

ADVANCED EPIC LEGENDS

RULES CYCLOPEDIA



An advanced version of Epic Legends, inspired by the world's greatest role-playing game!

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Art Credits

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By Staino, on DeviantArt

Introduction

Picture this. You're walking in the plains at night, on your way to the local village, seeking quests to do. But then, you get ambushed by trolls! You swing wildly, but your sword is about as effective as a wooden stick against these humongous beasts. Just then, a fireball explodes, tearing into the trolls. A sorcerer has come to your aid! The troll leader charges him and he blasts lightning from his hands, making the troll back off. Then, a dwarf attacks the other trolls, cutting apart their limbs, not giving the time in the world to regenerate. The battle ends in triumph, as the three of you burn the trolls. You gain experience, and decide to head off on your merry way, now an adventuring party.

That's a likely scenario to happen in Epic Legends. Random encounters can be brutal, but rewarding. You gain experience, find some nice things to loot off the enemies' bodies, and in the end, you leave the fight slightly richer. Or you go meet your maker, either way works.

I have always thought that the first edition of Dungeons & Dragons was a piece of gold not many understood. I'm not saying I did either, I wasn't even born back then, but my love for D&D eventually got me to make a deep dive into the history of the greatest tabletop role-playing game ever conceived. I read the Rules Cyclopedia, and thought that it would be fun remaking the 1st edition of D&D in the modern day. And that's what this new tabletop role-playing game, or RPG for short, aims to achieve. It does many things 1st edition did, but it also simplifies things.

Recently, in December of 2019, I released the first interpretation of Epic Legends, and it did well. However, I realized that the game wasn't for everyone, and I started working on this book. I had one goal in my mind, and it was to make this book more accessible to the people who don't use electronics in the gaming table, an audience I had not taken to account. I also thought it would be a good idea to compile everything I had previously released here, for easy access.

This is basically Basic D&D reborn, but with new rules, and mechanics sprinkled in. I hope you find it enjoyable, and bid you all good adventuring!

- Viktor S, the Dark Baron of Profanities

What do I need for this game?

Much like Dungeons & Dragons, Epic Legends uses an assortment of different dice. You should always keep with you a 20-sided die, or a d20, as well as two d10s, a d8, and a couple of d6s and d4s. You will also need a character sheet, which will be provided separately, along with this Cyclopedia. Other things needed include adventure lust, imagination and enthusiasm. With those, you're good to go!

What exactly will this Cyclopedia cover?

The Cyclopedia covers the following things for the players, and the game master (GM):

- Character creation
- Character Templates
- Gear
- Skills
- Combat
- Magic
- Owning land
- Mass battles
- Monsters
- Default/generic NPCs
- Random encounter tables
- A default setting for beginners
- Bonus rules
- Two supplements
- An adventure

1: Character Creation

Creating your character is the first step in your journey to Epic Legends. There's not too many steps included, but you should get yourself acquainted thoroughly before making your first adventurer, or whatever profession you're going for.

Character creation is basically plays like D&D, having simple rules for stat generation, and other such things. Characters don't exactly use classes, but rather templates. This means that classes such as the Warrior and Magic-user are basically just humans, and non-human characters get to take features from certain named character templates. More on that later, let's begin!

Roll your Ability Scores

Ability Scores are a key part of your character, given that they're needed to determine anything in the game. Rolls need them, sometimes it's required to have a collective total on an ability score, and so on, and so forth. The Ability Scores included are Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). You get the idea.

So how is this done? Well, you roll three 6-sided dice (3d6) and add them together to get your ability scores. If more than two rolls are below the average, which is 9-12, you may reroll once. If it occurs again, ask your GM.

Ability Scores are also affected by your character's prime requisite. A Warrior's prime requisite can Strength, Dexterity, or Constitution. Depending on which one you choose, you can increase your prime requisite by 2, and decrease any other Ability Score by 2. It's quite simple.

Then there are the modifiers. Each Ability Score has a modifier to it, and they're listed in the table below.

Ability Score	Modifier
1-3	-3 penalty
4-5	-2 penalty
6-8	-1 penalty
9-12	No modifier
13-15	+1 bonus
16-17	+2 bonus
18	+3 bonus
Further	Up to GM

In combat, your STR modifier is the base attack and damage modifier for melee weapons, and your DEX modifier is the base attack and damage modifier for ranged attacks.

With this knowledge, you're good to go on Ability Scores.

Choose your Character Template

This is important. I mean, it's fairly obvious, but I'm just stating it beforehand.

So, a Character Template is something like your character's class, except it also includes non-human races. It's weird, yes, but also makes things more interesting.

When choosing your Character Template, you should look at the prime requisites for the desired class, and allocate your Ability Scores accordingly. Then you just adjust the prime requisite by 2, and you're good to go on that front.

Each Character Template has its own hit die, which determines your hit points, or HP if you don't have much time, which we shall cover next. Most of the Character Templates have the same movement speed of 30 feet, save for Dwarf and and Halfling, who can only move 15 feet. Speed is quadrupled while running.

Roll your HP

So, you have rolled your Ability Scores and chosen your Character Template. Excellent. Now it's time to roll your hit points.

When rolling your character's HP, you look up what your hit die (HD) is, and roll it. Then you add your CON modifier to it, and you have your character's health. You roll for new HP every level, and add it to your total, up to 20th level. From there, you add 1+CON.

And with that, you have mastered HP.

Roll for your money

Money gets you far in this game. Very far, in fact. If you have money, you have no worries. To determine your starting wealth, roll 3d6, and multiply it by 10. That's your starting wealth. The maximum amount of money you have in your name can be up to 160 at level 1. If you think your finances don't look great, just ask your GM if you can have an average amount (90). And that's basically it for the money.

Buy your gear

You have your gold, you have your character's base done, great! Now it's time to gear up!

Each piece of gear has a price, unless you just go full on Rambo with nothing but a knife and just loot all your gear off dead enemies overtime. It's a working strategy, but going Commando like that really isn't safe. You almost certainly *will* die at lower levels.

You should buy yourself some basic necessities. Rations, a waterskin, maybe some rope, and weapons, armor and camping gear of course.

That's basically all you need to know about buying gear. Looting can be a valid option, but death is just as likely to happen to a completely unprepared character.

(Magically capable only) Get your magic!

Characters that can use magic, like Priests, Elves and Magic-users, need to remember to get their spells. If you're in a battle, you can be damn sure that forgetting to add your spells to your character sheet is going to bite you in the behind. So remembering spells is crucial.

That's all.

Calculate your saves, armor class, attack modifiers and proficiencies

These are the last things you need to calculate, before actual gameplay begins. They're all extremely important for the character you're making, and your life could depend on it.

Armor Class

Armor Class, or AC, is the thing that determines how hard you're to hit. Your base AC is 10, and you add your STR, DEX or CON modifier to it, depending on your highest physical stat. For example, if you have a +2 bonus to DEX, your AC increases 2, which makes your current AC an 8. This can only be applied to light armors when wearing armor. In Epic Legends, AC is counted backwards, unlike in modern D&D, which may be confusing at first, but you'll get the hang of it. It mainly resembles the number that needs to be subtracted from the attacker's THACO (more on that later). For example, if you have 3 AC, the attacker needs to get a 17 to hit you, or if you have -2 AC, the attacker needs to roll a total score of 22, and so on. Different armors grant different AC, and there's quite a few of them, so we'll cover them later on in the Gear section of the cyclopedia.

Attack Modifiers

This is a pretty simple thing, and I will keep it that way. Your STR modifier affects your melee attacks, and your DEX affects your ranged skills. This is the case with most basic weapons, but there are five exceptions to this. The rapier, the scimitar, and the twinblade are DEX based melee weapons. Then there's the greatbow, and the sling, which are STR based ranged weapons. Aside from those exceptions, the melee and ranged weapons are centered around STR and DEX respectfully.

Now, the most basic part of this is, that your STR and DEX modifiers serve as the basis for your attack modifiers. But it's also important to know if your character is proficient with a weapon. You can see what your starting proficiencies are in your Character Template info, and add that to your attack modifier. Proficiencies will be covered next.

Proficiency

Proficiencies are modifiers to a character's skills determined by their Character Template. Your base proficiency with your listed abilities is +1, but it will increase by 1 on level 4, and every fourth level after that. It's super simple.

You can also spend experience into buying new abilities to be proficient in. Sneaky Warrior? Sure. Dual sword mage? Absolutely. Forest roaming Rogue with all the knowledge of the wilds? You got it! Your possibilities are limitless, and all it costs is 300 experience per ability.

Saves

Saves keep you from dying to stupid things, like poisons, or dragon breath. It's impossible to cover all saving throws in this part, and if I did, it would take a good long while, so I'll save it for the Character Templates in their own section. But basically, you can use STR and DEX against dragon breath, by blocking it with a shield, or dodging out of the way. Poisons and petrification can be withstood with CON, and the mental saves, usually made against the more conventional magic are really up to the GM to decide. The recommended way of doing this is using the main stat of the character in the save. Any Ability Score modifiers can be applied to the roll, serving as a bonus, as long as it is fitting.

Select your character's alignment

The alignment is what defines your character's past, present and future. It's the thing that drives you forth in this world, and how you interpret it is all up to you. The alignments are:

- Lawful
- Neutral
- Chaotic

Once you've chosen your alignment, it's up to you to play it to the best of your abilities. Alignment will affect your character's Character Template in some way, but that's going to be covered in the Character Template section, later on.

Finalize the character

Now it's just a matter of finalizing your character. You just need to give them a name, write a nice backstory, maybe make some kind of a physical description, and describe your personality. Your alignment doesn't necessarily affect your character's personality, and could just be some kind of urge within.

You also need to count your average encumbrance. It's easy. You take your STR score, and multiply it by 20. That's how many lbs you can carry on your person at once. Anything more can result in penalties.

With this, you're done. The last parts of this chapter are about levels and experience, which we will from now on refer to as XP.

Calculating XP and levels

Your character has a set amount of XP needed for leveling up. The XP for it can be acquired from successful skill checks, won battles, role-play moments and anything the GM deems worthy.

Normal combat encounters usually yield XP in the plenty. Calculate it as such: Number of enemies times their XP value + 100. The bonus increases by 50 per each character level, or if an encounter can be considered harder than average for that level.

2: Character Templates

This is you. This is who your character is, and who you're going to be when playing Epic Legends. Character Templates serve as the base for your character. They have certain skills and proficiencies. Some Character Templates seen here may at first appear useless, or underpowered. But I can assure you, they're all equally useful in their own way.

Human Templates

First we will be covering templates that are the bases for any human characters. Included here are:

- Entertainer
- Magic-user
- Priest
- Rogue
- Warrior

With these, you can build your human character with little complication. You can of course try house ruling your own human Character Template, but that's some rather advanced stuff. Plus, there's plenty of character options.

Non-human Templates

These Templates in most other RPGs would be considered races. But, because this is trying to recreate the 1st edition of D&D, where the non-humans were classes, I need to stay loyal to the source material. The non-human Character Templates include:

- Dwarf
- Elf
- Halfling

These Character Templates are not affected by alignment, and can have features from the human templates, as well as having their own. This really shows the diversity in non-human characters over humans. However, the non-human Templates can only go up to level 13-14, after which their HP will still increase as normal, imitating the Warrior's experience table from level 15 and up, but they no longer have options for advancements.

Humans can be as effective as these characters, but it takes time. It is also advised to have a diverse party composition with some human characters and some non-humans. It makes for a better story.

Linguistically all races speak Common, the common tongue between all races, and their race's native language.



A Magic-user of the sorcerer type, by DForrest on DeviantArt

Magic-User

Character Template Features

As a Magic-user, you study the arcane secrets and master spells to further your knowledge.

Prime Requisite: Intelligence or Charisma

Hit Dice: 1d4

Hit Points at 1st Level: 1d4+CON

Hit Points at Higher Levels: 1d4+CON

Armor: None, shields denied

Weapons: Daggers, staves, improvised weapons.

Tools: Magic scrolls, books and writing kits.

Skill Proficiencies: Cast Magic, Read Magic, Write Magic, Use Magic Device.

Magic-User as Characters

A Lawful aligned Magic-user can at level 1 become a Wizard. If you choose this path, you become a Wizard type that is determined by your alignment. Lawful Wizards who follow the rules of wizarding are known as Tower Wizards. However, if these rules are broken, the Wizard is declared corrupted, and becomes a Corrupted Wizard.

If a Magic-user is Neutral aligned they can become at level 1 Hedge Mage. Hedge Mages roam the land, and learn magic for the fun of it. They can be traveling helpers and entertainers, or evil mischief causers, wanted in many places. How you play your Hedge Mage determines how people view them.

A Chaotic aligned Magic-user can at level 1 become a sorcerer, someone who has known magic from the day they were born. You cannot change your known spells between rests, but you can learn a new spell every level. If you play your character as a good person, you're known as a Light Mage. Being an evil character throws you into a spiral of madness, and you're branded as a Chaos Sorcerer.

Magic-User Experience Table

Level	XP	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	0	1	—	—	—	—	—	—	—	—
2nd	2,500	2	—	—	—	—	—	—	—	—
3rd	5,000	2	1	—	—	—	—	—	—	—
4th	10,000	2	2	—	—	—	—	—	—	—
5th	20,000	2	2	1	—	—	—	—	—	—
6th	40,000	2	2	2	—	—	—	—	—	—
7th	80,000	3	2	2	1	—	—	—	—	—
8th	150,000	3	3	2	2	—	—	—	—	—
9th	300,000	3	3	3	2	1	—	—	—	—
10th	450,000	3	3	3	3	2	—	—	—	—
11th	600,000	4	3	3	3	2	1	—	—	—
12th	750,000	4	4	4	3	2	1	—	—	—
13th	900,000	4	4	4	3	2	2	—	—	—
14th	1,050,000	4	4	4	4	3	2	—	—	—
15th	1,200,000	5	4	4	4	3	2	1	—	—
16th	1,350,000	5	5	5	4	3	2	2	—	—
17th	1,500,000	6	5	5	4	4	3	2	—	—
18th	1,650,000	6	5	5	4	4	3	2	1	—
19th	1,800,000	6	5	5	5	4	3	3	2	—
20th	1,950,000	6	5	5	5	4	4	3	2	—
21st	2,100,000	6	5	5	5	4	4	3	2	1
22nd	2,250,000	6	6	5	5	5	4	3	2	2
23rd	2,400,000	6	6	6	6	5	4	4	3	2
24th	2,550,000	7	7	6	6	5	5	4	3	2
25th	2,700,000	7	7	6	6	5	5	5	4	3
26th	2,850,000	7	7	7	6	6	5	5	4	3
27th	3,000,000	7	7	7	6	6	5	5	5	4
28th	3,150,000	8	8	7	6	6	6	6	5	4
29th	3,300,000	8	8	7	7	7	6	6	5	5
30th	3,450,000	8	8	8	7	7	7	6	6	5
31st	3,600,000	8	8	8	7	7	7	7	6	6
32nd	3,750,000	9	8	8	8	8	7	7	7	6
33rd	3,900,000	9	9	9	8	8	8	7	7	7
34th	4,050,000	9	9	9	9	8	8	8	7	7
35th	4,200,000	9	9	9	9	9	9	8	8	8
36th	4,350,000	9	9	9	9	9	9	9	9	9

Magic-User saving throws

Save	1-5	6-10	11-15	16-20	21-24	25-28	29-32	33-36
Poison, Petrification	13	11	9	7	5	4	3	2
Dragon Breath	16	14	12	10	8	6	4	2
Rays	14	12	10	8	6	4	3	2
Magic	15	12	9	6	4	3	2	2

Magic-User's skills

All your skill revolve around magic. Cast Magic is the most obvious of these, allowing you to cast spells. Read Magic allows you to read magical texts, like scrolls, spell books and such. Write Magic allows you to write magical text. Fairly straightforward. Use Magic Device allows you to use magical items, like crystal balls, wands, rods and such.

