blood into your face, save vs. CON or contract a disease.
11. SUPPLIES RUINED. Whatever you ate for breakfast didn't agree with you. Save vs. CON or be hit by a powerful bout of food poisoning. Fall to the ground and spend 1d12 turns praying for death while enduring crippling bouts of diarrhea and vomiting.
12. LIGHTS. Nightsoil dropped out of an upper story window onto party's heads. Random character must save vs. DEX or be blinded for 1d12 rounds.

**12 - Something Awful Happens in a Mid-Level City**

1. BETRAYAL. Henchman/NPC betrays the party – is revealed as a doppelganger.
2. REVENGE. Cultists or assassins disguised as ladies of the night attack with surprise.
3. SCAVENGERS. Attacked by local gang of 2d4 thugs/footpads.
4. WITCHHUNTERS. A priest/witch-hunter accuses one of the party's spell-casters of witchcraft and incites an angry mob to try and burn the character at the stake.
5. ENVIRONMENTAL COMPLICATION. Building catches on fire, must escape in 1d6 rounds or perish in the blaze.
6. CHALLENGER. A warrior looking to make a name for themselves challenges the party's strongest fighter to a duel.
7. CORPSE. Something nasty (rot grubs, worm, imp) erupts from the body of a fallen enemy and attacks.
8. KIDNAPPED. Unknown assailants make off with henchman/hireling/animal companion/NPC.
9. LOST ITEM. Somewhere in the city. Make INT check to remember the last place you saw it or its gone forever.
10. LAST BREATH. Enemy vomits blood into your face, save vs. CON or contract a disease.
11. SUPPLIES RUINED. Whatever you ate for breakfast didn't agree with you. Save vs. CON or be hit by a powerful bout of food poisoning. Fall to the ground and spend 1d12 turns praying for death while enduring crippling bouts of diarrhea and vomiting.
12. ENVIRONMENTAL COMPLICATION. Whichever character most recently had a romantic encounter suddenly develops a burning session in their nether regions. -2 to Dexterity score until they can find a healer.

APPENDIX H - HOLY WEAPONS

Holy Weapons contain the soul of a paladin who fell in battle against evil. They are all sentient (Intelligence 15, Ego 12) and communicate via telepathy with the wielder. In the hands of anyone but a Paladin, they are simply well-made weapons that are immaculate, without a trace of dust, grime, dirt, or blood. If wielded by a Paladin, they will reveal their true nature and grow in power as the Paladin's faith grows. Holy Weapons will provide a+1 bonus to attack and damage against evil creatures at 5th level, +2 to attack and damage at 8th level, and +3 to attack and damage at 11th level. A Holy Weapon can serve as the Paladin's holy symbol for purposes of Turning Undead.

In addition to these combat bonuses, each Holy Weapon has three magical talents, which will also be revealed as the Paladin grows in faith and experience.

At 5th level
(three times/day, 10' range, as appropriate):

1. Cure Light Wounds
2. Detect Magic
3. Detect Invisible
4. Find Traps
5. Knock
6. Levitation
7. Tongues
8. Vorpals vs. evil creatures (severs a limb on natural d20 attack rolls of 18-20)

At 8th Level
(once/day, 10' range, as appropriate):

1. Clairaudience
2. Clairvoyance
3. Create Food
4. Create Water
5. Dispel Magic
6. Neutralize Poison
7. Protection from Normal Missiles
8. Telekinesis

At 11th level
(once/day, 10' range, as appropriate):

1. Cure Disease
2. Dispel Evil
3. Part Water
4. Remove Curse
5. Silence 15' Radius
6. True Seeing
7. Wall of Holy Fire (double damage to evil creatures)
8. Wizard Eye

To generate a name for a Holy Weapon, roll 1d6, then roll corresponding d10 per the table below:

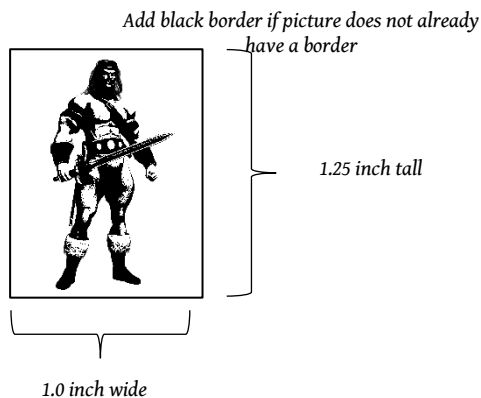
- 1-2. Roll on Column A + Column B
- 3-4. Roll on Column A + Column C
- 5-6. Roll on Column D + Column E
-

A.	B	C	D	E
1. Steadfast	1. Faith	1. Redemption	1. Sin	1. Slash(er)/Smash(er)Crush(er)/Cut(ter)
2. Sacred	2. Mercy	2. Condemnation	2. Evil	2. Smiter
3. Blessed	3. Justice	3. Punishment	3. Dark	3. Rebuker
4. Reverent	4. Virtue	4. Command	4. Chaos	4. Chastiser
5. Hallowed	5. Light/Sun	5. Persecution	5. Death	5. Bane
6. Righteous	6. Glory/Praise	6. Righteousness	6. Hell/Pit	6. Scourge
7. Divine	7. Penance/ Prayer	7. Salvation/ Serenity	7. Demon/ Devil	7. Striker
8. Silver/Gold	8. Belief	8. Rebuke	8. Spawn	8. Lasher/Eater
9. Shining	9. Blade/ Hammer	9. Forgiveness/ Deliverance	9. Ghoul	9. Punisher
10. Holy/ Almighty	10. Will	10. Life/Light	10. Foul	10. Banisher

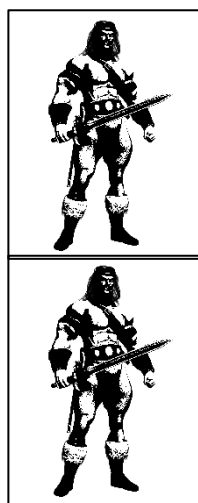
APPENDIX M - NO-FUSS PAPER MINIATURES

1) Find a digital image you would like to use for your character, NPC, or monster. The best way I have found to do this is via Google Image search or Pinterest.

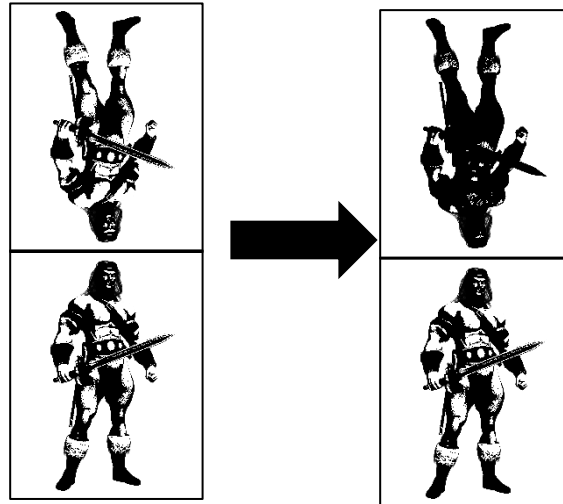
2) Paste the image into PowerPoint or a similar program such as Open Office Impress. Crop and/or resize the image to be 1.25" tall and 1.0" wide for man-sized characters (right-click, choose "size and position, and enter 1.25" for height and 1.0" for width).