At Higher Levels

At 9th level and up, you can hire yourself a follower, who you can teach new skills in magic and who will aid you in battle. You can have followers equal to your Charisma modifier, with the bare minimum being 1. They can die, but that's a sacrifice you're probably willing to make. Down below are 6 possibilities for followers, as the GM can come up with more, that may be more to the player's liking.

d6	Follower
1	Foolish peasant
2	Banished wizard student
3	Curious Halfling
4	Elf
5	Hired blade
6	A Rogue

You can also own land starting at 10th level. As a Magic-user, you're expected to own a tower where you can conduct your magical practice. You can also own a manor, or a big old castle.

This is everything you need to know on the Magic-user Character Template. They're quite customizable, but not nearly as versatile as some of the other entries you'll see.

Priest

Character Template Features

As a Priest, you are a devout follower of the gods, and the helper of the less fortunate. You also know your way around good alcohol.

Prime Requisites: Wisdom

Hit Dice: 1d6

Hit Points at 1st Level: 1d6+CON

Hit Points at Higher Levels: 1d6+CON

Armor: Any Leather, Gambeson, any chain, Scale Mail, shields

Weapons: Maces, warhammers, shortswords

Tools: Priestly equipment

Skill Proficiencies: Cast Magic, Religion, Healing, Brewing, Turn Undead (Priest only)

Priests as Characters

Lawful aligned Priests have the option at level 1 to become either a Warpriest, or a Holy Healer. Warpriests are combat focused Priests. Those who act good have sworn to protect those who need aid in the cruel world. You get the option to power your weapon with a smite, that gives you an additional damage die to your rolls. Evil Warpriests are shunned by society, and live to spread war to the world and destroy all foes. Smite can be applied once per day. Holy Healers are Priests who heal the wounded, cure the sick and battle undead beings. Your Turn Undead ability's range increases by 10 feet, and your healing spells heal +2 more than normal.

Neutral aligned Priests can at level 1 become Druids. You gain an additional weapon skill with sabers and scimitars, but you can never touch metal, as it gives you -1 to skills and Ability Scores for 1 hour. Good Druids are known as Sun Druids, who are proficient in the skill Handle Animal. Evil Druids, however, are known as Blood Druids, who can regain HP from drinking blood of animals.

Chaotic aligned Priests have the option at level 1 to become Cultists. You gain proficiency in the Sneak skill. Good Cultists are known as Flock Members. You gain Proficiency in the Building skill. Evil Cultists are known as Fanatics, who seek to please their deity in an evil way, by sacrificing and spilling the blood of those deemed "heretics". You gain proficiency in the skill Assassinate.

Priest Experience Table

Level	XP	1st	2nd	3rd	4th	5th	6th	7th
1st	0	1	—	—	—	—	—	—
2nd	1,500	2	—	—	—	—	—	—
3rd	3,000	2	1	—	—	—	—	—
4th	6,000	2	2	—	—	—	—	—
5th	12,000	2	2	1	—	—	—	—
6th	25,000	3	2	2	—	—	—	—
7th	50,000	3	3	2	1	—	—	—
8th	100,000	3	3	3	2	—	—	—
9th	200,000	4	4	3	2	—	—	—
10th	300,000	4	4	3	3	—	—	—
11th	400,000	4	4	4	3	1	—	—
12th	500,000	5	5	4	3	2	—	—
13th	600,000	5	5	4	3	2	1	—
14th	700,000	6	5	4	3	2	2	—
15th	800,000	6	5	5	4	3	2	—
16th	900,000	6	6	5	4	3	3	1
17th	1,000,000	6	6	5	4	4	3	2
18th	1,100,000	7	6	5	4	4	3	2
19th	1,200,000	7	6	5	4	4	3	3
20th	1,300,000	7	6	5	5	4	4	3
21st	1,400,000	7	6	5	5	4	4	4
22nd	1,500,000	7	7	5	6	5	4	4
23rd	1,600,000	8	7	6	6	5	4	4
24th	1,700,000	8	7	6	6	5	4	5
25th	1,800,000	8	7	6	6	6	5	5
26th	1,900,000	8	7	7	6	6	5	5
27th	2,000,000	8	8	7	7	7	5	5
28th	2,100,000	8	8	7	7	7	6	6
29th	2,200,000	8	8	7	7	7	6	6
30th	2,300,000	8	8	8	7	7	7	6
31st	2,400,000	8	8	8	8	8	7	6
32nd	2,500,000	9	8	8	8	8	7	7
33rd	2,600,000	9	9	8	8	8	8	7
34th	2,700,000	9	9	9	8	8	8	8
35th	2,800,000	9	9	9	9	9	8	8
36th	3,000,000	9	9	9	9	9	9	9

Priest saving throws

Save	1-5	6-10	11-15	16-20	21-24	25-28	29-32	33-36
Poison, Petrification	11	9	7	6	4	3	3	2
Dragon Breath	16	14	12	10	8	6	4	2
Rays	12	10	8	6	5	4	3	2
Magic	15	13	11	9	7	5	3	2

Priest's Skills

As a Priest, you have many faith related skills. You can cast magic from the Cleric spell list (seen later on), by channeling the power of your faith into the spells. You can flavor this as you please. Religion allows you to learn about other faiths and their origins, and read and write holy symbols. Healing allows you to heal your companions for twice your level worth of HP. Brewing allows you to brew up potions for healing, illnesses, and poisons as antidotes, as well as alcohol.

But then there's Turn Undead, only available for Holy Healers. This allows you to scare off undead monsters, and it works in a very simple way. You can use Turn Undead when in the presence of Undead, and everything in a 20 foot radius must flee from you. You can banish undead up to the amount of hit dice equal to yours. This is very powerful at higher levels.



A Warpriest, made by Saido, on DeviantArt

At Higher Levels

At level 9 you get followers, entranced by your preaching and religious ways. You're most likely to lure peasants to your flock, as well as religious novices, sellswords, and even knights. These are 4 follower options for the Priest, and the GM can widen your options greatly.

If you wish, you can have your own temple built, where you can practice your faith, and study sacred texts. Eventually your religion could become the mightiest of them all, and then crusades await you.

Rogue

Character Template Features

As a Rogue, you are a sneaky, tricky bastard of the night. You prowl the dark alleys, and can easily become the most influential, and loved Rogue in the land. Or you can be a hated murderer who kills for coin. Either way, you hold the smarts and skill needed for this job.

Prime Requisites: Dexterity, or Intelligence

Hit Dice: 1d6

Hit Points at 1st Level: 1d6+CON

Hit Points at Higher Levels: 1d6+CON

Armor: Leather, Studded Leather, Gambeson, no shield

Weapons: Shortswords, bows, daggers, improvised weapons, spiked gauntlets

Tools: Thieves' tools, Poison kit

Skill Proficiencies: Sneak, Pick Lock, Bluff, Intimidate, Steal, Sneak Attack

Rogues as Characters

A Lawful aligned Rogue has the option to become a Vigilante on level 1. You gain an additional weapon of your choice, and have an additional Proficiency in any combat Skill you want. Vigilantes who do good for the world are known as Justice Fighters, and people generally view them as good people. Evil Vigilantes are wanted criminals, and are commonly referred to as Maniacs. People fear them, and the law does everything in their power to hunt them down so they can face justice.

Neutral aligned Rogues have the option at level 1 to become Mobsters. You gain Proficiency in the Negotiation skill, and get followers at level 8 instead of 9. Mobsters are highly respected by the common folk, and can at higher levels directly affect the politics of kingdoms. Mobsters that act out of evil intent are shunned and hated by everyone, and this makes business harder for them, as your Charisma decreases by -3.

Chaotic Rogues can become Assassins at level 1. You can only use daggers and improvised weapons, but you get an additional +1 to Bluff, Sneak and Pick Lock. Assassins that work for guilds are generally the good ones, and have an immunity to law, as long as the kill they perform is under a contract by their guild. Evil Assassins usually work for themselves, killing people for their money. If you play your assassin this way, you get a 5,000 gold bounty at level 5.

Rogue Experience Table

Level	XP
1st	0
2nd	1,200
3rd	2,400
4th	4,800
5th	9,600
6th	20,000
7th	40,000
8th	80,000
9th	160,000
10th	280,000
11th	400,000
12th	520,000
13th	640,000
14th	760,000
15th	880,000
16th	1,000,000
17th	1,120,000
18th	1,240,000
19th	1,360,000
20th	1,480,000
21st	1,600,000
22nd	1,720,000
23rd	1,840,000
24th	1,960,000
25th	2,080,000
26th	2,200,000
27th	2,320,000
28th	2,440,000
29th	2,560,000
30th	2,680,000
31st	2,800,000
32nd	2,920,000
33rd	3,040,000
34th	3,160,000
35th	3,280,000
36th	3,400,000

Rogue Specialty Percentage Table (D100)

Lvl	Find & Disarm Traps	Climb Walls	Pick Pockets	Hear Noise
1-4	25	15	20	35
5-8	40	35	30	45
9-11	45	45	40	55
12-15	45	50	45	65
16-18	45	55	50	70
19-22	50	60	60	75
23-26	65	65	70	80
27-30	70	70	75	85
31-33	75	75	80	90
34-36	90	80	90	100

Rogue's Skills

As a Rogue, you are Proficient in the Sneak Skill. This allows you to move unseen and unheard, as long as you succeed the roll.

Pick Lock allows you to unlock any door, as long as you have lockpicks. This is usually done while sneaking, and if you fail the Pick Lock check, you need to reroll your Sneak.

Bluff is pretty self explanatory. It's the skill that allows you to lie to people. If you can pass your Bluff check, be it against an NPC or a fellow player, you're off the hook for now.

Intimidate allows you to scare someone or something off. You roll the check, and compare it to the target's Wisdom score. If you pass, the creature is scared of you. Helpful in interrogating.

Steal is also quite self explanatory. You roll the check, and if your roll is deemed a success, you can steal any one thing from a person.

The best thing Rogues have is the Sneak Attack Skill. When you make an attack while sneaking, and the attack connects, your damage is doubled.

On Higher Levels

On the 9th level, you can start gathering followers for your adventures. These can be anything from the other Character Templates' options, just and can be used to build a Roguish empire.

On level 10, you have the option of establishing a guild from where to run your business and guard yourself from harm.

Rogue saving throws

Save	1-5	6-10	11-15	16-20	21-24	25-28	29-32	33-36
Poison, Petrification	13	11	9	7	5	3	2	2
Dragon Breath	16	14	12	10	8	6	4	2
Rays	14	12	10	8	6	5	4	2
Magic	15	13	11	9	7	5	3	2

Warrior

Character Template Features

As a Warrior, you're a skilled fighter, and you're skilled at wielding weapons and armor better than most, your focus on life is to become more adept with your physical skill than any other. Warriors gain additional attacks every 5th level. Warriors also act as the base Template for most monsters and human NPCs.

Prime Requisites: Strength, Dexterity, Constitution

Hit Dice: 1d8

Hit Points at 1st Level: 1d8+CON

Hit Points at Higher Levels: 1d8+CON

Armor: All armors, and shields

Weapons: All weapons

Tools: None

Skill Proficiencies: Charge, Riding, Athletics, Brace For Charge, Action Surge, Riposte.



A valiant Knight, by L3monjuic3, on DeviatArt

Warriors As Characters

A Lawful aligned Warrior can dedicate themselves to a deity at level 1, and become a Paladin. Paladins fight in the name of their god, protecting their realm, and reinforcing the people's faith. Paladins who act in the ways of good are commonly known as Templars. Templars can imbue their weapon with a smite that gives you an additional damage die when rolling damage against evil creatures. Evil acting Paladins are known as Anti-Paladins, and their smite works the same, but only on good creatures. Smite can be used twice per day.

A Neutral Warrior has the option at level 1 to become a Knight. Knights usually dedicate themselves to knightly orders, or monarchy. Knights can hold their status as long as they can answer the call of their superiors. You gain +1 to your Riding Skill, and +2 to attacks made on horseback. Good acting knights are known as Cavaliers, and they're granted a horse by their order to aid in battle. Evil knights become Black Knights, who have sworn their blades to darkness and selfishness.

Chaotic aligned Warriors can at level 1 become an Avenger. Avengers are Warriors who battle corrupt and evil, without the oath of the Paladins, and the code of chivalry Knights must follow. You gain proficiency in the Intimidate Skill, and +1 to your Charge Skill. You cannot have human or non-human hirelings, and they can't own land.

Warrior Experience Table

Level	XP
1st	0
2nd	2,000
3rd	4,000
4th	8,000
5th	16,000
6th	32,000
7th	64,000
8th	120,000
9th	240,000
10th	480,000
11th	600,000
12th	720,000
13th	840,000
14th	960,000
15th	1,080,000
16th	1,200,000
17th	1,320,000
18th	1,440,000
19th	1,560,000
20th	1,680,000
21st	1,800,000
22nd	1,920,000
23rd	2,040,000
24th	2,180,000
25th	2,300,000
26th	2,420,000
27th	2,560,000
28th	2,680,000
29th	2,800,000
30th	2,920,000
31st	3,040,000
32nd	3,160,000
33rd	3,280,000
34th	3,300,000
35th	3,420,000
36th	3,640,000

Warrior Saving Throws

Save	1-4	5-10	11-15	16-20	21-24	25-28	29-32	33-36
Poison, Petrification	12	10	8	6	6	5	3	2
Dragon Breath	15	13	11	9	7	6	4	2
Rays	13	11	9	7	6	5	3	2
Magic	16	14	12	10	8	6	4	2

Warrior's Skills

As a Warrior, your skills are based around fighting. The Charge Skill allows you to run to any enemy in a straight line, as long as nothing is in the way. You roll to and your attack and damage rolls increase by 1 on a success.

Riding is your skill to handle a horse. This is especially important in mounted combat, for obvious reasons.

Athletics is your skill at lifting heavy objects, breaking free from being grabbed and jumping longer distances. Very useful in many cases.

Brace For Charge allows you to raise a shield to block an incoming charge, granting you and additional -2 AC.

Action Surge allows you to repeat your full round of attacks in combat, but can only be used twice per day.

Riposte allows you roll to block any one incoming attack, and on a success make one attack back. You can only do this once per combat round, so it's most ideal in duels.

At Higher Levels

At 9th level you get your first companion, who you can train, and who will help you in combat. It can be anything from the table below, or the GM can widen the options.

d8	Companion
1	Peasant
2	Knight in Training
3	Sellsword
4	Squire
5	Wardog
6	Priest
7	Spy
8	A Dwarf

Warriors can also be offered a castle at 10th level. If the Warrior accepts this offer, they will be named a Lord (if male) or a Lady (if female). They can also elect a royal sentinel to upkeep their castle while away.

Entertainer

Character Template Features

As an Entertainer, you travel the land, see new places, and entertain people for money. Payday is never too far, and you can travel comfortably. You're just not great at combat. However, due to the strange motive of the gods, Entertainers can't become immortal (more on that later).

Prime Requisites: Charisma

Hit Dice: 1d4

Hit Points at 1st Level: 1d4+CON

Hit Points at Higher Levels: 1d4+CON

Armor: Leather, Studded Leather, Gambeson, no shields

Weapons: Rapiers, scimitars, daggers

Tools: Musical Instruments

Skill Proficiencies: Perform, Inspire, Negotiation, Steal.



An average Entertainer, by SOulafein, on DeviantArt

Entertainers As Characters

A Lawful aligned Entertainer has the option of becoming a Minstrel at level 1. You travel the land, and play music to everyone who pays the coin. You're loved by people and gain an additional +1 to Negotiation when negotiating with peasants.

Neutral aligned Entertainers gain no options for subtypes, and are generally a very rare type of Entertainer to come across.

Chaotic aligned Minstrels can at level 1 become a Crook. You travel from town to town, making money from scamming people, and robbing them clean. You gain Proficiency in the Bluff Skill.

Entertainer Experience Table

Level	XP
1st	0
2nd	1,000
3rd	2,000
4th	4,000
5th	8,000
6th	16,000
7th	32,000
8th	40,000
9th	42,000
10th	54,000
11th	66,000
12th	78,000
13th	90,000
14th	102,000
15th	114,000
16th	126,000
17th	138,000
18th	150,000
19th	162,000
20th	274,000
21st	388,000
22nd	400,000
23rd	512,000
24th	624,000
25th	736,000
26th	848,000
27th	960,000
28th	1,072,000
29th	1,084,000
30th	1,096,000
31st	1,150,000
32nd	1,162,000
33rd	1,174,000
34th	1,286,000
35th	1,398,000
36th	1,420,000

Entertain saving throws

Save	1-5	6-10	11-15	16-20	21-24	25-28	29-32	33-36
Poison, Petrification	13	11	9	7	5	4	3	2
Dragon Breath	16	14	12	10	8	6	4	2
Rays	14	12	10	8	6	5	4	2
Magic	15	13	11	9	7	4	2	2

Entertainer Skills

Entertainer's main skill is Perform, which, if done successfully, can yield the Entertainer 2d6+10 gold pieces per performance.

In combat, Entertainers are fairly weak, but their Skill Inspire, can be used to give them an additional 2 HP in battle, and +1 to all allies' attacks.

Negotiation is another Skill the Entertainers possess. This Skill can be used to haggle prices, get out of trouble and gain temporary allies.

At Higher Levels

At level 9, the Entertainer can gain 1d4 low level Entertainers to travel with them. This is highly beneficial to the party, as it grants them 1d4 additional Inspirations in combat. The Entertainer can also hire two sellswords if the price is right, and the Negotiation roll is high enough. Entertainers can never own land.

Dwarf

Character Template Features

Dwarves are the short, but strong dwellers of the mountains. They range in height between 3 and 4 feet, their women have beards, and they're all are heavy drinkers, which affects their saves against poison.

Prime Requisites: Strength, Constitution, Wisdom (optional)

Hit Dice: 1d8

Hit Points at 1st Level: 1d8+CON

Hit Points at Higher Levels: 1d8+CON

Armor: Any armor, shields

Weapons: Axes, Hammers, Maces, Shortswords, Crossbows

Tools: Mining gear

Skill Proficiencies: Caving, Mining, Tunneling, Fortifying, Smithing

Dwarf Experience Table

Level	XP
1st	0
2nd	2,200
3rd	4,400
4th	8,800
5th	17,000
6th	35,000
7th	70,000
8th	140,000
9th	270,000
10th	400,000
11th	530,000
12th	660,000
13th	840,000

Special Defenses

Dwarves are the toughest people alive, and as such, their natural AC is 8. They also have resistance to poison, only taking half of the normal poison damage.

Dwarf Saving Throws

Save	1-4	5-8	9-11	12-13
Poison, Petrification	9	6	4	2
Dragon Breath	13	10	7	4
Rays	9	7	5	3
Magic	12	9	6	3

Infravision

Dwarves have spent most of their lives underground, in deep caverns and mighty strongholds, which is why they're so good at seeing in the dark. Dwarves have infravision in addition to normal sight and can see 60' in the dark. Infravision does not work in the presence of normal and magical light. With infravision, warm things appear red, and cold things appear blue. A creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Characters with infravision can even see items or creatures the same temperature as the surrounding air (such as a table or a skeleton).

Detection

Dwarves can sometimes detect traps (specifically, traps built into stone-work or heavy construction, not other types of traps such as rope-traps in the forest or spring-out needles built into a jewelry box); they can also detect sliding walls, sloping corridors, and new constructions. If your dwarf character wants to search for such things in an area, tell the DM. You have 1 chance in 3 to find them. The DM will roll 1d6, and a 1 or 2 will indicate success if there is anything to find; a result of 3-6 means your dwarf detects nothing. You may check once for each trap, sliding wall, sloping corridor, or new construction. You must tell the DM if you want to look for anything; the detection is never automatic.

Human Training

Starting at level 3, a Dwarf can learn skills in weaponry that other fighters use, to further enhance their combat diversity. They can have Proficiency with a weapon after a week of practice in game. However, Dwarves can only reach with their traditional weapons. Dwarves can also learn 1 Priest spell to cast at will once per day, and a Skill every 4th level starting at 4.

Dwarf's Skills

All the Skills a Dwarf knows are important cultural elements. Caving allows you to navigate through cave systems, and find cracks in the stone.

Mining is a very Dwarvish thing to do. You can make a mining check, and on a success, you have a 50% chance of finding precious metals and minerals.

Tunneling allows you to construct tunnels. That's it.

Fortifying allows you to make any structure you want 50% stronger. This is especially good when you start building the fortress.

Smithing allows you to repair and create new weapons for you and your party.

At Higher Levels

Dwarves can get fellow Dwarves to join them on their adventures starting at level 9, and can have a minimum of 1 companion, the number increasing according to their Charisma modifier.

At 9th level a Dwarf can also start carving out their very own fortress, with all the Dwarven luxuries, booze, forges, mines and such. They can also name a royal sentinel much like the Warrior, who will overlook production while you're away.



A Dwarven Warrior ready for battle, by Mariana Vieira, on DeviantArt

Elf

Character Template Features

Elves are the graceful warriors of the woodlands, capable of casting spells, and fighting as well as Warriors. They just aren't as tough as Warriors, but rather a compromise between Warrior and Magic-user, who are decently good.

Prime Requisites: Dexterity, or Intelligence

Hit Dice: 1d6

Hit Points at 1st Level: 1d6+CON

Hit Points at Higher Levels: 1d6+CON

Armor: Leather, scale, shields

Weapons: Shortswords, Longswords, Scimitars, Sabers, Bows

Tools: None

Skill Proficiencies: Handle Animal, Tracking, Cast Magic, Sneak

Non-Human Abilities

Like Dwarves, Elves also have Infravision, which allows them to see in the darkness. They can also cast magic up to 5th spell level, and use the Magic-User spell list. Elves are also resistant to fear, and will not run from a battle.

Elf Experience Table

Level	XP	1st	2nd	3rd	4th	5th
1st	0	1	—	—	—	—
2nd	4,000	2	—	—	—	—
3rd	8,000	2	1	—	—	—
4th	16,000	2	2	—	—	—
5th	32,000	2	2	1	—	—
6th	64,000	3	2	2	—	—
7th	120,000	3	3	2	1	—
8th	250,000	3	3	3	2	—
9th	300,000	4	4	3	2	—
10th	350,000	4	4	3	3	—
11th	400,000	4	4	4	3	1
12th	450,000	5	5	4	3	2
13th	600,000	5	5	4	3	2
14th	650,000	6	5	4	3	2

Elf Saving Throws

Save	1-4	5-8	9-11	12-15
Poison, Petrification	12	8	4	2
Dragon Breath	15	11	7	3
Rays	13	10	7	4
Magic	15	11	7	3

Elf's Skills

Elves have many nature related skills, like Handle Animal, which allows them to befriend and keep animals as pets.

Tracking is a common skill among the Elven rangers, who hunt down wrongdoers and bad people who dare enter their woodland domain.

Like Magic-users, Elves can also use magic. However, their magic isn't as potent as a Wizard's or a Sorcerer's.

Elves are also natural sneakers.

At Higher Levels

Elves cannot get followers, but on level 10, they can gain ownership of a ranger tower and become a master ranger, gaining some ranger servants.



An Elf of the woodlands, by EarthDawn, on DeviantArt

Halfling

Character Template Features

Halflings are peace loving, but also very adventurous folk. They're a rare sight outside their homelands, but when you meet them, they're the best friends, storytellers and cooks you can ever hope to come across.

Prime Requisites: Dexterity

Hit Dice: 1d6

Hit Points at 1st Level: 1d6+CON

Hit Points at Higher Levels: 1d6+CON

Armor: Leather, Gambeson, no shields

Weapons: Shortswords, Clubs, Slings, Shortbows, Crossbows

Tools: Cooking supplies or Tinker's tools

Skill Proficiencies: Sneak, Crafting, Negotiation, Cooking.

Halfling Experience Table

Level	XP
1st	0
2nd	2,000
3rd	4,000
4th	8,000
5th	16,000
6th	32,000
7th	64,000
8th	120,000

Entertainer Abilities

Halflings can learn the abilities of Entertainers. At 3rd level, you can use the Inspiration skill once per day, and can make a Perform check twice per day.

Special Combat Skills

All halflings gain the following bonuses when in combat.

-2 bonus to armor class when attacked by creatures larger than man-sized (i.e. an AC of 6 becomes a 4)

+1 bonus to the attack roll when using any missile weapon

+1 bonus to individual initiative (see Combat section for Initiative).

Halflings can perform a Brace For Charge Skill check or a Riposte Skill check when in combat. They're too small to perform a Charge though.

Halfling Saving Throws

Save	1-3	4-6	7-8
Poison, Petrification	8	5	2
Dragon Breath	13	9	5
Rays	9	6	3
Magic	12	8	4

Rogue Specialties

Halflings have the option at level 5 to perform the Rogue's Specialties, using the percentages from levels 5-8.

Halfling's Skills

Halflings are talented sneakers, hence their Skill Proficiency in Sneak.

Crafting allows you to make paper, clothes, tools, and other useful things your party can use.

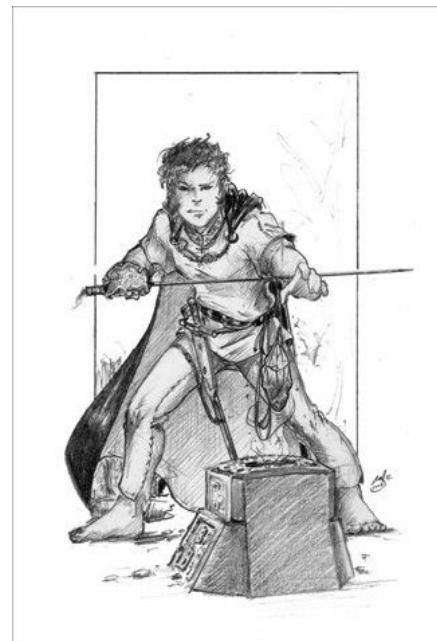
Halflings are great talkers, and that's where their Skill Proficiency in it comes from.

Cooking is what makes you special. No matter the ingredients, no matter the circumstances, you can make some of the best damn food out there. As long as you pass the check.

At Higher Levels

At 8th level, the Halfling can take companions equal to their Charisma modifier, and they can be anything from the other Character Templates' options.

You can also own a manor at level 8 and assume the position of duke, with the same royal sentinel option as the Warrior and Dwarf.



Your average Halfling, by ItsMeNeon, on DeviantArt

3: Gear

So you have your character ready, and your gold rolled. Now it's time to buy the gear you need on your adventures. Luckily for you, most things aren't that expensive, and you can purchase most bare necessities with no issue. However, weapons and armor are costly, and getting them requires some money management.

This chapter will present to you the gear options, and their prices, as well as their properties. The currency works as follows: copper, one tenth of a silver, which is one tenth of a gold, which is one tenth of a platinum.

Weapons

Edge & Point Weapons

Weapon	Cost
Dagger	5gp
Shortsword	10gp
Longsword	20gp
Scimitar	25gp
Saber	25gp
Greatsword	50gp
Twinblade	40gp
Rapier	45gp
Glaive	40gp

Edge Weapons

Weapon	Cost
Throwing Axe	5sp
Handaxe	2gp
Battleaxe	10gp
Greataxe	20gp
Halberd	25gp
Poleaxe	35gp

Point Weapons

Weapon	Cost
Stake	1cp
Javelin	2sp
Spear	1gp
Longspear	10gp
Pike	15gp
Lance	30gp
Spiked Gauntlets	20gp

Blunt Weapons

Weapon	Cost
Club	2cp
Mace	5gp
Morningstar	8gp
Bludgeon	15gp
Warhammer	25gp

Ranged Weapons

Weapon	Cost
Sling	1cp
Shortbow	2gp
Longbow	5gp
Handbow	6gp
Light Crossbow	5gp(1cp for a bolt)
Heavy Crossbow	10gp
Greatbow	50gp

Now you may notice that some of these weapons mentioned aren't in any of the Character Templates' weapon skills, except maybe the Warrior. That's because these weapons are either very similar to other weapons of that type of weapons, or are extremely simple, and can be used by anyone. Or they are so complex they require weeks of in game training just to get the basics down. Good examples are the Greatbow and the Twinblade, which require either a high level player just to use them, or you need to spend an entire level in studying the weapons to get the hang of them. That's the basic gist of it.

Weapon Properties

Edge and Point Weapons

Weapon	Range	Damage
Dagger	5ft.	1d4 Piercing or Slashing
Shortsword	5ft.	1d6 Slashing or Piercing
Longsword	5ft.	1d8+STR Slashing or Piercing
Scimitar	5ft.	1d6 Slashing or Piercing
Saber	5ft.	1d6+STR Slashing or Piercing
Greatsword	5ft.	1d10+STR Slashing or Piercing
Twinblade	5ft.	2d6+STR Slashing or Piercing
Rapier	5ft.	1d6+STR Slashing or Piercing
Glaive	10ft.	1d12+STR Slashing or Piercing

Edge Weapons

Weapon	Reach	Damage
Throwing Axe	15ft.	1d4 Slashing
Handaxe	5ft.	1d4+STR Slashing
Battleaxe	5ft.	1d8+STR Slashing
Greataxe	5ft.	2d6+STR Slashing
Halberd	10ft.	1d10 Slashing
Poleaxe	10ft.	1d12+STR Slashing

Point Weapons

Weapon	Reach	Damage
Stake	5ft.	1d4 Piercing
Javelin	20ft.	1d4+DEX Piercing
Spear	10ft.	1d6+STR Piercing
Longspear	15ft.	1d8 Piercing
Pike	10ft.	1d8+STR Piercing
Lance	10ft.	2d8 Piercing
Spiked Gauntlets	5ft.	2d4+STR Piercing

Blunt Weapons

Weapon	Reach	Damage
Club	5ft.	1d4+STR Bludgeoning
Mace	5ft.	1d6+STR Bludgeoning
Morningstar	5ft.	1d6+STR Piercing and Bludgeoning
Bludgeon	5ft.	1d8 Bludgeoning
Warhammer	5ft.	2d6+STR Bludgeoning

Ranged Weapons

Weapon	Range	Damage
Sling	15ft.	1d4 Bludgeoning
Shortbow	60ft.	1d6+DEX Piercing
Longbow	120ft.	1d8+DEX Piercing
Handbow	30ft.	1d6 Piercing
Light Crossbow	80ft.	1d8 Piercing
Heavy Crossbow	160ft.	1d10 Piercing
Greatbow	240ft.	2d10+STR Piercing

Armor

Light Armor

Armor	Cost	AC (THACO modifier)
Leather	5gp	-9
Studded	8gp	-8
Gambeson	10gp	-7

Medium

Armor	Cost	AC (THACO modifier)
Chanishirt	15gp	-6
Scale mail	25gp	-6
Breastplate	30gp	-5
Half Plate	30gp	-5

Heavy

Armor	Cost	AC (THACO modifier)
Chainmail	35gp	-4
Splint	40gp	-3
Plate	40gp	-2

When you're wearing heavy armor, you get -3 to Sneak, if you're a Rogue who wants plate armor, or a Warrior who wants to know how to sneak.

Shields

Shield	Cost	AC bonus
Buckler	5sp	-1
Leather Shield	5gp	-1
Basic Shield	10gp	-2
Tower Shield	25gp	-4



A warrior braces for a charge, by CaesarsNail, DeviantArt

General Gear

This is the adventuring gear that's just generally helpful. Things to eat, things to use in dungeons, and things to heal the party with, etc. These are things you WILL need, so remember to not spend all your money on armor on weapons and armor.