3) Copy and paste the re-sized image, stacking the new copy on top of your original image. Then go to the "arrange button" and choose "flip vertical". This will give you a nice mirror image for when the two images are printed and folded over.



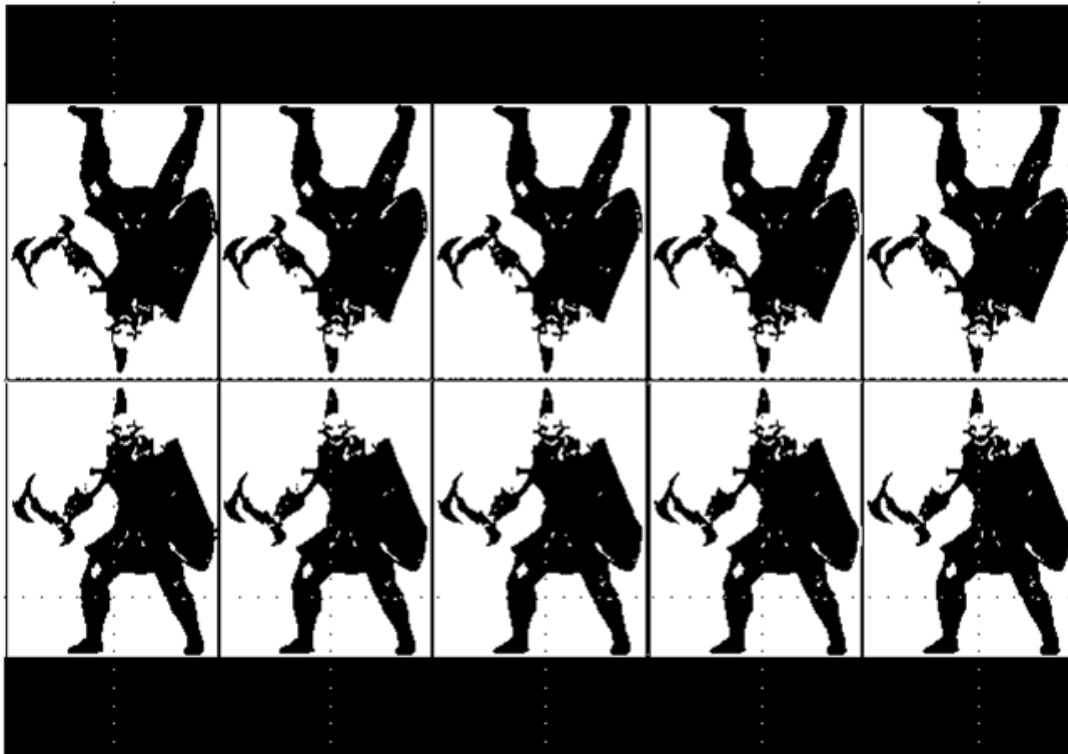
4) (optional) To designate one side of the mini as the rear/back, I like to re-color one of the images in black and white. Do this by right-clicking one of the images, choosing “format picture,” “picture,” “recolor,” and then choosing “black and white, 50%”.



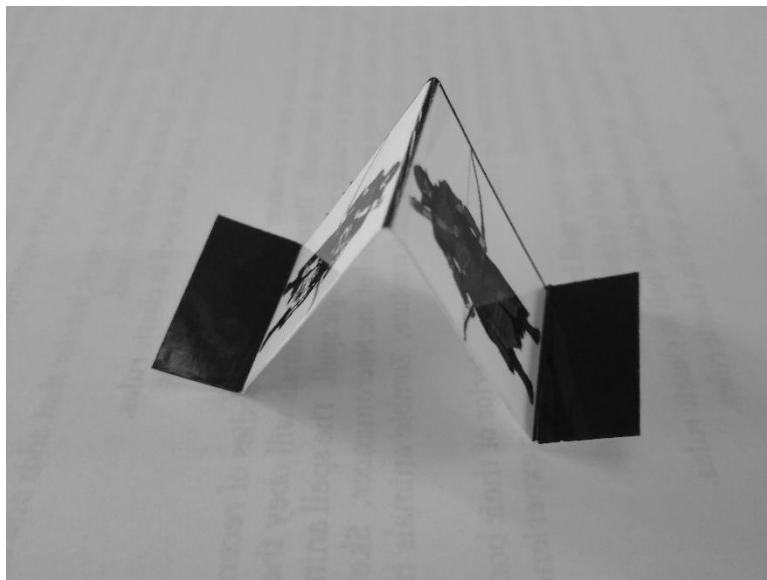
5) Now for the base. From the shapes box, choose a rectangle, and draw a rectangle under the bottom image that is 1.0” wide and 0.5” tall. Choose “shape fill” and color in the rectangle with a color of your choice (black is a good color). Copy and paste the rectangle, placing the new copy on top of your upper image.



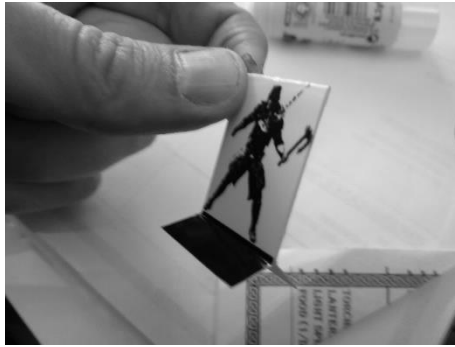
6) If you are making multiple copies (like for a horde of orcs, for example), highlight all of the images and bases, choose “arrange” then “group.” Now just copy and paste as many as you need.



7) Print out the minis on card stock or photo paper. Cut out the mini, cutting both images and bases as one big shape. Fold the images in half, being careful that all of the edges line up, then fold the bases into flaps. Print out the images.



8) Glue the backs of the images together, but don't put any glue on the bases just yet. Make sure you pinch tightly on the area where the two images fold over to avoid a gap.



9) Cut out a 1.0" x 1.0" piece of thin cardboard (a cereal box is ideal) and glue it to the bottom of the bases. This makes the mini less prone to falling over and gives it a bit of heft. If you like, you can superglue a penny or washer on the bottom for some extra weight.