Item	Cost
Ration	5cp
Waterskin	5sp
Rope	2gp per 10 feet
Lockpick	4gp
Bag of Caltrops	5gp each
10 foot pole	5gp
Knife	1gp
Potion of Curing	40gp
Potion of 1d4 healing	25gp
Potion of 1d6 healing	50gp
Bedroll	5sp
Tent	15sp
Empty bottle	2sp
Empty vial	5sp
Vial of acid	4gp
Wand	30gp
Thermite	100gp
Master key	200gp
Torch	3cp
Lantern	5gp
Blanket	5cp
Crystal Ball	1,000gp

Tools

Item	Cost
Thieve's tools	20gp
Cooking supplies	10gp
Writing kit	25gp
Book	15gp
Scroll	10gp
Tinker's tools	15gp
Cartography supplies	12gp
Brewing kit	20gp
Priestly equipment	10gp
Trenching supplies	15gp
Building supplies	20gp
Mining gear	15gp

Other Gear

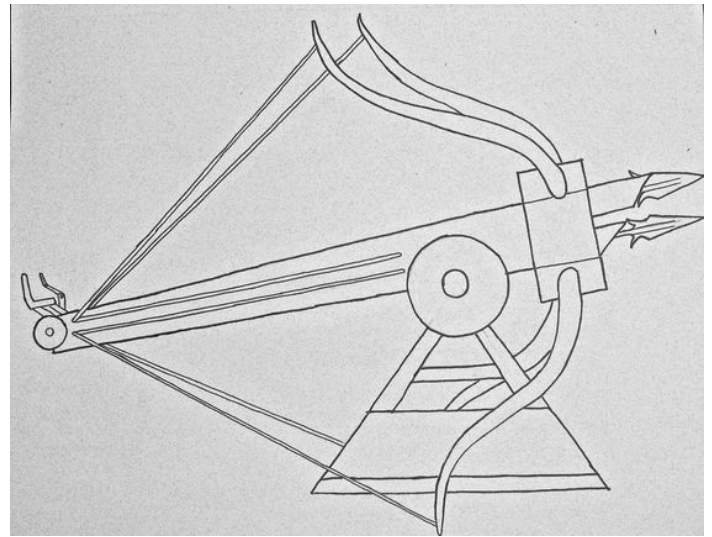
Vehicles

Vehicle	Cost
Cart	100gp
Carriage	150gp
Wagon	300gp

Warmachines

These weapons hit automatically and deal large damage

Machine	Cost	Range	AC	HP	Damage
Ballista	300gp	500ft.	0	1200	3d12+10
Catapult	500gp	700ft.	-1	2000	6d10+20
Battering Ram	300gp	10ft.	-3	1000	4d10+8
Siege Tower	700gp	Depends on archer weapons	-2	890	Archer weapon dependent



A ballista, by Saberrex, on DeviantArt

Magical Items

These items can either only be bought from powerful Magic-users and Priests, or found as loot. If the players decide to buy an item, the base price is 500,000 gold.

Already Existing items

The Severing Sword

This is a longsword with a +5 bonus to attack and damage rolls. It gives off a faint magical glow, and if a player rolls a critical hit, the sword will sever the head of the creature, or any one limb of the GM's choice.

Bottomless Bag

This bag has a vacuum inside it, that can fit anything in it, and the things stored in the bag can be taken back out just as easily. If a person enters it, however, they will die within two minutes of entering.

Tome of Golem Creation

This item can only be used by Priests, and requires 18 WIS to use. The Priest reads this tome 5 times to create a Golem, and an additional 5 times to bring it to life. When bringing the Golem to life the Priest will take 4d6 damage as a price for using this magic.

Hammer Of War

This hammer has been forged by ancient beings, and deals 6d6 damage to any hit enemies. However, the true potential of this weapon comes out when fighting undead, dragons or demons. A massive wave of force bursts out, doubling the damage dealt.

Dagger of Pure Evil

This dagger gives off a dark magical aura, and kills all plant life within 100 feet of it. It deals no real damage when used, but if an attacker scores a critical hit, the defender must roll a save against magic. On a fail, they die, and become undead servants. Only applies to living creatures.

The Wand of Mass Message

This wand allows you to broadcast your voice everywhere within 2 miles of you, and people are forced to hear it. Only usable by Magic-users and Entertainers.

Jug Without A Bottom

This jug is seemingly pitch black inside, and gives off a small magical aura. If a person holds the jug, and thinks of a liquid, that liquid will appear in it, and will remain as long as the user wants.

Creating Magical Items

The players can't create any proper *real* magic items. However, the players can have their weapons enchanted by an Enchanter, a person who's not a Magic-user, but holds the power to enchant items. These weapons are powerful, and give bonuses to attack and damage rolls. The bonus can go up to +10, and they can have an additional effect for an additional cost. Armor enchantments only go up to +5

Bonus	Cost
+1	100gp
+2	200gp
+3	300gp
+4	400gp
+5	500gp
+6	600gp
+7	700gp
+8	1000gp
+9	1,100gp
+10	1,200gp

Additional enchantments

The players can choose to get an additional enchantment to their weapon, if they pay an additional 200 gold.

Reducing:

The target, upon being hit, rolls a save against magic, or gets reduced in size by 1d4 feet. This effect lasts for 2 minutes per reduction, and the target hit dice are reduced by 1 per foot. If applied to armor, the wearer can reduce their size by 1d4 feet for twice the amount of time.

Bad Luck Curse:

The weapon causes the target to have bad luck, giving them -5 to all rolls for an hour. This effect can be avoided with a save against magic.

Levitation:

This weapon allows the wielder, or wearer to levitate off the ground at will for 2 minutes per use. The wielder can levitate as long as they want, but going too high will make them take falling damage.

Dead Magic:

Upon being hit, any magic using creatures won't be able to use magic for 1 hour, and if applied to armor, magic doesn't work within 5 feet of the wearer.

Polymorph:

If the weapon hits an enemy, they must roll a saving throw against magic, or they will get changed into any animal the player wishes for 10 minutes. The wearer can do the spell on themselves at will too if they so wish.

Cooking:

This weapon will cook any enemy it hits, if the wielder is the one who landed the killing blow.

Instability:

This can be applied to a weapon, and if so, the weapon will deal an additional damage die worth of damage. If applied to an armor, it does seemingly nothing. However, if two weapons with Instability on them come in contact, it will result in an explosion that can destroy an entire continent. Highly risky.

4: Skills and Skill Checks

Each Character Template has a couple of default skills, and there's many more than just those in the game, each of which grants you a bonus to something, or allows you to do something that can help you or the party as a whole. Each skill has a skill check attached to it, and they require some Ability Score to perform. You roll a d20, and add your Ability Score modifier to it. Depending on the SC, or Skill Challenge, the roll can either fail, or succeed. As stated before, characters can spend XP to gain new skills.

Skill Checks

Skill	Ability Score	Effect
Acrobatics	DEX	Allows you to do tricks in and out of combat
Athletics	STR	You can perform acts of strength
Appraise	INT	You can determine prices for items
Negotiate	CHA	You can speak with people to convince them of something
Cast Magic	INT/WIS	You cast magic
Heal	WIS	You can heal yourself or a party member for twice your level worth of HP
Cooking	WIS/INT	Allows you to make food
Crafting	WIS/INT/DEX	Allows you to create things that the GM allows
Riding	DEX	Allows you to ride a mount
Handle Animal	INT	Allows you to make animal friends
Tracking	INT	Allows you to find tracks
Sneak	DEX	Allows you to move unseen
Perform	CHA	Allows you to perform for people
Inspire	CHA	On a success you gain +2 HP and give your party a +1 bonus to attacks
Steal	DEX	Steal things
Charge	STR	Attack any enemy in a straight line with a +1 to hit
Brace For Charge	STR	-2 AC against a charging foe
Action Surge	STR	Allows you to double your action
Bluff	CHA	Allows you to lie your way out of things
Intimidate	STR/CHA	Allows you to scare a creature

Skill	Ability Score	Effect
Tactics	INT/WIS	Grants a +5 bonus in mass combat
Sneak Attack	DEX	If your attack connects while sneaking, your damage is doubled
Religion	WIS	You can learn about faiths, and pray for small things
Brewing	WIS/INT	You can make potions, and alcohol
Read Magic	INT	You can read magical text
Write Magic	INT	You can write magical text
Use Magic Device	INT	You can use a magical items.
Botany	INT/WIS	Allows you to learn about plants
Building	INT/STR	Allows you to build constructions
Artillery	INT	Grants your warmachines 1 extra damage die, or the ability to rerolls missed attacks
History	INT	Allows you to recall something
Pick Lock	DEX/INT	Allows you to unlock a door
Mining	STR/WIS	Allows you to mine out precious metals and stones
Tunneling	INT/STR	Allows you to make a Tunnel
Caving	INT/WIS	Allows you to navigate caves and find cracks in stone
Fortifying	STR/INT	Allows you to strengthen any construction
Smithing	STR/DEX	Allows you to make weapons and armor

Skill Challenges

This is how much you have to get with your roll to succeed.

Skill difficulty	SC
Trivial	8
Very easy	10
Easy	12
Normal	15
Hard	20
Harder	25
Near impossible	30

5: Combat

Eventually your party will run into combat, and then you'll be powering your way through and making the enemies regret the day you were born. Combat can be challenging at level 1, but you'll get a hang of it eventually, and then you'll be having fun in and out of battle. Or you'll be killed in the first few rounds and no one has fun, except a sadist GM.

But don't worry about that, you just need to know the basics of combat for now, and then we'll cover the more advanced things.

Step 1: Initiative

Before combat begins in proper, you need to roll for your initiative. You roll a d20, and add your DEX modifier to the roll total. You roll this once per combat. The highest initiative goes first. There are things that effect the initiative, like whether you or the enemy are caught by surprise. If there's a surprise attack, the ones surprised get a -2 to initiative. Monsters use their THACO for initiative.

Step 2: Turns

In combat, each character gets a turn. The turn lasts in game for 5 seconds. During your turn you can move your movement speed's worth, and then make an attack, cast a spell, perform a skill check, or run, quadrupling your movement speed.

Attacking

If you make an attack, you roll a d20, add your attack modifier to it, and compare it to the target's AC. If it's below the target AC, you miss the attack, and that's your turn. If it's a hit, you roll the weapon's damage as shown in the Gear section before.

Casting a Spell

If you decide to cast a spell, that will be your action during your turn. You can cast healing spells, make illusions, do offensive spells, or even teleport your way out of a fight.

Running

You can run during your turn, if you need to get somewhere fast, or just want to escape combat. Running, as stated before, quadruples your movement.

Intermission: THACO

In Epic Legends, you have a preset number for your base attack modifier from level 1 to 36. This is called To Hit Armor Class 0, or simply, THACO. THACO is the base score you need to roll to land an attack on a d20 against the AC of 0. You roll an attack, and add your attack modifier to it, after which you compare the score to the THACO score of your character. Dwarves and Warriors have the same THACO value, and the other Character Templates have the same THACO throughout the game.

Coming up next are the THACO tables for the Character Templates.

Warrior and Dwarf THACO tables

Level	THACO
1-4	20
5-8	19
9-10	18
11-13	17
14-16	16
17-20	15
21-24	14
25-30	13
31-33	12
34-36	11

Other Characters' THACO

Level	THACO
1-6	20
7-11	19
12-16	18
17-20	17
21-25	16
26-32	15
33-36	14

On with the combat.

Attacks of Opportunity

In combat, there's a chance you may want to escape from an enemy. If you do this, you will take an attack of opportunity. This is one attack that one enemy can make against if you move 5 feet away from them. This is important, because if you get cut down by an enemy in combat, that's pretty much that. You get one chance to avoid death after that, which we will cover next.

Death

Death is something you might encounter sooner or later in Epic Legends. However, it does not come immediately after your HP drops to 0. You will get one chance to avoid death, by rolling a d20. If you roll an 11 or higher, you will be brought back to 1 HP, but you're not able to do anything for the rest of the fight.

If your character does end up dying, you can get them resurrected, but it will cost you 5,000 gold, and can only be performed by a Priest of level 20 or higher.

6: Land Owning, and Mass Combat

In Epic Legends, once you hit level 10, you have the option of owning land. This is dependent on your Character Template, and it's a nice alternative to just roaming in dungeons and doing small jobs for higher authority. Then again this will also mean that if a war is to break out, you will be called in as a general, and then you'll have to assemble an army. Both are things we'll cover in this section.

Owning Land

First we'll cover the owning of land. This is probably not the simplest of things, but just read it over a few times, and you'll be good.

Your Property

When you own land, you generally own a large area, and the lands spreading five miles to every direction from there. you have servants and peasants who need money and food, and in return they'll do all your physical labor and pay you in return in taxes.

It's important to keep your people happy. An angry peasant is a mutinous one, and just having an executioner will not guarantee your safety. You should also have some guards protecting your towns and property, and rangers protecting the wilderness around the town.

The people's happiness with your rulership is measured in percentages. If it drops below 10%, you will have riots and mutinies at your hands. So keep that in mind. I've listed all the expenses and their effect on people's mood down below.

Necessity	Cost	People's mood
Housing	100gp	+25%
Guards/Rangers	20gp/month	+20%
Employment	300gp/year	+20%
Brothels	120gp	+35%
Upkeep	600gp/year	+25%
Proper Military	160gp/month	+20%
Food	10gp/month	+40%
Visits	Free	+26%
Temples	200gp	+30%

There are also things that will inevitably lower your people's mood, and that can lead to bad things on your part.

Problems	People's mood
Famine	-40%
Taxes above 10gp	-50%
Monsters	-35%
War	-30%
Unpaid salaries	-45%
General tyranny	-60%

So, with this you know how to manage your lands. If you find an angry mob at your door, or people are leaving your lands, you may have done something wrong.

Mass Combat and Warfare

You're quietly sitting in your fort, or manor, and looking over your village. All is fine, and well. But then you hear the horns of war, and a messenger brings you orders to gather an army. This is war time, and you need to be ready for battle.

When you get into the mass combat, you have several modifiers to it, which are all listed below, these modifiers will be added to a D100 roll, which is just 2 d10s acting as tens and ones, and the GM will do the same. The you compete your scores, and the highest will win. This will affect your army as well. Each army has a base morale of 90%.

Condition	Modifier
Every 10 soldiers	+5
Light armor	+5
Medium and heavy armor	+15
Low quality weapons	-10
Good weapons	+10
Terrain, mountain pass	+30
Terrain, uphill	-15
Terrain downhill	+5
Raining?	-10
Plains battle	+0
Fortified defense position?	+20
Fortified attack position?	-15
Low morale	-10
Warmachines?	+10
Enemy has warmachines?	-10
Terrain, swamp	-10

With these modifiers in mind, you can now roll your dice. The difference between scores determines the victor of the battle.

Difference	Effect on enemy	Effect on morale
10-20% or less	Enemy managed to retreat, or drive you off	-55%
25%	Enemy's front line destroyed	-25%
30%	The enemy was captured	-40%
35%	Enemy was surrounded and beaten back	-50%
45%	Enemy was eventually beaten	-35%
50%+	Decisive victory!	+15%

7: Magic

The one thing little people know, and even fewer can do. Magic. This is the thing that makes the Magic-users and Priests effective. This is the thing that keeps the party alive, and kills their foes. Both classes have spell tables, and they're finite, but most spells are effective. There's a good few combat spells, as well as some spells for utility and just general entertainment.

Both Priest and Magic-user have a set amount of spells per day, which are shown in their experience tables. Elves can use the Magic-user spell list up to 5th level spells.