APPENDIX N - INSPIRATION

RPG Inspirations:

- The Arcanum Fantasy Role-Playing Game Supplement, Second Edition, by Stephan Michael Sechi and Vernie Taylor, © 1985.
- Warhammer Fantasy Role Play, © Games Workshop Ltd, 1986.
- Basic Fantasy RPG by Chris Gonnerman, Third Edition (Release 107), © 2006 – 2016, www.basicfantasy.org
- Swords and Wizardry Complete Rules by Matthew J. Finch, Frog God Games, © 2008-2012, www.swordsandwizardry.com
- Labyrinth Lord Classic Fantasy Roleplaying Game of Labyrinths, Magic, and Monsters, by Daniel Proctor, Goblinoid Games, Revised Edition (Fifth Release), January 2011, www.goblinoidgames.com
- Dungeon Crawl Classics, © 2012, Goodman Games.
- Low Fantasy Gaming by Stephen J. Grodzicki, www.lowfantasygaming.com, © 2016
- White Box Fantastic Medieval Adventure Guide by Charlie Mason, Seattle Hill Games, www.seattlehillgames.com, © 2017.
- Dark Fantasy Basic Player's Guide, by Eric Diaz, © 2017, www.methodsetmadness.blogspot.com
- The Black Hack by David Black, Second Edition, © 2018.
- The Blackest Hack, by Tragos Games, © 2018.
- Five Torches Deep, by Ben and Jessica Dutter, © 2019, Sigil Stone Publishing.
- Index Card RPG, CORE Free Quickstart, by Hankerin Ferinal, Runehammer Games LLC, © 2019, www.runehammergames.com
- The Nightmares Underneath, Second Edition, by Johnstone Metzger, © 2019, Chthon Stone Games.

Literary Inspirations:

- Joe Abercrombie, "Red Country," "A Dish Served Cold," "The Blade Itself," "Before They are Hanged," "Last Argument of Kings," and "The Heroes," Pyr and Orbit Fantasy.
- Robert Lynn Asprin and Lynn Abbey "Thieves' World," "Tales from the Vulgar Unicorn," and "Shadows of Sanctuary," Ace.
- R. Scott Baker, "The Darkness that Comes Before," "The Warrior Prophet," "The Thousandfold Thought," "White Luck Warrior," "The Great Ordeal," and "The Judging Eye," The Overlook Press.
- Elizabeth Boyer, "The Wizard and the Warlord," "The Elves and the Otterskin," "The Sword and the Satchel," "The Thrall and The Dragon's Heart," "The Troll's Grindstone," "The Curse of Slagfid," "The Lord of Chaos," and "The Dragon's Carbuncle," Del Rey Fantasy.

- David Chandler, “Den of Thieves,” “A Thief in the Night,” and “Honour Among Thieves,” Harper Voyager.
- Glen Cook, “The Black Company,” “Shadows Linger,” “The White Rose,” “Shadow Games,” “Dreams of Steel,” “Bleak Seasons,” “She Is the Darkness,” “Water Sleeps,” “Soldiers Live,” “The Sword Bearer,” Night Shade Books.
- Larry Correia, “Son of the Black Sword” and “House of Assassins,” Baen.
- Frank Frazetta and James Silke, “Prisoner of the Horned Helmet,” “Lords of Destruction,” “Tooth and Claw,” and “Plague of Knives,” Tor Fantasy.
- Nicholas Eames, “Kings of the Wyld” and “Bloody Rose,” Orbit Fantasy.
- David Gemmell, “Legend,” “Quest for Lost Heroes,” “The King Beyond the Gate,” “Waylander,” “The First Chronicles of Druss the Legend,” “The Legend of the Deathwalker,” “Winter Warriors,” “Hero in the Shadows,” and many others, Del Rey.
- Simon Green, “Guards of Haven,” “Swords of Haven,” “Beyond the Blue Moon,” and “Blue Moon Rising,” Roc Fantasy.
- Robert E. Howard, “The Coming of Conan,” “The Bloody Crown of Conan,” and “The Conquering Sword of Conan,” Del Rey.
- Robert Jordan “The Chronicles of Conan, Vol I,” “The Chronicles of Conan, Vol II,” and “The Further Chronicles of Conan,” Tor Fantasy.
- William King, “Gotrek and Felix: The First Omnibus,” “Gotrek and Felix: The Second Omnibus,” and “Gotrek and Felix: The Third Omnibus,” The Black Library.
- Nick Kyme and Gave Thorpe, “Masters of Stone and Steel,” The Black Library.
- Nathan Long, “Blackhearts The Omnibus,” The Black Library.
- David Mack, “The Midnight Front” and “The Iron Codex,” Tor.
- Joel Rosenberg, Guardians of the Flame Series, “The Sleeping Dragon,” “The Sword and the Chain,” “The Silver Crown,” “The Heir Apparent” “The Warrior Lives,” and “The Road to Ehvenor,” Signet.
- C.L. Werner, “Brunner the Bounty Hunter,” The Black Library.

APPENDIX P - PARTY NAME GENERATOR

To generate a name for a party, band, company, or group, you can just browse the list and stick a couple of names together that sound appealing, roll d100 on each column, or roll d100 on any two columns of your choice. Note that any place name from your campaign setting can be used in place of either the Adjective/Adverb or the Location/Descriptor Result (e.g., “The Crimson Swords of Detroit,” or the “Bay City Rippers”). If you really want to be random, roll a d6 and then roll the resulting combination on the d100 table below.

1. d100 roll on Noun (e.g., “The Swords”)
2. d100 roll on Adjective/Adverb + Location/Descriptor (e.g., “Forged from Bone”)
3. d100 roll on Noun + Adjective/Adverb (e.g., “The Sword Perilous”)
4. d100 roll on Adjective/Adverb + Noun (e.g. “The Fallen Swords”)
5. d100 roll on Noun + Noun (e.g., “Swords-n-Roses”)
6. d100 roll on all three columns (e.g. “The Crimson Swords of Ash”)

Adjective/Adverb (“The _____”)	Noun	Location/Descriptor (“of/from/in _____”)
1. Handsome	1. Spear(s)	1. Peril
2. Darling	2. Arrow(s)/Archers	2. Promise
3. Flying/Soaring	3. Blade(s)/Sword(s)	3. Empire
4. Joyful/Sorrowful	4. Axe(s)	4. Trouble
5. Giant/Titanic	5. Saber(s)	5. Drift
6. Sleeping/Slumbering	6. Mace(s)	6. Law/Chaos
7. Pale/Dark	7. Hammer(s)	7. Good/Evil
8. Gleaming/Glowing/Shining	8. Dagger(s)/Knife (Knives)	8. Night/Day
9. Under/Over	9. Stiletto	9. Dawn/Evening
10. Infamous	10. Lord(s)	10. Thunder/Lightning
11. Notorious	11. Circle	11. Four/Six/Seven, etc.
12. Stinging	12. Brothers/Sisters (-hood)	12. Flame/Fire
13. Sharp	13. Sons/Daughters	13. Sun
14. Lost	14. Family	14. Snow/Frost
15. Blazing	15. Band	15. North/South/East/West
16. Hard/Soft	16. Shield(s)	16. Mountains/Hills
17. Loud/Quiet	17. Skull(s)	17. River/Rain

Adjective/Adverb ("The ____")	Noun	Location/Descriptor ("of/from/in ____")
18. Drunk	18. Fist(s)	18. Forest/Wood
19. Deadly/Dangerous/Dread	19. Bone(s)	19. Earth/Wind/Fire/Sea
20. Loyal	20. Fang(s)	20. Bone
21. Forged	21. Gamblers	21. Blood
22. Triumphant	22. Emperors/Monarchs	22. Hell/Heaven
23. Stormy	23. Ghost(s)/Spectre(s)	23. Light/Dark
24. Near/Far	24. Wraith(s)	24. Horizon
25. New/Old	25. Shadow(s)	25. Threat
26. Prestigious	26. Men/Women	26. Change
27. Beautiful/Pretty/Sexy	27. Carvers/Cutters	27. Horror/Terror/Fear
28. Amazing/Fantastic	28. Thieves/Rogues	28. Beauty/Sex
29. Ugly/Horrid/Foul	29. Knights/Squires	29. Rock
30. High/Low	30. Heroes	30. Road
31. Deep	31. Gladiators/Warriors	31. Joy/Sorrow/Merry/Sadness
32. Epic	32. Hawk(s)/Falcon(s)/Eagle(s)	32. Pain
33. Light/Dark	33. Steel	33. Rule
34. Singing	34. Wand	34. Rage/Fury
35. Bright/Dim	35. Chain	35. Ruin
36. Swift	36. Talon(s)	36. Steel/Iron
37. Fast/Slow	37. Fellowship	37. Ember
38. Quick	38. Champions	38. Ash
39. Mighty	39. Company/Band/Posse	39. Storm/Tempest
40. Bloody	40. Legion	40. Madness
41. Exalted/Divine	41. Centurions	41. Summer/Spring
42. Worthy	42. Hunters	42. Fall/Winter
43. Secret	43. Spider(s)	43. Sin
44. Royal	44. Fox/Foxes	44. Honor
45. Noble	45. Lion(s)	45. War/Battle/Struggle
46. Mail/Armored	46. Bear(s)	46. Slaughter/Murder
47. Holy/Unholy	47. Wolf/Wolves	47. Death/Life

Adjective/Adverb ("The ____")	Noun	Location/Descriptor ("of/from/in ____")
48. Hallowed	48. Dragon(s)/Griffon(s)	48. Saga/Legend/Myth/Prestige
49. Sweet/Sour	49. Demon(s)/Devil(s)	49. Fortune/Glory
50. Crazy	50. Crow(s)/Vulture(s)	50. Power/Might
51. Tall/Short	51. Guard(s)	51. Song
52. Near/Far	52. Ward(s)	52. Luck
53. Grim	53. Sentinel(s)	53. Drink/Ale
54. Broad/Thin	54. Rebels	54. Hate/Love
55. Little/Large	55. Alliance	55. Frost/Snow
56. Perilous	56. Council	56. Sun/Sky
57. Cold/Hot	57. Troop	57. Crimson
58. Imperial	58. Seekers	58. Scarlet
59. Red	59. Cup/Chalice	59. Azure
60. Gray	60. Hornets	60. Ember
61. Blue	61. Scorpion(s)	61. Gray
62. Black	62. Hand(s)/Fist(s)	62. Green/Blue/White/Black
63. White	63. Boot	63. Jade
64. Green	64. Beast(s)	64. Emerald
65. Gold	65. Slash(ers)/Rippers	65. Gold
66. Silver	66. Strike/Stroke	66. Silver
67. Bronze	67. Ring	67. Bronze
68. Scarlet	68. Phoenix	68. Doom
69. Crimson	69. Titan(s)	69. Death
70. Azure	70. Striders	70. Eternity
71. Steel	71. Delvers	71. Wood
72. Iron	72. Raiders	72. Earth
73. Stone	73. Gauntlet	73. Danger/Risk
74. Jade	74. Vambrace(s)	74. Infinity
75. Emerald	75. King(s)/Queen(s)	75. Cold/Heat
76. Amber	76. Princes/Princesses	76. Mystery
77. Ruby	77. Thorn(s)/Spike(s)/Rose(s)	77. Blight

Adjective/Adverb ("The ____")	Noun	Location/Descriptor ("of/from/in ____")
78. Hellbound	78. Nail(s)/Needle(s)	78. Miracle
79. Bleak	79. Razor(s)	79. Charm/Allure
80. Eldritch	80. Lash/Whip	80. Shadow(s)/Shade
81. Arcane	81. Reaper(s)/Reavers	81. Darkness/Brightness
82. Mysterious	82. Riders	82. Dusk/Gloom
83. Fiery	83. Cleavers	83. Nightfall
84. Frozen	84. Claw(s)/Hook(s)	84. Blackness
85. Eternal	85. Wave(s)	85. Hazard
86. Infinite	86. Traveler(s)/Drifters	86. Menace
87. Wet/Dry	87. Discoverers	87. Chance
88. Veiled	88. Searchers	88. Oath/Promise
89. Cryptic	89. Crusader(s)	89. Spirit
90. Hidden/Masked	90. Castle/Keep/Fortress	90. Hope/Despair
91. Scarred	91. Citadel/Stronghold	91. Nocturne
92. Stained	92. Watch/Sentries	92. Justice/Righteousness
93. Blasted	93. Defenders	93. Esteem/Renown/Repute
94. Fallen/Risen	94. Slayer(s)	94. Tribute
95. Enchanted	95. Executioners	95. Scorn
96. Tricky/Clever	96. Butchers	96. Decay
97. Stealthy/Quiet	97. Avengers/Invaders	97. Vengeance/Reprisal
98. Strong/Staunch	98. House	98. Three/Four/Five/Six, etc.
99. Fierce/Fearsome	99. Gentlemen/Women	99. Inferno/Underworld
100. Ardent/Stalwart	100. Disciples	100. Agony/Misery/Pain

APPENDIX R – REFERENCE TABLES

BASIC GAME MECHANICS

HIT POINTS

Capped at a maximum of twice the character's Constitution score. Characters gain HP each time they gain a level of experience, up to maximum HP:

- Warriors gain 1d8+ Constitution (CON) bonus each level.
- Crusaders, Dwarves, Elves, Halflings, and Thieves gain 1d6+CON bonus each level.
- Wizards gain 1d4 + CON bonus each level.