Magic-User

Magic-users know all the spells of 1 level, and can easily learn the higher levels as they level up.

1st Level

Fireball
Message
Detect Magic
Identify
Magic Missile
Grabbing Vines
Raise Temperature 10°C
Lunar Beam
Ray of Enfeebling
Shield
Thunder Wave
Sticks to Snakes

2nd Level

Magic Weapon
Call Familiar
Comprehend Languages
Fire Whip
Copy Spell
Air Barrage
Electric Grasp
Holding Rune
Mind Blast
Force Blast
Hysteria

3rd Level

Fire Portal
Water Portal
Earth Portal
Air Portal
Abyssal Portal
Heavenly Portal
Lightning Bolt
Fire Pillar
Void Hole
Vanish
Heatwave 50°C

4th Level

Darkness
Acid Arrow
Soul Spear
Crystal Beam
Burning Hands
Pestilence
Create Rats
Create Pigeon
Brain Hemorrhage
Transmute

5th Level

Ring of Fire
Depress
Create Portal
Pin Down
Freeze Feet
Heat Metal
Seal Door
Blind
Mute
Deafen
Berserk

6th Level

Call 10 Skeletons
Talk With Dead
Assemble Tent
Magic Armor
Anti Telharsic Arrow
Infinite Bottle
Infinite Pouch
Raise 2d6 dead
Burn Diseased
Polymorph

7th Level

Disguise Self
Change Face
Trick The Mind
Levitate
Ice Wall
Stone Wall
Fire Wall
Freeze Meat
Rain of Arrows
Build Magic Barrier

8th Level

Snow Storm
Fire Storm
Death Storm
Sand Storm
Hurricane
Conjure Flood
Create 4d6 Undead

9th Level

Fireball x3
Conjure Demon
Conjure Angel
Become Lich
Acid Arrow x3
Banish
Miasma Storm
Earthquake

Magic-User Spell Descriptions

Magic-users have the most spells to pick from, and have the best spells for many things. Their spell damage is equal to their level, up to 20, so your Magic-user at level 16 can cast fireball and deal 16d6 damage, but the damage increase will stop at level 20.

Level 1

Fireball

You raise your hand and point your finger to the enemy. A ball of fire will shoot from your hand, and the enemies in a 10 foot area must success a magic saving throw, or take 1d6 fire damage. All attack spells require a Magic save to be made against them, unless stated otherwise.

Message

You can send a 30 word mind message to any ally within 100 feet of you.

Detect Magic

This spell allows you to find anything magical within 200 feet of you.

Identify

You can identify any magic items and spell effects, but you can never detect magic related to Annihilation.

Magic Missile

You shoot three magical projectiles from your hand, which deal 1d4 damage each. Hits automatically.

Grabbing Vines

You call vines from the earth, which grab enemies in a 15 foot area of your choice for 3 turns.

Raise Temperature

You can use this to heat up any space by 10 degrees Celsius, and it lasts for a minute. This spell can be stacked.

Lunar Beam

This spell only works at night. You can fire a beam of white light at any enemy, and they take 1d12+INT worth of damage.

Ray of Enfeebling

You shoot a gray ray at an enemy, and if they fail their save, their attack modifier is reduced by -2, and AC by +2.

Shield

You can use this give yourself an additional -2 AC when an enemy makes an attack. Works only once per combat.

Thunder Wave

You clap your hands together, and a booming voice comes out in a 10 foot sphere in front of you, dealing 2d4+INT damage to the enemy.

Sticks to Snakes

You point at a pile of 20 sticks, turning them into snakes. If there's an enemy in this pile, they die from snake bites.

Level 2

Magic Weapon

You produce a weapon you know how to use in your hand, which deals magical damage that passes any defenses against non-magical damage.

Call Familiar

You call a tiny creature to your location. This being can do scouting for you and give you the enemy a -2 penalty in their magic saves, or +2 to ally attacks by just being there and being annoying.

Comprehend Languages

You can cast this spell to understand a foreign language for 10 minutes.

Fire Whip

You make a whip of fire and roll an attack roll against an enemy. They take 2d6 fire damage on a hit.

Copy Spell

You can copy any one higher level spell into your spell list, and keep it there until used, in which case it disappears.

Air Barrage

You make solid balls of air and rain them in a 20 foot space. All enemies who failed their save must take 4d4 damage.

Electric Grasp

You touch an enemy, and if you succeed, they take 1d12 damage as electricity comes out of your hand.

Holding Rune

You draw a magic rune in the air, and any one enemy you can see cannot move for the rest of the battle.

Mind Blast

You choose a target and they make a magic saving throw. If they fail, they will be so confused they can't do anything for 1 hour.

Force Blast

You shoot a concentrated ball of force out of your hand, and upon hitting deal 2d6 damage.

Hysteria

You choose an enemy and they make a magic save. If they fail, they laugh for 2 minutes.

Level 3

Fire Portal

You create a portal of fire, and can push an enemy into it, after which it closes, burning that person alive.

Water Portal

You create a portal of water, and can push an enemy in it, after which it closes, leaving the enemy to drown.

Earth Portal

You create a portal made of earth, and if you push an enemy in it, the portal closes, and that enemy suffocates.

Air Portal

You create a portal made of air, and if you push an enemy in it, the portal closes, and the enemy will fall down 2 minutes later, exploding into gore upon impact.

Abyssal Portal

You create a portal to the plane of the demons. If an enemy is pushed into the portal, the portal closes, and the cries of death of that person will ring out as it does.

Heavenly Portal

You create a portal to heaven, and if an enemy is pushed there, they will be pushed out, and their ways have changed for good, after which the portal closes.

Lightning Bolt

You shoot lightning in a straight line, and any hit enemy needs to make a magic saving throw. If failed, they take 2d8 lightning damage.

Fire Pillar

You create a pillar of fire, that will deal 3d6 fire damage to anything it touches that has failed its save.

Void Hole

You create a hole in the ground, and can push enemies into it, making them vanish for eternity.

Vanish

You become invisible for 5 minutes.

Heatwave 50°C

You make the temperature rise by 50 degrees Celsius in a 100 foot area. This spell can stack.

Level 4

Darkness

The area in your immediate 50 foot vicinity becomes pitch black, and only you and your allies can see in it.

Acid Arrow

You shoot an arrow of acid out of your finger, and roll an attack. If you hit, the enemy will take 4d4 acid damage.

Soul Spear

You shoot a spear of pure magic at an enemy, who must make a magic save. If they fail, the spell deals 3d6 damage to the enemy.

Crystal Beam

You shoot a beam of crystalline energy at an enemy and roll for attack. If they fail, they will take 2d10 damage.

Burning Hands

You press your thumbs together, and create a 20 foot cone of fire. All enemies must make a magic save, and if they fail, they will take 3d8 fire damage.

Pestilence

You infect any one item with a plague, that will then slowly spread, and in 2 weeks, you'll have killed everything within 2 miles.

Create Rats

Allows you to create 2d10+4 rats, that will run around, eating the food supply and spreading diseases. Great when paired up with Pestilence.

Create Pigeon

You create a pigeon. It serves no purpose other than to exist.

Brain Hemorrhage

You cause a horrible pain in someone's brain, incapacitating them. This spell lasts for 1 minute, can stack, and it can kill a person.

Transmute

You can use this spell to make lead into gold, or any other precious metal, except platinum.

Level 5

Ring of Fire

You create a 20 foot ring of fire around yourself, and if an enemy tries to go through it, they must make a magic save or take 6d6 fire damage.

Depress

You choose a target and they roll a magic save. On a fail, they will give up, and not do anything for the next 10 hours.

Create Portal

Allows you to make a portal to any known location, and it will close once you go through.

Pin Down

You choose a target and make them save against magic. If they fail, they will fall down and can't get up for 1 minute.

Freeze Feet

You make an enemy save against magic, or their feet will be frozen in place.

Heat Metal

You make a metal object glowing hot. If it is held, the target will drop it. If it's worn, the wearer will cook alive.

Seal Door

You make a door impassable for 2 minutes.

Blind

You make anything you touch blind for 10 minutes.

Mute

You make any enemy you touch mute for 5 minutes.

Deafen

You make any enemy you touch deaf.

Berserk

You give your party member +7 to hit and damage for 1 minute, but this also reduces their AC down to 10.

Level 6

Call 10 Skeletons

You call 10 skeletons to your aid for 5 minutes.

Talk With Dead

You can speak to ghosts, corpses and other dead things for 1 hour.

Assemble Tent

Makes a tent that's larger on the inside, and can't be set on fire.

Magic Armor

Increases any creature's AC you choose by -4.

Anti Telharsic Arrow

You fire an arrow of pure knowledge at an enemy, making them save against magic. They will be hit on a fail for 3d12 damage.

Infinite Bottle

Allows you to create a bottle that can hold infinite liquid.

Infinite Pouch

You can create a pouch that can hold any amount of small items.

Raise 2d6 Dead

Reanimate 2d6 dead people as zombies, and let them fight for you.

Burn Diseased

You touch a person who is infected with a disease, and they will burn to cinders within minutes, giving them their final rest. It's painless.

Polymorph

You force a creature to save against magic, and if they fail, you can turn them into any animal you want for 2 hours.

Level 7

Disguise Self

You create magical disguise for yourself.

Change Face

This spell allows you to create yourself a new face for one day.

Trick The Mind

You can cast this on any creature, and if they fail their magic save, they will believe any trick you pull on them.

Levitate

You touch yourself or an ally, and you or the ally are granted the power to levitate for 5 minutes.

Ice Wall

You create a wall of ice, which can't be climbed, but it will melt from fire.

Stone Wall

You create a wall of stone, which can be climbed, but falling off of it will deal 10d6 falling damage.

Fire Wall

You create a wall of fire, and anything that goes through it, will make a magic save, or take 9d8 fire damage.

Freeze Meat

This spell allows you to freeze any meat for as long as needed. Can be used on enemies.

Rain of Arrows

You conjure a rain of arrows, and the enemy needs to make a magic save, or take 7d12 piercing damage.

Build Magic Barrier

You call in your magic abilities, and build a barrier around you and your allies. It lasts for 10 minutes, and gives you time to heal and prepare for more fighting.

Level 8

Snow Storm

You conjure a storm of snow for 5 minutes, and everything within it takes 10d6 cold damage.

Fire Storm

You conjure a storm of fire, that destroys everything in its way, and deals 15d6 fire damage to everything in it.

Death Storm

You make a storm of pure death appear. Everything in it will take 12d6 damage to all creatures in it, and the lost HP can never be recovered.

Hurricane

You conjure a hurricane, that will fling everything around, killing 1d12 creatures in the area.

Conjure Flood

Drown a 2 mile area.

Create 4d6 Undead

You can create 4d6 undead creatures that can range from zombies to wights.

Level 9

Fireball x3

You can cast Fireball, but it deals 3 times the damage than normally.

Conjure Demon

You can summon a low level demon to aid you in battle. Not very popular among religious groups.

Conjure Angel

You summon a low level angel to aid you in battle. Very popular among religious groups.

Become Lich

You must kill the one you most hate, the one you most love, and 5 innocent people, then make them into a potion, drink it, and you'll become a Lich.

Acid Arrow

Acid Arrow, but the damage is threefold.

Banish

Send any creature you choose to another place entirely, if they fail their magic save.

Miasma Storm

You create a storm that cannot kill anything, but everything that comes to contact with is incapacitated for 24 hours due to nausea.

Earthquake

You destroy everything in a 10 mile radius. You will be hated.



Priest

Priests draw their magic from the gods, and as long as they have their god's favor, they have their magic. These spells are mainly used for healing and other utility, but there's a few combat spells sprinkled in there.

Clerics can know 3 spells at a time, and can switch them during rests.

1st Level

Cure Light Wounds
Detect Poison
Detect Disease
Detect Good And Evil
Cure Fever
Sticks to Snakes

2nd Level

Create Light
Create Bonfire
Stop Bleeding
Fix Bone
Lunar Beam
Light Bolt

3rd Level

Divine Favor
Holy Weapon
Divine Beam
Slow
Create Food
Create Drink

4th Level

Divine Mount
Holy Storm
Good Luck
True Strike
Cure Medium Wounds

5th Level

Cure Plagues
Create Plague
Burn the Diseased
Star Blast
Victory Cry

6th Level

Cure Heavy Wounds
Banish Evil
Collect the Alms
Burning Weapon Of Fury
Lightning Attack
Shield Of Faith

7th Level

Conjure Fire
Create Flood
Wall of Stone
Wall of Fire
Mind Warp
Holy Strike
Resurrect

Slow

You choose a target, and say a quick prayer. If the target fails the magic save, their movement is halved.

Create Food

You can create food using this spell once per day to feed your party and yourself, or someone in need.

Created Drink

You can create a drink using this spell once per day to feed your party and yourself, or someone in need.

Level 4

Divine Mount

This spell expenses all your 4th level spell uses for the day. You pray to your god for a heavenly mount, and it will remain with you for 24 hours, or until you fall asleep.

Holy Storm

You create a whirlwind of holy light, which will deal 4d10 to all undead and demons.

Good Luck

You pray to your god for guidance. You can reroll a critical failure.

True Strike

This spell allows you to channel your god's power to an ally, or yourself. They get +5 to hit for 1 turn.

Cure Medium Wounds

You channel your god's power to heal an ally for 3d8 HP. This is increased depending on your level.

Level 5

Cure Plagues

You channel your god's power to heal those with a plague.

Create Plague

You channel your god's power to create a plague.

Star Blast

You fire a ball of godly energy at an enemy, and they make a magic save. They'll take 5d6 damage from the spell. This is increased by your level, as always.

Victory Cry

You declare your god's name after a victorious battle. Your XP increases by 100 XP.

Level 6

Cure Heavy Wounds

You channel your god's power to heal severe wounds. This also affects the undead, serving as a damage dealer.

Banish Evil

You touch one evil creature of your choice, and on a failed magic save, they will be banished to another place for 10 minutes. This spell can only be performed once per day.

Collect The Alms

Using your divine power, you choose three bags of money on people, and use this spell to empty them in your bag.

Burning Weapon Of Fury

Any weapon you touch gets set on fire, and will deal extra 2d6 fire damage to the enemy.

Lightning Attack

You call to your god, conjuring a spear of lightning. The target makes a magic save, and on a fail they take 6d8 lightning damage.

Shield of Faith

You call to your god in battle, and they answer by granting you an AC of 0. This is something you can only use once in a battle, and the effect wears off after 3 minutes.

Level 7

Conjure Fire

You conjure a large fire that burns everything. Any creatures caught in the fire will drop down to 1 HP.

Mind Warp

You use the power of gods to either turn an enemy to your side, confuse them, or frighten them. Save is required.

Holy Strike

Your weapon will kill any unholy creature you hit. You can only use it once every 24 hours.

Resurrect

You channel the power of the gods to a fallen comrade. The spell costs 5,000 gold, and will bring your comrade back after an hour of casting.

This concludes the magic section. With this knowledge you should be able to make the most of magic. Or least just for the jokes.

8: Monsters & NPCs

The worlds of Epic Legends are filled with an assortment of monsters to battle, and non-player characters (NPCs) to meet. These can give you missions to go to when talked to, if they're NPCs, and they'll provide nice XP and loot if they're monsters.

Monsters

The bestiary for Epic Legends includes a few monsters in greater detail, and leaves the rest up to the GM's imagination. They can be encountered in an assortment of places, like wilderness, ruins and caves. When it comes to saves, monsters have saving throws similar to Warrior. Animal monstrosities generally have movement of 40 feet.

Ratman

Ratmen are small hunched over humanoids, who skulk in the shadows of their underground tunnels and city sewers. They like shiny things, and can even attack people in broad daylight just for the hell of it.