SIMPLE XP SYSTEM

- Characters receive no XP for killing monsters or for treasure.
- One XP is awarded for each obstacle overcome and objective achieved during an adventure.
- Ten XP are needed to gain each level and all classes level up at the same rate.
- No XP bonus for high ability scores.
- Once a character has earned enough XP to gain a level, they must pay 1,000 gp per level to actually advance to the next level.

SAVING THROWS

- Save vs. petrification is a Strength check (i.e., apply Strength bonus to d20 roll).
- Save vs. mind-controlling or influencing spells (Charm, Sleep, Hold Person, Fear) is an Intelligence check.
- Save vs. illusions is a Wisdom check.
- Save vs. magical attacks or area effects (Fireball, Dragon Breath, etc.) is a Dexterity check.
- Save vs. poison or disease is a Constitution check.
- Save vs. undead effects (paralysis, life drain, etc.) is a Charisma check.

HERO POINTS

- Allows player to automatically roll a 20 on any d20 roll, or to disregard the results of any d20 roll and re-roll any one action (e.g., attack, spell, saving throw, ability check).
- If choosing automatic 20, must declare before rolling.
- Start off with zero Hero Points -- awarded for excellent role-play, teamwork, or inspired tactics.

TARGET NUMBERS

Default TARGET NUMBER is 11, adjusted up or down, depending upon adversary/challenge:

- For “minions” or “easy” challenges: 4-8
- For “elite” opponents or “difficult” challenges: 11 – 14.
- “Boss” adversaries or “hard” challenges: 15 or higher.

APPENDIX R – REFERENCE TABLES

ENCUMBRANCE

ITEM WEIGHT

An ITEM is something that can be carried in one hand and/or weighs roughly 5-10 pounds. Examples include:

- One-handed weapons (Sword/Mace/Axe)
- Bow
- Quiver with 25 arrows/bolts
- Torch
- Spellbook
- 100 coins in a sack

Armor counts as follows:

- Shield = 3 ITEMS.
- Light Armor = 3 ITEMS.
- Medium Armor = 4 ITEMS.
- Heavy Armor = 9 ITEMS.

HOW ENCUMBRANCE AFFECTS MOVEMENT

- A character can carry a number of ITEMS equal to, or less than, their Strength score with no movement penalty.
- A character that carries a number of ITEMS between one and two times their Strength score is **BURDENED** and their movement rate is reduced.
- **OVERLOADED** = carrying more ITEMS than two times Strength score. **OVERLOADED** characters move at 10'/round or 30'/turn. They lose initiative (if using traditional initiative system) and have **DISADVANTAGE** on all d20 attack rolls, ability checks, and saving throws.

Dexterity Score	Basic Movement Rate/Turn	Basic Movement Rate/Round	BURDENED Movement Rate/Turn	BURDENED Movement Rate/Round	OVERLOADED Movement Rate/Turn	OVERLOADED Movement Rate/Round
6	60'	18'	60'-(2x# Items)	18' - # Items	18'	6'
7	70'	21'	70'-(2x#Items)	21' - # Items	21'	7'
8	80'	24'	80'-(2x#Items)	24' - # Items	24'	8'
9	90'	27'	90'-(2x#Items)	27' - # Items	27'	9'
10	100'	30'	100'-(2x#Items)	30' - # Items	30'	10'
11	110'	33'	110'-(2x#Items)	33' - # Items	33'	11'
12	120'	36'	120'-(2x#Items)	36' - # Items	36'	12'
13	130'	39'	130'-(2x#Items)	39' - # Items	39'	13'
14	140'	42'	140'-(2x#Items)	42' - # Items	42'	14'
15	150'	45'	150'-(2x#Items)	45' - # Items	45'	15'
16	160'	48'	160'-(2x#Items)	48' - # Items	48'	16'
17	170'	51'	170'-(2x#Items)	51' - # Items	51'	17'
18	180'	54'	180'-(2x#Items)	54' - # Items	54'	18'

APPENDIX R – REFERENCE TABLES

INSANITY

INSANITY POINTS

Gained whenever a character:

- Suffers a permanent INJURY (One INSANITY POINT).
- Fails a fear or panic saving throw (One INSANITY POINT).
- Sees a party member die (Two INSANITY POINTS).
- Has an experience level drained (Three INSANITY POINTS).
- Is Turned to Stone or otherwise has their physical form significantly altered, such as by being turned into a toad (Three INSANITY POINTS).
- Witnesses something truly horrible, like ghouls feasting on small children, or a witch fornicating with a demon (1d4 INSANITY POINTS).
- Comes face-to-face with extremely powerful undead, demons, dragons, or other mind-shattering entities (one INSANITY POINT per amount of difference between the character's experience level and the monster's HD).
- Is reincarnated or raised from the dead (1d8 INSANITY POINTS).

When a character's total INSANITY POINTS are more than their SANITY score $((CON+WIS)/3)$, they must save vs. Wisdom or gain a DISORDER (a successful save reduces the amount of INSANITY POINTS by $\frac{1}{2}$).



INSANITY DISORDERS (d12)



1. **SPLIT PERSONALITY.** The character has gained one of the following personalities: (1) a serial killer; (2) a six-year old child; (3) a pampered and privileged noble; (4) a fanatical witch-hunter; (5) a barbarian warrior with six Intelligence; (6) themselves, but as an elderly member of the opposite sex. Whenever the character sleeps or is knocked unconscious they must save vs. Wisdom. A failure means the alternate personality has emerged and will remain until the next time the character sleeps/is knocked unconscious.
2. **HOMICIDAL.** Save vs. Wisdom or fly into a frenzy each time the character enters combat, with failure meaning that the character will attack whomever is closest with melee weapon or bare hands (no spells, skills, or special abilities), ignoring wounds until unconscious or dead.
3. **Chronic insomnia** (-1 CON, -1 INT)
4. **Anorexia/Bulimia** (-1 STR, -1 CON)
5. **Manic** (-1 WIS)
6. **Depression** (-1 CHR)
7. **Self-mutilation** (1-2 HP/day)
8. **Dementia** (-1 INT)
9. **Alignment** moves one step toward Chaos/Evil
10. **Phobia** (e.g., creature type, darkness, fire, enclosed space); save vs. WIS or curl up into fetal position/flee anytime phobia-inducing stimuli is encountered
11. **Addiction** (alcohol, drugs, food, sex); save vs. WIS any time there is an opportunity to indulge
12. **Minor disorder** (anger, nightmares, shaking, talking in sleep, obsessive/compulsive, forgetful, nervous tic, headaches, nervous rash, stammer, talking to self, minor kleptomania)

APPENDIX R –REFERENCE TABLES

COMBAT

CLASS-BASED DAMAGE

- Warriors do 1d8 damage with any melee or missile weapon.
- Crusaders, Thieves, Dwarves, Elves, and Halflings do 1d6 damage with any melee or missile weapon (and Crusaders and Elves do 1d6 damage with their magical attacks).
- Wizards do 1d4 damage with any melee or missile weapon (but do 1d8 damage with their magical attacks).
- Two-handed weapons do +2 damage.
- Dual-wielding incurs a -2 penalty to attack rolls and either +1 to Armor or +1 to damage.
- Improvised weapons do ½ of the base class damages listed above.

ATTACK MODIFIERS

- For melee attacks, roll 1d20 and add Strength bonus to determine whether the attack succeeded.
- For missile attacks (including thrown weapons) roll 1d20 and add Dexterity bonus.
- For magical attacks, roll 1d20 and add Intelligence bonus (if a Wizard), Charisma bonus (for Elves) or Wisdom bonus (if a Crusader).

CRITICAL HITS

Natural 20s in combat are Critical Hits. A natural roll of 20 always hits, does maximum damage on the character's damage dice in addition to their damage roll (plus damage bonuses if applicable), and reduces target's Armor by one.



COMBAT MISCUES (ROLL D12)



1. Hit Ally – ½ damage
2. Bump into ally – they must make DEX check or drop weapon; if fail by more than 4, ally is knocked down, giving adversary ADVANTAGE on next attack
- 3-4. Twist ankle or hyper-extend knee (melee)/sprain wrist (missile); -2 to attack for remainder of encounter
- 5-6. Weapon broken, unusable until repaired¹
- 7 – 8. Weapon notched/blunted; ½ damage until repaired
- 9 – 10. Stumble; off-balance, gain DISADVANTAGE on next attack
- 11-12. Weapon dropped/stuck; may either draw a new weapon (lose a turn if a medium-sized or larger weapon, no penalty if a small weapon like a knife or dagger that is easily accessible), or try to pick up/free the weapon, giving opponent ADVANTAGE on next attack



INJURY (roll d12)



1. Lose arm/leg (lose ½ STR and DEX) and bleeding out; make a CON check every round until you die or an ally ties off your stump
2. Lose hand/foot (-3 DEX) and bleeding out; make a CON check every other round until you die or an ally ties off your stump
3. Injured spine (-1 STR, DEX, CON)
4. Brain damage (-1 INT)
5. Lose finger (-1 DEX)
6. Lose eye/ear (-1 CHR)¹
7. Damaged internal organs (-1 CON)
8. Damaged tendons (-1 STR)
9. Facial scars/burns (-1 CHR)
10. Broken arm/leg (-4 STR and DEX for 1d4 months)
11. Broken ribs (-2 STR, DEX, CON for 1d4 months)
12. Broken bone, minor (-1 STR and DEX for 1d4 months)

INCAPACITATION, INJURIES, AND DEATH

- INCAPCITATED if reduced to zero HP. Make a CON check. If check succeeds, regain consciousness at 1 + CON bonus HP. If the CON check fails, then character is unconscious, INJURED (roll on injury table) and out of action until healed.
- Once/day can RECUPERATE after by resting two turns (about 20 minutes) to regain up to 1 + CON bonus HP.
- REST in a safe environment to regain a number of HP equal to 1 + XP level + CON bonus.
- If reduced to a number of negative HP equal to experience level, that character is immediately DEAD!

APPENDIX R – REFERENCE TABLES

SPELL-CASTING

CASTING SPELLS

- All spells require a d20 roll (+ character's Intelligence, Wisdom, or Charisma bonus) against TARGET NUMBER to see if the spell was successfully cast. A simultaneous d6 (for Crusaders and Elves) or a d8 (for Wizards) roll is made to determine the SPELL EFFECT (add +1 to the d6/d8 roll for every other experience level if magic is the character's PRIMARY attack).
- If the spell-caster is under direct melee attack or some other form of severe stress, spells higher than first level are cast with DISADVANTAGE.

VARIABLE SPELL EFFECTS CHART

Spell Effect Roll	Variable Effect
1 - 2	Reduced effect; ½ duration or area of effect; or target receives +1 bonus on saving throw.
3 - 6	Spell functions normally as per spell description.
7-8	+50% duration/area of effect, or target receives -1 penalty on saving throw.
9-10	Double duration/area of effect, or target receives -2 penalty on saving throw.
11-12	Double duration/area of effect, or target receives -3 penalty on saving throw.
13+	Triple duration/area of effect, or target receives -4 penalty on saving throw.



MISCAST (d12)