No. Appearing: 2d4

AC: 8

HP: 1d6+2

Attacks: Shortsword

Attack Bonus: +1

THACO: 20

Morale: 45%

XP Value: 25

Goblin

Goblins are disgusting little creatures, who fight in large hordes, tame giant spiders and wolves, and use them as mounts. A battle against goblins is painful and risky, and rarely yields much loot.

No. Appearing: 2d8+2

AC: 7

HP: 1d8+2

Attacks: Longbow, Dagger

Attack Bonus: +2, +1

THACO: 20

Morale: 65%

XP Value: 25

Ogre

Ogres are like the Mongol tribes of our world. However, they're much hungrier and ride on woolly rhinos that inhabit their home tundras. They believe in their heathen god, the Great Eater, who regurgitated them to this world to spread chaos and destruction, and to eat all humanoids.

No. Appearing: 1d4

AC: 4

HP: 3d8+3

Attacks: Any crossbow, Saber

Attack Bonuses: +0, +3

THACO: 18

Morale: 70%

XP Value: 150

Orc

Orcs are being bred for war by dwarves who served an evil god, and who were killed by their creation to the last man. These monsters now roam the land, looking for a good fight. Their life revolves around fighting, and moving from place to place. Sometimes an orc with enough power to overpower other leaders can unite tribes into large warhosts.

No. Appearing: 2d6

AC: 6

HP: 2d8+2

Attacks: Battleaxe, Shortbow

Attack Bonus: +2, +0

THACO: 19

Morale: 68%

XP Value: 100

Dusk Freak

These large crocodiles lurk in bogs and rivers, blending in almost perfectly with their surroundings. I say almost because there's one dead giveaway of this beast's presence. It's horns. These beasts have curved horns on their snouts, which they use to gore prey. In tall grass it can be difficult to see them.

No. Appearing: 1d6

AC: 4

Attacks: Horns

Attack Bonus: +4

THACO: 19

Morale: 80%

XP Value: 100

Giant Rat

These beasts are just what the name tells. Giant rats. These monsters lurk in sewers and caves, and attack in big hordes.

No. Appearing: 2d6+12

AC: 11

HP: 1d4-1

Attacks: Bite (1d4)

Attack Bonus: +0

THACO: 20

Morale: 30%

XP Value: 10

Giant Ferret

These big slippery beasts lurk in woods and plains, waiting for unknowing adventurers to eat.

No. Appearing: 1d6+1

AC: 10

HP: 1d6+2

Attacks: Bite, Claws (both 1d6+2)

Attack Bonus: +2

THACO: 20

Morale: 45%

XP Value: 25

Giant Elk

These forest roamers are noble, and usually don't attack travelers, unless they're provoked. They will attack with their horns, and leave you to die on the forest floor. Sow pay respect.

No. Appearing: 1d12
AC: 7
HP: 3d4+1
Attacks: Horns
Attack Bonus: +1
THACO: 17
Morale: 90%
XP Value: 50

Hobgoblin

Hobgoblins are warriors. In fact, back in the ancient times they ruled empires, until gods came and beat them down, reducing them into roaming warhosts looking for jobs to do for coin. Indeed, hobgoblins' story is a tragic one. But they don't care, they care about keeping their tradition alive.

No. Appearing: 3d6+2
AC: 5
HP: 2d10+2
Attacks: Longsword, Longbow
Attack Bonus: +2, +2
THACO: 18
Morale: 89%
XP Value: 100

Wolf

Wolves are fierce beasts of the wilderness, and they attack without hesitation. Goblins and hobgoblins often use them as mounts in combat, and they will obey, because meat is meat, and the battlefield has plenty of it...

No. Appearing: 1d6+1
AC: 8
HP: 1d8+2
Attacks: Bite (1d6+2)
Attack Bonus: +2
THACO: 20
Morale: 50%
XP Value: 40

Giant Spider

These monsters hide in dark woods, and attack anything with blood in it. So almost everything. Goblins exploit their bloodlust and use them as mounts in battle. These are dangerous monsters, so don't take them lightly.

No. Appearing: 1d12+3
AC: 4
HP: 2d6+4
Attacks: Bite (1d6+3 and 1d4 poison damage)
Attack Bonus: +3
THACO: 20
Morale: 70%
XP Value: 25

Giant

Big, brutish, and strong, giants are excellent fighters, and efficient killers when in battle. They have an ability that lets them grab a person with an attack, and throw them high in the sky, resulting in 5d6 falling damage.

No. Appearing: 1d3 (half a d6)
AC: 2
HP: 6d10+9
Attacks: Club (4d4 extra damage)
Attack Bonus: +5
THACO: 16
Morale: 85%
XP Value: 1,200

Zombie

Undead monsters that have been made from reanimated from the corpses of the dead. They're slow, only moving 10 feet, but they also come in numbers, so it can be very dangerous. Anything killed by a zombie, will become a zombie.

No. Appearing: 2d10
AC: 8
HP: 4
Attacks: Claw (1d6+2), any weapon
Attack bonus: +2
THACO: 20
Morale: Infinite
XP Value: 25

Skeleton

Undead, but tougher than zombies. They use weapons, and their bony build makes them harder to hit. All damage done to skeletons is halved. Very dangerous in numbers.

No. Appearing: 3d6-3
AC: 5
HP: 2d6
Attacks: Any weapon
Attack Bonus: +2
THACO: 20
Morale: Infinite
XP Value: 50

Wight

Undead who can drain the life out of an adventurer. They're vengeful spirits who have possessed a body of a warrior, and wander the land in search of things to kill. If they hit you with their claws, you will lose a level. This effect will stack.

No. Appearing: 2d4+1
AC: 4
HP: 3d8+2
Attacks: Any weapon, claw (1d4+2)
Attack Bonus: +3
THACO: 18
Morale: Infinite
XP Value: 450

Woolly Rhino

The fierce beasts of the northern tundras. Ogres train them as mounts, and treat them as their only friends, as humans and other people are evil in their eyes. And the rhinos share this world view.

No. Appearing: 1d10
AC: 6
HP: 2d10+5
Attacks: Horn (2d6+4), can charge
Attack Bonus: +4
THACO: 20
Morale: 70%
XP Value: 100

Drake

Not to be mixed with dragons. Drakes are fierce flying creatures similar to dragons, lacking their intelligence, and front legs. They fly in the sky, spreading the occasional terror on villages and towns. Drakes have a flying speed of 50 feet.

No. Appearing: 1d6
AC: 5
HP: 80
Attacks: Bite (2d6+5) Claws (1d8+5)
Attack Bonus: +5
THACO: 19
Morale: 85%
XP Value: 250

Troll

Trolls are giant blooded monsters, who can regenerate 1d8 HP at each of their turns. However, fire can undo this. Trolls move in small packs and are born of giant blood, first bred in the ancient times. They now roam the land in search of masters to serve, be it mighty warriors of evil, or powerful trolls.

No. Appearing: 2d4
AC: 6
HP: 3d10+6
Attacks: Any weapon
Attack Bonus: +4
THACO: 18
Morale: 80%
XP Value: 300

Necromancer

These are powerful wizards who raise dead, and that's all they do. The secrets of life and death have driven them mad, and they will kill all people who stand in their way. They can cast spells up to 5th spell level.

No. Appearing: 1
AC: 7
HP: 10d4-1
Attacks: Any weapon, magic
Attack Bonus: -1
THACO: 19
Morale: Infinite
XP Value: 1,000

Lich

Magic-users who sought immortality, and did the ritual of Lichdom. They're undead, who slowly rot away, never dying. They can be killed however, as Lichdom and Immortality are not the same thing. The Lich can cast spells up to level 9.

No. Appearing: 3d6-3
AC: -1
HP: 21d4+6
Attacks: Any weapon, magic
Attack Bonus: +3
THACO: 16
Morale: Infinite
XP Value: 2,000

Cold One

Large Lizards that the feared raiders of the land and sea, the Grey Elves ride into battle. These large dinosaur like reptiles have two large claws on their back feet, and their bit extremely painful. Grey Elves can ride them from time to time.

No. Appearing: 3d4
AC: 5
HP: 5d8
Attacks: Bite (1d8+2), Claws (2d8+2)
Attack Bonus: +2
THACO: 19
Morale: 70%
XP Value: 200

Grey Elves

Pirates, raiders, witches, and warriors, the Grey Elves are the most feared of all the humanoid enemies in the lands, and their hatred for the Elven Empire burns hotter than the embers of hell, due to a dispute 10,000 years ago, that tore apart their unity.

No. Appearing: 3d6+2
AC: 3
HP: 4d6+3
Attacks: Any weapon
Attack Bonus: +5
THACO: 18
Morale: 80%
XP Value: 150

Dragons

Dragons are the eldest of all the creatures in the world, the first Immortal of legends having been a dragon. The dragonkind has been split for millenia now, the opposing sides being the red dragons, and the noble silver dragons. Their war is the war for the last eggs of the good dragons, which the red ones try to corrupt. Dragons don't do fair fights, and will swallow you whole if they get the chance.

No. Appearing: 1-2
AC: -5
HP: 40d10
Attacks: Swallow, claw (3d12+7), dragon breath (15d10+10 fire for reds, lightning for silvers)
Attack Bonus: +7
THACO: 12
Morale: Infinite
XP Value: 500,000

Roc

Soaring through the skies comes the Roc. These humongous birds are classified as titans, and are extremely rare due to an ancient war that eradicated most of their kind. Now these titans fly high in the skies, spreading the bloody rage of the titans to those who wronged them.

No. Appearing: 1-2

AC: -2

HP: 20d10

Attacks: Beak (2d10+6), claw (3d18+6)

Attack Bonus: +7

THACO: 12

Morale: 95%

XP Value: 15,000

Ghost

Those who died before their time was right, or who have experienced a great wrong in their life, return as ghosts. These beings haunt ruins and the places of their death, attacking anyone they might mistake for a descendant of the wrongdoer. They are immune to all non-magical attacks.

No. Appearing: 1d4

AC: -1

HP: 15

Attacks: Any weapon

Attack Bonus: +4

THACO: 18

Morale: Infinite

XP Value: 2,000

Centaur

Riding through the barren lands are the centaurs, majestic beings with the upper body of a man and the lower body of a horse. They're generally raider and bandit types, preferring solitude and the benefit of them and them only. Sometimes Grey Elves ally with them during campaigns that can benefit both parties.

No. Appearing: 2d8

AC: 5

HP: 2d8+3

Attacks: Any weapon

Attack Bonus: +3

THACO: 19

Morale: 70%

XP Value: 400

Kobold

Kobolds are small freaks of nature. No one knows where they came from, but they've been accepted as part of the world, and the scribes trying to learn their origins have forgotten. They look like a weird mix of a rabbit and a lizard.

No. Appearing: 3d6

AC: 8

HP: 1d6-1

Attacks: Any small weapon

Attack Bonus: +1

THACO: 20

Morale: 40%

XP Value: 25

Troglodyte

Troglodyte is a humanoid, maybe a human, maybe something else, that has grown reptile features after centuries of life in deep dark caverns. Just fighting them can be unbearable, as anyone within 5 feet of the needs to roll a save against poison every turn, or take 1 poison damage.

No. Appearing: 1d4

AC: 8

HP: 1d8+3

Attacks: Any blunt weapon

Attack Bonus: +1

THACO: 20

Morale: Infinite

XP Value: 25

Spell-Killer

Spell-killer is an alien being from another reality. They have lanky bodies, with spines on their back, and only one bulging eye on their head, that kills all magic in its sight. The monster has two other eyes on its palms, that shoot out rays with a 1d4 effect. Should two of these rays hit you, you're pretty much done for.

d4	Ray
1	Petrification
2	Killing
3	Slow 10 feet
4	Telekinesis

No. Appearing: 1

AC: 0

HP: 10d10+5

Attacks: Rays

Attack Bonus: None

THACO: 11

Morale: Infinite

XP Value: 8,500

Demon

Twisted creatures of the Abyss. These horrific beings come in all shapes and sizes, and have destroyed countless of civilizations. Wherever they go, a rain of fire will follow, and they will not stop killing until there's nothing left to be killed. Chaotic and generally evil Immortals can control the chaotic nature of these foul beasts.

No. Appearing: 2d10

AC: -2

HP: 8d8+10

Attacks: Any weapon

Attack Bonus: +6

THACO: 15

Morale: Infinite

XP Value: 2,000

Crocodileman

Humanoids twisted into the shape of a crocodile like reptile. They're brutish, and strong, but not the sharpest tool in the shed. They live in marshes, and attack anything that's not like them. A lot of fighting. They can hold their breath for 30 minutes.

No. Appearing: 1d10+2

AC: 4

HP: 3d8+4

Attacks: Any edge weapon

Attack Bonus: +3

THACO: 19

Morale: 80%

XP Value: 250

Cyclops

Giants with one eye only. They are big and strong, and make adventurer's life hell, as a cyclops usually develops an obsession for something it hasn't killed yet. So prepare to be chased by one for a long while.

No. Appearing: 1d3

AC: 5

HP: 7d10+10

Attacks: Any blunt weapon

Attack Bonus: +6

THACO: 17

Morale: 80%

XP Value: 1,250

Giant Bug (any)

There's a lot of bugs. But some bugs are bigger than others. Having suffered a growth spurt due to a taint of evil. Now they're ravenous dungeon dwellers, that attack everything.

No. Appearing: 3d6+4

AC: 8

HP: 1d8+3

Attacks: Bite (1d10+3 and 1d6 poison)

Attack Bonus: +1

THACO: 20

Morale: 90%

XP Value: 60

Werewolf

People who have sinned against the gods of the moon have been bestowed with the disease of Lycanthropy. These beasts are savage and brutal, but fear fire for their lives. These people turn to man-wolf hybrid during the full moon, and they will remain that way until dawn, consuming any poor sods that happened on their path. Such is the curse of the gods of moon. If a werewolf bites you, you will turn into a werewolf on the next full moon.

No. Appearing: 2d4+3

AC: 4

HP: 6d8+3

Attacks: Any blunt weapon

Attack Bonus: +4

THACO: 18

Morale: 85%

XP Value: 900

Vampire

Sometimes humans develop a taste for blood. As they do this more and more, they can no longer walk in the sun, touch running water, or eat normal food. They will become vampires, and they will lurk the night for fresh blood to drink. Vampires can, upon landing a bite attack, heal themselves equal to the damage dealt. They can also create zombies from the corpses of their victims.

No. Appearing: 1d4

AC: -2

HP: 20d8+15

Attacks: Any weapons, bite (2d6+4)

Attack Bonus: +4, +3

THACO: 13

Morale: 95%

XP Value: 2,000

Hydra

These beasts are twisted beings with the ability to regrow heads, and regenerate 2d8 HP each time they do. They're always hungry, and never run from a fight if it means getting food. Grey Elves love to train these beasts for war.

No. Appearing: 1d4

AC: 1

HP: 10d12+20

Attacks: Bite (equal to amount of hits, 1d8+3 per head)

Attack Bonus: +3

THACO: 18

Morale: Infinite

XP Value: 4,000

Minotaur

A strange mixture of man and bull, the minotaurs are horrifying monsters, with heads and fur of a bull, and the build of a masculine human male. They move in small groups, or alone, and they can be hired as mercenaries. Grey Elves are especially fond of them.

No. Appearing: 1d8

AC: 4

HP: 12d8+12

Attacks: Any weapon

Attack Bonus: +4

THACO: 17

Morale: 75%

XP Value: 3,500

NPCs

These are the non-player characters that inhabit the world. Coming up are some NPCs that you can flesh out, and later, on level 9 possibly command. Human NPCs use Warrior saves.

Human

The average person who doesn't know how to fight.

AC: 11

HP: 1d6

Attacks: None

Attack Bonus: +0

THACO: 20

Morale: 40%

Halfling

The small folk, who live in houses built into hills, and who love simple life.

AC: 9
HP: 1d6
Attacks: None
Attack Bonus: -1, +0
THACO: 20
Morale: 35%
XP Value: 10

Elf

An average woodland roamer. These people love nature and know how to use a bow.