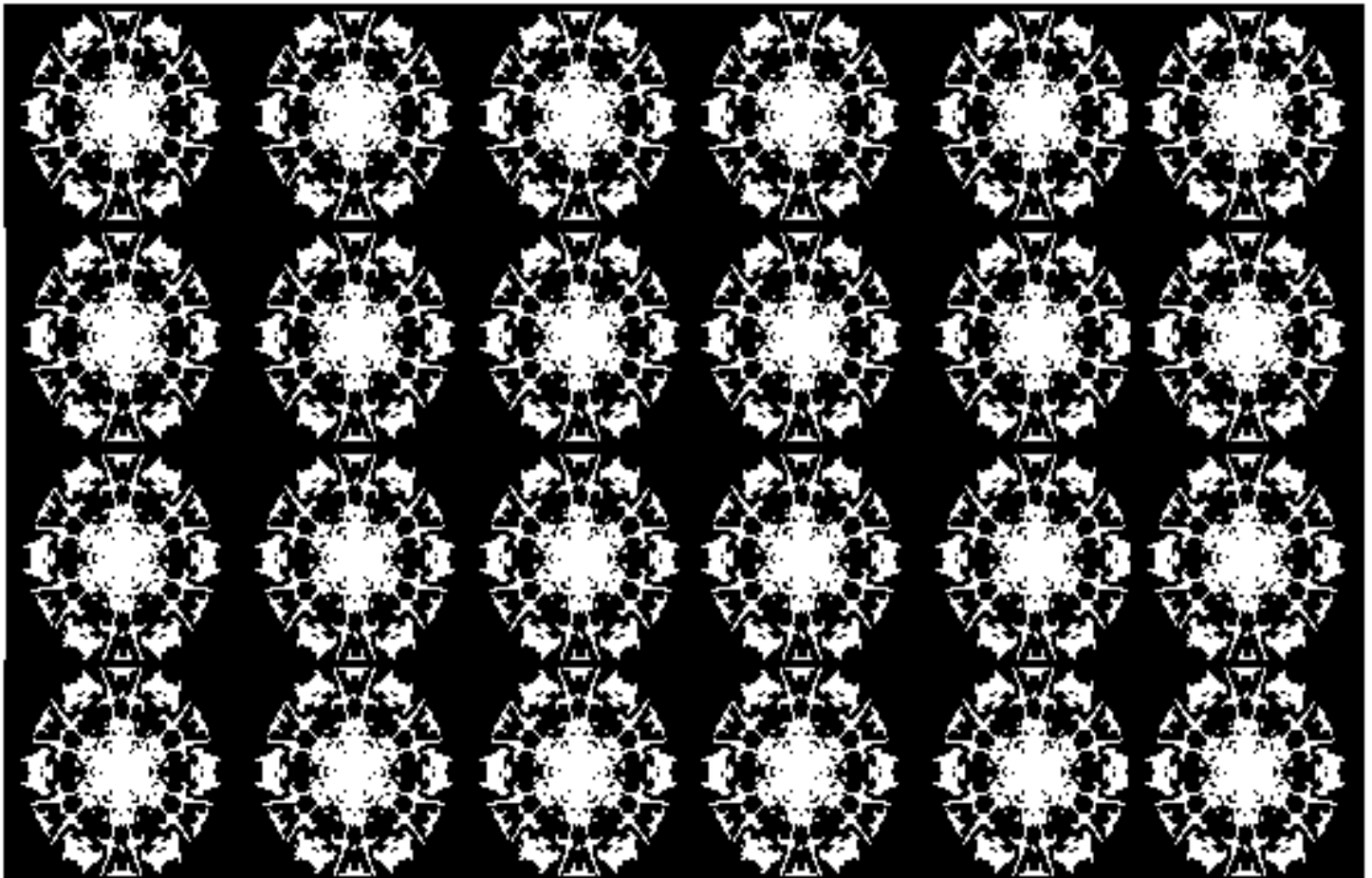
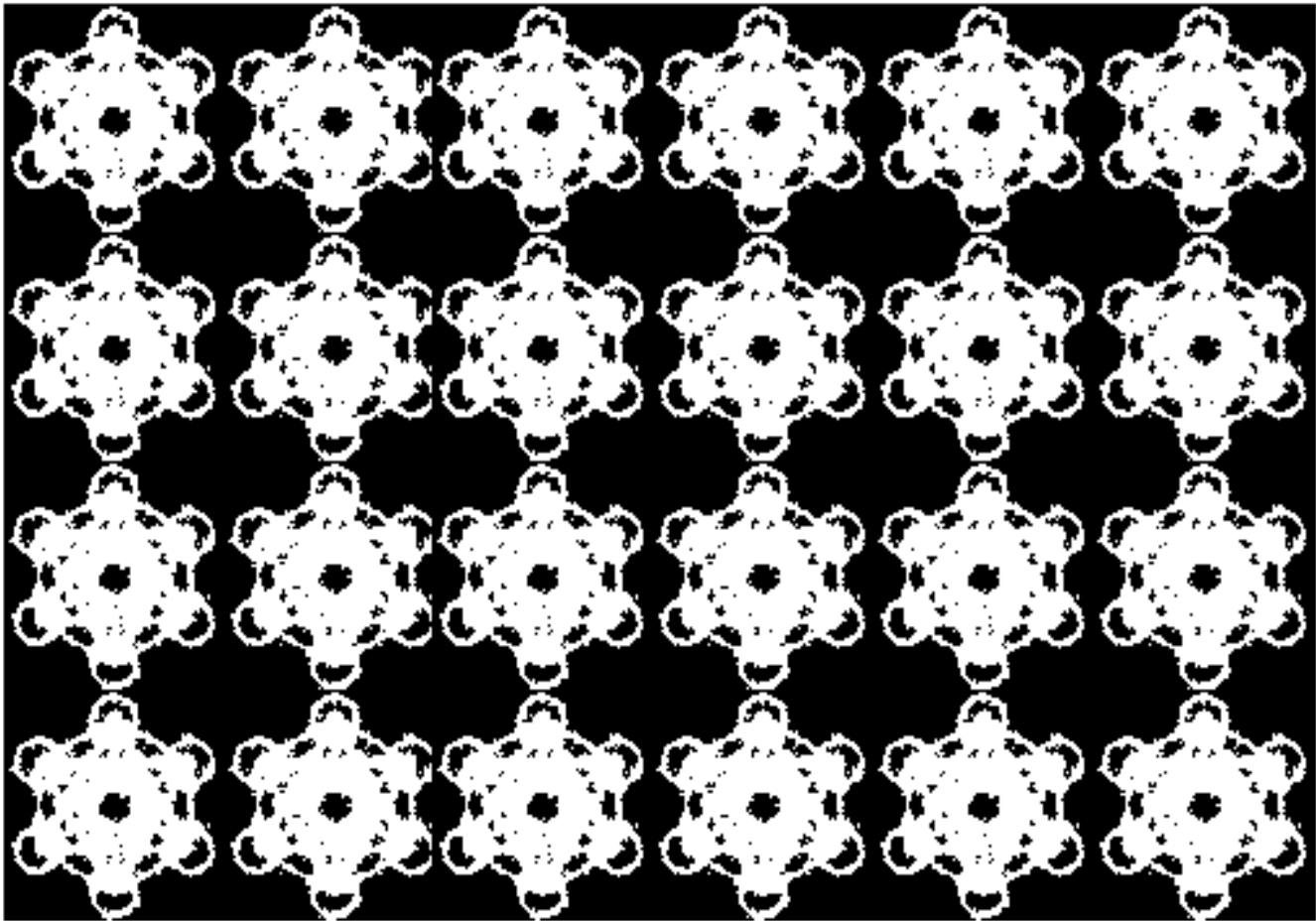
1. Creates **Dimensional Rift** – 1d4 shadows, minor demons, or elementals emerge and attack everything in sight; 10% chance/spell level that a greater demon, shadow, or elemental comes through the rift.
2. 1d4 dead adversaries become **zombies** and attack whatever is closest.
3. Spell **affects allies** instead of target, or backfires on allies.
4. Spell **backfires** on caster.
5. **Gravity Disruption**; all objects within a 30' radius float 20' off the ground, then fall, taking 2d6 damage.
6. **Lose spell** permanently.
7. **Arcane Feedback**; all Wizards and Elves within 30' are struck by a Feeblemind spell, normal saves apply.
8. **Mind Swap**; Caster's brain swaps places with a random nearby creature for 1d12 rounds.
9. All magic within 30' is affected by a **Dispel Magic** equal to caster's level.
10. **Mind Blown**; caster collapses into a vomiting, incoherent heap for 1d12 rounds and loses all spell points until RESTED.
11. Lose **triple** spell points.
12. Lose **double** spell points.

APPENDIX S – STAFFS

Use these tables to generate a Wizard's staff that can be used as a spell focus item, or just as random treasure.