AC: 8
HP: 1d6
Attacks: Bows
Attack Bonus: +1
THACO: 20
Morale: 40%
XP Value: 10

Dwarf

An average dwarf, who likes mining and forging, and beer, lots of beer.

AC: 10
HP: 1d8+2
Attacks: Any blunt weapon
Attack Bonus: +1
THACO: 20
Morale: 45%
XP Value: 10

Ranger

A human, halfling or an elf who patrols the wilderness for any threats.

No. Appearing: 1d4
AC: 8
HP: 1d6+3
Attacks: Bows
Attack Bonus: +2
THACO: 20
Morale: 4%
XP Value: 25

Town Guard

Any human, dwarf, halfling or an elf who has the basic combat training.

No. Appearing: 1d6
AC: 7
HP: 1d8+2
Attacks: Any weapon
Attack Bonus: +2
THACO: 20
Morale: 40%
XP Value: 25

Knight

A warrior of high renown. Makes for a good battle companion.

No. Appearing: 1d6
AC: 4
HP: 3d8+3
Attacks: Any weapon
Attack Bonus: +3
THACO: 20
Morale: 50%
XP Value: 100

Priest

Servants of the gods, and the helpers of the weak. They care for the people and heal the wounded.

No. Appearing: 1d4
AC: 12
HP: 1d6+1
Attacks: Any blunt weapon
Attack Bonus: +2
THACO: 20
Morale: 25%

Noble

Boot lickers, greedy bastards, but quite good commanders. These people will help you greatly in a war, but having +4 to their Tactics Skill.

No. Appearing: 1-5
AC: 7
HP: 4d4+3
Attacks: Rapier
Attack Bonus: +2
THACO: 19
Morale: 75%
XP Value: 100

And with that, Monsters and NPCs have been covered for the Rules Cyclopedia. There will be more of this coming in later works, and you can take any ideas you may have for your own Monsters and NPCs, and add them to the game.



A town guard of a very strange town, by deWitteillustration, on DeviantArt

9: Random Encounters

These are random encounters players can find, up to level 20. From there, it's up to the GM.

Wilderness Encounters, level 1-6

d10	Encounter
1	Goblins
2	Orcs
3	Trolls/Dusk Freaks
4	Grey Elves
5	Wolves
6	Giant Spiders
7	Giant Ferrets
8	Giant Elks
9	Zombies
10	Giants

Wilderness Encounters, level 7-14

d10	Encounter
1	Goblins
2	Orcs
3	Dusk Freaks
4	Grey Elves
5	Ogres
6	Giant Spiders
7	Crocodilemen
8	Trolls
9	Drakes
10	Hydra

Wilderness Encounters, level 15-20

d12	Encounter
1	Trolls
2	Centaur/Giants
3	Ogres + Woolly Rhinos
4	Grey Elves + Cold Ones
5	Hobgoblins + Wolves
6	Cyclops
7	Goblins + Giant Spiders
8	Demons
9	Drakes
10	Roc
11	Werewolf
12	Dragon

Dungeon Encounters, Level 1-6

d8	Encounter
1	Kobolds
2	Skeletons
3	Giant Bugs
4	Zombies
5	Troglodytes
6	Ratmen
7	Giant Rats
8	1 Troll

Dungeon Encounters, Level 7-13

d8	Encounter
1	Necromancer
2	Minotaurs
3	Hydra
4	Cyclops
5	Vampire
6	Demons
7	Spell Killer
8	Wights

Dungeon Encounters, Level 14-20

d12	Encounter
1	Lich
2	Ghosts
3	Giant Bugs
4	Zombies
5	Hydra
6	Minotaurs
7	Vampire
8	Demons
9	Trolls
10	Dragon
11	Kobolds+20
12	Wights

To Finish The Official Rules

Bonus Rule: Becoming an Immortal

When you hit level 36, you have caught the attention of a god. It can be the one you follow, or one that is impressed by your feats of heroism. If they find you worthy, they will then offer you a place among the remaining Immortals, to battle evil in the name of the light.

But before you can become the new scion of the gods, you must pass the tests of Immortality. The gods will give you three missions out of a possible six, and you must complete them all in order to earn the favor of the gods, and finally ascend. These tasks are by no means easy, and they can take a lifetime to complete. But then, you will finally be an Immortal.

d6	Task
1	Slay 100 Liches
2	Beat an Immortal in a fist fight
3	Kill all Magic-users in a 1000 mile radius
4	Rule an empire for a century
5	Burn all temples and rebuild them
6	Forge a weapon worthy of a god

When the tasks are completed, you may become an Immortal. Then, from there, every 10,000 XP you gather will become a Power Point (PP) and you can spend these to create your own world, or even destroy one as you please. But be careful, because you might annoy other Immortals, who you can bet are stronger than your start with.

A Godly Feat	PP Cost
Build a Plane of Existence	5
Forge godly weapons and armor	20
Build your own angels	50
Establish a Pantheon	100
Revive a dead nation	150
Make a new Immortal	500
Create an entire new race	1000

The greatest benefits of being an Immortal are of course getting a serious defense increase and immunities to most things. The only things that can kill you is either another Immortal or a god, and if a mortal can kill you, they will take you power and your place. All damage you take is reduced by 85% percent, and you're immune to poisons, fire, lightning and all non-magical attacks. Magical attacks will deal damage to you, but your defense will reduce it to 15%.

Bonus Rule: Weapon Mastery

If your character uses a certain kind of weapon long enough, they will eventually gain weapon mastery with it.

If you seek to gain mastery with a weapon, any weapon, you must use that weapon type for 7 levels. There are three tiers of mastery, and each tier increases your damage die by a certain number. The tiers and their benefits are listed down below.

Level	Tier	Benefits
7	Talent	+1 damage die
14	Mastery	+3 damage dice
21	Grand Mastery	+5 damage dice, 15ft. throwing distance (requires DEX)

Afterword

Before we get to the additional parts of this Rules Cyclopeda, I just want to say a few words. Well, a few *paragraphs* of words is more accurate, actually.

I've always been a fan of D&D, ever since I was a kid. So when I started learning more about the game, and its history, my interest just grew further. And then I finally got my hands on an near free copy of the Basic D&D Rules Cyclopeda, and my free time blew away.

This Rules Cyclopeda might be a bit short, only spanning 60 or so pages, but I just want to say that I'm thankful that you decided to get this book. If you enjoyed it, that's good, and if you find it to be lacking or boring, then that's fine, that's your opinion on it.

What I'm trying to say is, that this is made out of love for D&D, and I will be sure not to let all this effort go to waste. I appreciate your time, and I hope to hear your thoughts on the book.

With these words, I will leave you to read the final part of the book, the module for beginning players, Into The Pit, which introduces a new and interesting world to explore and quest in. And if this is successful, I will certainly be publishing more modules that you can get for your Epic Legends needs.

Without any further delay, Farewell.

-Viktor S, the Scion of Immortals

Also, yes, this is the same Afterword as in the previous interpretation, give me a break.

The New Shore

A Default Setting For Epic Legends, With a new World, and Pantheons

Welcome To The New Shore

Long ago, in the ancient times, the world was green, and lively. The nations kept to themselves, and peace reigned. Mighty citadels rose high above the landscape, and epic tales were made of brave heroes, epic wars, and the mighty Immortals.

But who are the Immortals? They were the mightiest of the warriors in the world. They were the avatars of the gods, and the defenders of the realm, who battled evil where it sprung up. The mightiest of them was the Immortal of the dragons, Bahomar, who was the first of the godly champions to walk the earth, and fly in the sky.

So basically the Immortals are demigods, who execute the will of their master, and battle evil. Never was it thought that darkness could corrupt the immortals. But so it came to pass, that one of the Immortals by the name Aldugraz, was taken over by his greed for power, and he gathered other Immortals to form an army, and declared a war on the gods. The gods, not being too fond of their servants turning on them, decided to annihilate the army of darkness. And in mere moments, the dark horde was destroyed. But one of Aldugraz's servants stayed hidden from the gods as the rest of the Immortals were being killed. And when a god did notice his hiding place, it was too late. The Immortal declared Aldugraz as the Immortal king of the world, and if not this one's, then the next one's. And he detonated with the power of a star, tearing the planet to shreds.

But as the planet was destroyed, the Immortal of the dragons opened a rift in the heavens, that the people escaped through. And from that day onward, no Immortals came down, and the gods only kept the faith of them up so they may one day forgive the mortals. The Elven Empire split into the Grey Elves and Gold Elves, which are the good elves of the world. The Dwarven Kingdoms hid in their mountain homes, and the humans lived on as normal. But what no one realized was that Aldugraz had plunged through the rift as it was closing. So while the world carried on, the five remaining evil Immortals hid in the shadows, amassing an army worthy of godhood. The new age has begun, and much like the heroes of old, you too can become an Immortal, if you prove your power. But for now, you're just adventurers, trying to make a coin, and become glorious heroes.

The Kingdoms

The Humans

The Mortal Empire

The most zealous of the three main human kingdoms, and the most productive as well. Their army is 100,000 strong, and their mighty council of emperors manage the politics and the mage control in the cities. This empire's symbol is a morningstar. Their capital is the infamous Mariendburgh, where the temples rule most of the city. It's also the city with the highest amount of smuggled goods and crime syndicates.

The Kingdom of Nikedonia

The Kingdom of Nikedonia are an ancient kingdom resembling the ancient Greece. These people have lived for thousands of years on their islands, and know the ways of naval warfare and land combat better than most, and they make for a valuable ally in the times of distress. Their kings, knights and priests form the senate, who are the main reason magic was banned from the kingdom in its early days. Their capital is the mighty city of Aledon, where eternal fire burns to guide the ships in the night.

Sarranian Sultanate

The mighty eastern empire of Sarrania is a vast desert. Most of the foreign politics are merchant kings, and warlords who travel to distant lands. They have the greatest cavalry in the world, or so they say, as this is yet to be proven by a survivor. Their current leader is the sultan Sarad Ahleen, who rides to battle on a drake, and who most fear. They don't have a real capital, as any one of their cities could be their capital just as easily. Where the sultan resides, there is the capital.

Vladimian Counties

In the northern lands of Vladimia, counts rule the lands. These people have powerful armies, and well defended castles and manors, and they cannot be beaten in combat when fighting in their home field. Not very easily at least. The ruler of these lands is Vladuchia Baneheart, the high count of Vladimia, who is rumored to be a vampire. He has a strange obsession with impaling people.

The Dwarves

The Dwarven Undermountains

Deep beneath the earth are the mighty Dwarven Undermountains, the greatest mines, and underground citadels ever built in the New Shore. They're decorated with engravings of historical events, and statues of mighty dwarven heroes and mighty warriors align the hallways of the keeps and living areas. These mighty Undermountains are also the only places where Adamantine can be found. The dwarven armies occasionally march to battle the enemies of justice, and each time they triumph. Dwarves are also mighty fine grudge holders, and until a grudge is settled, there is no escape from the fury of the dwarves. Their kings form the Council Of Mountains, who decide everything important for the dwarves.

Elves

The Woodland Empire

Standing as the beacon of justice in the wilderness, the Woodland Empire towers high in the sky, built in the ancient trees of the Everlasting Forests. The mighty elven legions are always ready to fight any forces of darkness, and they should be, as the evil Grey Elves are always waiting to attack them for the hell of it, and twisted beasts lurk the untamed and dark wilds further south. The elven empress, Zavinia, sits on the silver throne of the elven capital, the Grove of Eternal Midnight, where sunlight doesn't come.

The Greyland Kingdom

In the southern Greylands, where nothing grows, and terrible beasts roam, lies the mighty Grey Elven Kingdom. Led by the Witch Queen Malicia, and the Warlock King Oberdin, along with the council of Dreadlords, these raiders and magic casters seek new land to conquer in the name of their gods, Krakius, the Krakenlord, and Skyllian, the horrid Serpent of the Sea. Other notable Grey Elves are the Corsairlord Mithrian, Dreadlord Mazul Gloomdark, and the unknown Malice Bloodmoon. They wage eternal war on the Woodland Empire, over a dispute that broke their mighty race in two.

Halflings

Halflings have no real kingdoms, as most of them are nomads, and wanderers, but if you seek hard enough you will find the Silent Pit, where the halflings come every year to celebrate the gods, and their Immortal leader, Papuin the Bearded, the only halfling to have ever possessed a beard.

Pantheons

The Nikedonian Pantheon

This is the simplest of the pantheons in the New Shore, as they are basically the Greek pantheon of old. They have six gods, who they faithfully follow, and who watch over them in the time of great need.

Zinia, the Goddess of Thunder

The leader of the gods is Zinia, who rides of divine chariot pulled by two winged horses. She wields a blade of lightning, and a bow of thunderous might. She has named the three Nikedonian Immortals, and was there the destroy the traitors when Aldugraz rose against the gods.

Niztarr, the God of the Sea

Niztarr is the god of sea and sailing, and Zinia's husband. His symbol and weapon of preference is the mighty Harpoon of Rage, which he has used to kill mighty Titans in the days of old.

Kraaris, Goddess of Tacticians

The Goddess of Tacticians, Kraaris rides on a great sea serpent, and flies through the skies, granting power to the generals and kings of the Nikedonian armies. She wields a mighty spear of divine justice and a shield given to her by her husband, the god of war.

Avrus, the God of War

The husband of Kraaris, and the mighty god of war, Avrus is feared by the enemies of the Nikedonians. He is said to materialize on the battlefield to aid his worshippers in battle, appearing as a hulking warrior wearing a black iron helm and wielding a large saber.

Irnos, Lord of the Dead

In the underworld of the Nikedonian belief, Irnos sits on a throne of bones, watching over the sad souls of the dead. He holds them there in their suffering, until they're ready to pass to the new afterlife, in the halls of the gods.

Phedione, Goddess of the Dead and the Gatekeeper of the Underworld

Phedione is the wife of Irnos, and she alone holds the power to let the souls of the dead to the halls of the gods. She is the most beautiful of all the gods, and was originally kidnapped by Irnos, only to actually fall in love with the god of the dead.

The Mortal Pantheon

The Mortal Empire worships the god of winds, storms and war, known as the Heavenly chieftain, or as his followers have learned, Holarus. He sits in a throne of clouds, and watches over the Mortal Empire, looking for heroes to strengthen his army of Immortals, who are the other key part of the Mortal Pantheon.

These Immortals are led by the first five of the Immortals he named, and their names are Neklin, the Immortal of Kings, Oone, the Barbarian Immortal of the North, Asis, the Nightstalker, the Immortal of Thieves, and Vyerin, the Immortal of Fire. The fifth Immortal is left unnamed, as he is no other than Aldugraz, the Hated. These are the Mortal Pantheon's leaders, and they must always be obeyed.

The Sarranian God

The god of Sarranians is Solir, the God of Sun, and Fire. He requires daily prayers, and rewards the most pious of his followers with a place in his divine Palace made of pure bronze. Sultans are required to always follow his word, and if they are to disobey him and his priests, they are to be punished with death. Such is Solir's word.

The Woodland Pantheon

Ydia, the Goddess of Wildlife

The Elven Empire believes in the divine mother, Ydia, who is said to have made the first wildlife when nature was still young. She and her husband are the only gods who still visit their subjects from time to time, as the elven Immortals refused Aldugraz's word. She is also the one who built the elven Grove Cities.

The Huntsman, Builder of the Forests

The Huntsman is the Lord of the elves, and the brother of Ydia. He made the forests of their empire, and taught the elves not to hunt more than they needed. He gave the elves their long life, and the ways of battle and magic. His temples are always decorated with blades and bows.