Made from:	Tipped With:	Figure Made From:	Wood – Special Properties:	Accoutrements:
1. Oak	1. Elf Skull	1. Bone	1. Gnarled/ro ots	1. Feathers – owl, hawk, falcon
2. Birch	2. Goblin Skull	2. Wood	2. Petrified	2. Feathers – vulture, crow
3. Pine	3. Human Skull	3. Ivory	3. Driftwood	3. Feathers – griffon, Roc
4. Hickory	4. Orc Skull	4. Steel	4. Buried	4. Feathers – Pegasus, Phoenix
5. Ash	5. Owl Figure	5. Obsidia n	5. Charred	5. Feathers – cockatrice
6. Maple	6. Horse/Goa t/ Deer Skull	6. Bloods tone	6. Hollow	6. Bones – human
7. Ironwood	7. Amber	7. Silver	7. Lightning struck	7. Teeth – human, elf
8. Cedar	8. Crescent Moon	8. Gold	8. Alive/grow ing	8. Bones – elf
9. Redwood	9. Falcon Figure	Shod with: Covered In:		9. Teeth – bear, wolf, direwolf
10. Iron	10. Demon Figure	1. Leathe r	1. Carvings – magical beasts	10. Basilisk bones
11. Cold Iron	11. Gargoyle Figure	2. Bone	2. Carvings – Animals	11. Manticore spikes
12. Whale Bone	12. Phoenix Figure	3. Iron	3. Carvings – dragons	12. Bones – child
13. Killer Tree	13. Demon Skull	4. Bronze	4. Carvings – skulls	13. Cockatrice bones
14. Treant	14. Dragon Figure	5. Cold Iron	5. Runes – Elvish	14. Testicles – Dragon
15. Basilisk Bone	15. Claw	6. Gold/S ilver	6. Runes – Dwarven	15. Teeth – Wyvern
16. Giant Bone	16. Steel blade	7. Mithra l	7. Runes – Demonic	16. Unicorn Tail
17. Roc Bone	17. Emerald/ Agate	8. Adama ntine	8. Runes – Drow	17. Bones – dragon
18. Demon Bone	18. Sapphire/ Amethyst	Age:		18. Horn – unicorn
19. Dragon Bone	19. Jade/ Ruby	1. d100	2. d4 x 10	19. Teeth – Demonic
20. Mithral	20. Diamond	3. d4 X 100	4. d8 x 100	20. Teeth – Dragon

APPENDIX SP – SPELL POINT TOKENS



APPENDIX T – TARGET NUMBER MARKERS

1	2	3	4	5	6	Target Number Markers Cut out and fold at dotted line
1	2	3	4	5	6	
7	8	9	10	11	12	13
7	8	9	10	11	12	13
14	15	16	17	18	19	20
14	15	16	17	18	19	20

Penalty
Modifiers

1-	2-	3-	4-	5-	6-
-1	-2	-3	-4	-5	-6
1+	2+	3+	4+	5+	6+
+1	+2	+3	+4	+5	+6

Bonus
Modifiers



APPENDIX Z – GM CHECKLIST

<p style="text-align: center;"><u>DOOM</u></p> <p style="text-align: center;"><u>DOOM NUMBER =</u> (D12)</p>	<p style="text-align: center;"><u>INSANITY POINTS</u></p> <p style="text-align: center;">CHARACTER -- POINTS/CAUSE</p>
<p style="text-align: center;"><u>HERO POINTS</u></p> <p style="text-align: center;">CHARACTER -- POINTS/CAUSE</p>	
<p style="text-align: center;"><u>TIME</u></p> <p><u>ROUNDS (10 SEC)</u></p> <p><u>TURNS (10 MINUTE)</u></p> <ul style="list-style-type: none"> • SHORT REST • COLLECT TREASURE • SEARCH 10'X10' AREA 	
<p style="text-align: center;"><u>ENCUMBRANCE/MOVEMENT</u></p> <ul style="list-style-type: none"> • <u>TREASURE</u> • <u>CARRYING A COMRADE</u> • <u>OVERLOADED = LOSE INITIATIVE, -4</u> <u>PENALTY</u> 	<p style="text-align: center;"><u>CONSUMABLES</u></p> <ul style="list-style-type: none"> • TORCHES (1 HOUR) • LANTERN OIL (6 HOUR) • LIGHT SPELL (10 MIN/LVL) • FOOD (1/DAY) AND WATER (1/DAY)
<p style="text-align: center;"><u>NOTES</u></p>	

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THE DOZEN DOOMS

QUICK REFERENCE COMBAT TABLES

INCAPACITATION, INJURIES, AND DEATH

- INCAPCITATED at zero HP. Make a CON check. If check succeeds, regain consciousness at 1 + CON bonus HP. If the CON check fails, then character is unconscious, INJURED and out of action until healed.
- 1/day can RECUPERATE after a battle by resting two turns (about 20 minutes) to regain up to 1 + CON bonus HP.
- REST in a safe environment to regain a number of HP equal to 1 + XP level + CON bonus.
- If reduced to a number of negative HP equal to experience level, that character is immediately DEAD!

 INJURY (roll d12) 
1. Lose arm/leg (lose ½ STR and DEX) and bleeding out; make CON check every round until you die or an ally can tie off the stump
2. Lose hand/foot (-3 DEX) and bleeding out; make CON check every other round until you die or an ally can tie off the stump
3. Injured spine (-1 STR, DEX, CON)
4. Brain damage (-1 INT)
5. Lose finger (-1 DEX)
6. Lose eye/ear (-1 CHR)
7. Damaged internal organs (-1 CON)
8. Damaged tendons (-1 STR)
9. Facial scars/burns (-1 CHR)
10. Broken arm/leg (-4 STR and DEX for 1d4 months)
11. Broken ribs (-2 STR, DEX, CON for 1d4 months)
12. Broken bone, minor (-1 STR and DEX for 1d4 months)

VARIABLE SPELL EFFECTS CHART

Spell Effect Roll	Variable Effect
1 - 2	Reduced effect; ½ duration or area of effect; or target receives +1 bonus on saving throw.
3 - 6	Spell functions normally as per spell description.
7-8	+50% duration/area of effect, or target receives -1 penalty on saving throw.
9-10	Double duration/area of effect, or target receives -2 penalty on saving throw.
11-12	Double duration/area of effect, or target receives -3 penalty on saving throw.
13+	Triple duration/area of effect, or target receives -4 penalty on saving throw.



COMBAT MISCUES (ROLL D12)



1. Hit Ally - ½ damage
2. Bump into ally - they must make DEX check or drop weapon; if fail by more than 4, ally is knocked down, giving adversary ADVANTAGE on next attack
3-4. Twist ankle or hyper-extend knee (melee)/sprain wrist (missile); -2 to attack for remainder of encounter
5.6. Weapon broken, unusable until repaired
7 - 8. Weapon notched/blunted; ½ damage until repaired
9 - 10. Stumble; off-balance, gain DISADVANTAGE on next attack
11-12. Weapon dropped/stuck; may either draw a new weapon (lose a turn if a medium-sized or larger weapon, no penalty if a small weapon like a knife or dagger that is easily accessible), or try to pick up/free the weapon, giving opponent ADVANTAGE on next attack