The Greyland Pantheon

Krakius, the Krakenlord

The mighty lord of the sea, and the conqueror of storms, Krakius is a giant octopus who sits on a throne of ships, and bones of his kin. When the Grey Elves first broke away from the Elven Empire, Krakius greeted them, and offered them the power of his magic. They accepted, and were given mighty fleets, and spells of destruction.

Skyllian, the Horrid Serpent, Queen of Agony

Krakius' sister Skyllian is a giant serpent with nine heads and the power to create spells of annihilation, that will destroy everything that comes into contact with them instantly. Her greatest creation is the Orb of Annihilation, that can be summoned by anyone who prays to her name.

Dwarven Pantheon

The dwarves of the Undermountains only believe in one god, Oxius, the great Grudgelord, and the Healer of the Weak. He only gives Immortality to those who deserve it, and pass his test of fire. He is also the one who granted immortality to the mighty dragon, Bahomar. Dwarves and dragons are good friends due to this, and Oxius has looked over their friendship since the first day of it. However, he despises red dragons, and his followers will fight them if he so wills.

The Elemental Pantheon

In the ancient times, the gods came to the world, and met the Elemental Rulers. They soon made a pact that denied any action of war, and this pact has remained to this day. There are three Immortals in the Elemental Pantheon, and four Rulers of the elements.

Gansia, The Earth Mother

The mother of all earthly life, and the friend of the Woodland Pantheon Gansia has ruled over the realms of earth since the very beginning. She has a son, the Immortal Dargor, who is known as the Warmaster of Earth. Gansia believes that he will one day achieve great things, as his mortal father once did before his death in the war of gods. She knows of Aldugraz's presence, but she can never find him.

Urasil, Lord of Water

The arch nemesis of Krakius and Skyllian Urasil holds the mighty waters outside of the Greyland's and Nikedonia's seas. However, he cannot interfere if the Grey Elves sail outside the waters of their homeland, as a separate pact he made that forbids him from drowning mortals as he pleases, no matter how necessary it may be.

Arnon, the King of Flame

The Elemental Ruler of Fire, Arnon, resides in a great volcano, and is not liked by many, as his explosive temper can sometimes cause volcanic eruptions, and forest fires. The Woodland Pantheon has banned him from their lands for these reasons.

Birdon, Lady of Winds

Birdon flies through the skies, and tends to the drakes that serve her will. She is the least known of the Elemental Rulers, and was not present when the Immortal War raged on. She is depicted as a mix of a beautiful woman, and an ibis.



Skyllian in her elven form, by Alex Pascenko, on DeviantArt



NIKEDONIA

VLADIMIAN COUNTIES

WOODLAND EMPIRE

THE MORTHL EMPIRE

THE SARRANIAN SULTANATE

UNDERMOUNTAINS OF ABERDUN

GREYLAND KINGDOM

UNDERMOUNTAINS OF KORNA

0 120 240 360 480 600 km

Raiders & Witches

Grey Elves of Epic Legends

1: The Greyland, and Its People

The homeland of the Grey Elves is a cruel, lifeless land, where little grows, and monsters roam. So it's the perfect place for the Grey Elves, who love harsh environments more than anything, as it makes for a good sporting ground.

But how did they end up in these barren lands? The Woodlands' goddess, Ydia, believes it all to be a great misunderstanding. But it really wasn't. The mighty Grey Elven Warlock King, and the Witch Queen, were corrupted by the power of Krakius and Skyllian, which then led to more elves being corrupted, and that led to a great war, which should have ended with the exiling of the Grey Elves, who fled to the Greyland.

But fate would not have it, and the followers of Kriakius, believing to have been wronged, started waging a new war on the Woodland Empire. And this war still rages on to this day.

Grey Elven culture is sadistic, and twisted. People take joy in battle, and take pride in cruelties. The armies of the Grey Elves march onward every day to test their mortal enemy's strength, and the Grey Elven fleets manned by raiders and witches patrol and attack outside waters.

Indeed these people are sick, but they are also fascinating to many. Many not being the Gold Elves.

The Mightiest of Greyland

The cruelest of cruel, and the best of the best.

Witch Queen Malicia, and Warlock King Oberdin

Sitting on a throne of hydra bones, is the Witch Queen of the Grey Elves. She is the fairest of fair, and she often travels with a warband when going to war personally. She was the first worshiper of Skyllian among the elves, and the destroyer of the Greyland's nomad tribes that worshiped the very same deity.

She was once very close with the Gold Elven empress, Zavinia, who called her the sister she never had. Her friendship with Zavinia ended when the war broke out, as she murdered the empress' children, and her husband while fleeing the castle. With a heavy heart she did battle with her old friend, but then Skyllian's power in her grew, and she blasted her with a powerful spell, escaping on a drake.

When the great war began, Malicia was on the forefront, and only after losing her hand in a duel with a mighty Gold Elven warrior did she flee back to the capital of Kalgaron.

Her hand was later remade by a dwarf, and is now made of black steel. Her hatred for the Gold Elves burns brighter than ever after that fight, and now she searches for a way to wipe their armies out all at once.

Leading the Grey Elves on the forefront these days is Malicia's husband, Oberdin the Warlock King. He was wedded to Malicia in the old days, and their love burned hotter than the flames of the sun.

When the first elven war was fought, Oberdin fought alongside his queen, and together they burned the mighty Tower of Midnight, the great elven library holding all the secrets of the arcane. Now he fights at the front line, and occasionally returns to Kalgraon to be with his queen.

Corsairlord Mithrian

Sailing across the mighty sapphire seas, is the Corsairlord, Mithrian. He's the starter of the raider armies of the Grey Elves, and the most influential general of the kingdom, right after Oberdin.

In the old days, he was a navy general for the Elven Empire, and did battle with the Nikedonian fleets, crushing them under his adamantine boot. When the war tore apart the Empire, Mithrian followed Oberdin to battle, laying waste to the Gold Elven ports, and sinking their fleets with no chance to strike back. His brutality became known that day.

When the Grey Elves were forced to retreat, Mithrian evacuated all the stranded troops swift as the wind, not leaving anyone still alive behind. When the fleet made it to the Grey Sea, Krakius gave him a vision of his mighty navy's triumph, and so he began building the mighty Kraken Arks, amassing a new force to battle the Gold Elves.

These days he builds a new fleet, makes hit and run attacks against the Woodland Empire, and kills and plunders like a real sea raider.

His closest friends are the royal couple, and Mazul Gloomdark, the Dreadlord of the fortress of Wrath.

Mazul Gloomdark, Dreadlord of the Fortress of Wrath

"Indeed, I do fear him, but at the same time, I can't help but admire his passion, his stubborn nature, and his words that drip honey."

-Crolian, the High Priestess of Skyllian

The slickest of tongues, the fiercest of fighters, and the single most stubborn warlord in all of the Greyland Kingdom's history. Indeed, Mazul Gloomdark is one of a kind.

He sweet talks anyone who might listen, and rumor has it he has a secret affair with Crolian, the High Priestess. I say rumor, because the spy who was sent to investigate the matter drowned. He has been seen proposing to the High Priestess on multiple occasions, but each time he's been turned down. If the rumors are true, the act sure is convincing.

Mazul is also the most stubborn Grey Elf alive. 3 times he conquered the border keep known as Tower of the Eternal Forest, and 3 times he lost it, always coming back for more. The Woodland Empire hasn't killed him yet, sheerly due to the fact that he has the silveriest of tongues.

His other military campaigns have taken him to the Woodland Empire's deepest parts, where he single handedly slaughtered hundreds of civilians, and soldiers. Most of his troops are mercenaries, which follow him for almost no cost, and train more vigorously than any other.

These days he relaxes in his fortress, Wrath, waiting for his time to shine again. His Dark Guard watches over the village around the fortress, and awaits the next great battle, always training, always ready.

2: Notable Locations

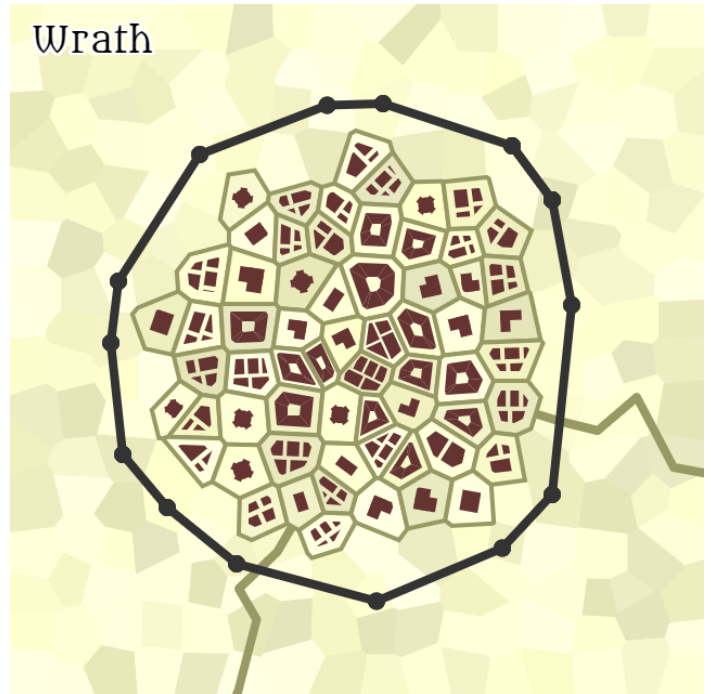
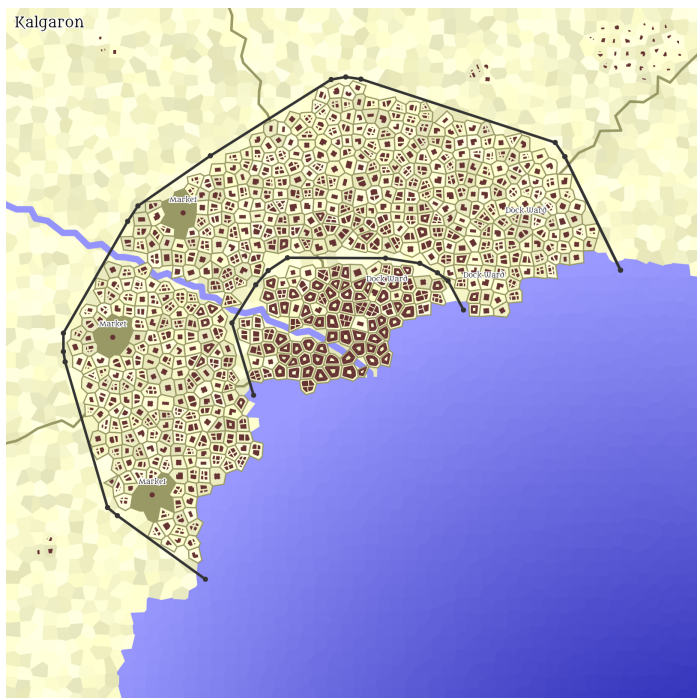
Kalgaron

The mighty capital of the Grey Elves, Kalgaron towers over the landscape, a mockery of the Woodland Empire's capital. Here resides the palace of threat, where the elite Dark Guard patrol the halls, and corridors of the keep.

In the center of it all is the mighty throne room of the Witch Queen, and the Warlock King, where they rarely sit together, and when they do, they hold great feasts to celebrate victories.

Near the palace are the two Grand Temples, one for Krakius, and one for Skyllian. Both smell of incense, seawater, and burned corpses. The priests and priestesses perform their daily rituals, hoping to please the horrid beasts that are their gods.

Lastly, there's the mighty port, where all who are not Gold Elves are welcome to come. This is the main form of trade they have, aside from the caravans, and it brings a pretty coin.



Wrath

Only other notable location is the fortress Wrath. Mazul Gloomdark's home, and in his words, his last resting place. No one knows if he means he'll die there, or if it's the last place where he's rested since the tragic third loss of the Tower of the Eternal Forest.

The village surrounding the fortress seems peaceful, and is mainly inhabited by his loyal subjects, and soldiers. Occasionally a caravan stops by, just to get a piece of Mazul's immense wealth, always leaving without any wares left.

The temple of Skyllian towers next to the fortress, erected there due to Mazul's preference of god. When asked about it, he'll just say: "I admire her." And you would be correct to assume her means Crolian.

3: Greyland Characters

This supplement introduces a brand new character template, the Grey Elf. All of them are unique in their own way, and they can be used for a variety of campaigns, if the GM allows them, of course.

Grey Elf

Class Features

As a Grey Elf, you are cunning, brutal, and extremely good at combat, land or naval. You can also cast spells up to 4th spell level, and you use the Magic-user spell list.

Prime Requisite: Strength, Intelligence or Charisma

Hit Dice: 1d8 per Grey Elf level

Hit Points at 1st Level: 1d8+CON

Hit Points at Higher Levels: 1d8+CON

Armor: Any armor, basic shield

Weapons: Repeater crossbow, Saber, Assassin's Dagger, Grey Elven Bastard Sword, Handbow

Tools: None

Skill Proficiencies: Handle Animal, Riding, Sneak, Cast Magic, Charge

Grey Elf

Grey Elf Experience Table

Level	XP	1st	2nd	3rd	4th
1st	0	1	—		
2nd	3,000	2	1		
3rd	6,000	3	2	1	
4th	12,000	3	3	2	1
5th	36,000	4	3	2	2
6th	76,000	5	4	2	3
7th	116,000	6	5	3	3
8th	156,000	7	5	4	4
9th	206,000	8	6	6	4
10th	256,000	9	7	6	4

Grey Elf Saving Throws

Save	1-3	4-5	6-9	10
Poison, Petrification	10	6	4	2
Dragon Breath	14	11	5	2
Rays	13	10	7	3
Magic	14	10	7	4

Infravision

Grey Elves are elves, and have inherited the ability to see in the dark. Grey Elves have infravision in addition to normal sight and can see 60' in the dark. Infravision does not work in the presence of normal and magical light. With infravision, warm things appear red, and cold things appear blue. A creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Characters with infravision can even see items or creatures the same temperature as the surrounding air (such as a table or a skeleton).

At Higher Levels

At level 6, you have two options for lodgings: a tower of thorns, which is basically a military base, or a Kraken Ark, a mighty ship that sails on the waves, and sows terror.

You can also get followers. These can be raiders, witches, executioners, or just plain sellswords. However, you can also have a monster companion, up to the difficulty of a hydra.



4: Gear

Greyland brings you some new sweet gear to use, and they will be explored in detail in this chapter, for your pleasure, or boredom.

Repeater Crossbow

It's no secret that the Grey Elves are the inventors of this brutal weapon. This weapon is in many ways the pinnacle of Grey Elf war engineering. The many soldiers of the Greyland legions needed an effective weapon, that can dish out lots of damage to enemies without the constant need of reloading. So, they made the repeater crossbow.

The average price for this weapon in the Grey Elven market is around 75 gold, considering it is made with care, and is quite a lot more decorative compared to other crossbows. It deals 1d10+DEX worth of damage, and it can be shot 5 times in a row without a reload. However, should the wielder roll anywhere between 1-4, the weapon will jam, and will need a Strength check to unjam it.

A hand held version of this weapon exists, dealing 1d4+DEX damage per shot.

Barbed Bolts

This is a special bolt made to cause even greater pain than the normal crossbow bolts. Its market price is around 1 silver piece per bolt, and it deals an additional 1d4 damage to the enemy on a hit.

Grey Elven Bastard Sword

This is a weapon wielded by the mighty Grey Elven executioners, forged of black steel, and designed in the most elegant way possible. The Executioners are truly powerful warriors, who march in the frontline, cutting their way through the enemy using these bastard swords. The only ones to overshadow these mighty warriors are the Dark Guard, who have the privilege to march side by side with the Dreadlords, and the royal couple.

These weapons are rarely found in the markets, but if you come across one, you better be ready to spend 80 gold on it. It's elegant design, a mix of sawblade, and a saber, makes it highly effective. In combat it deals 2d8+STR slashing damage, making it a trusty weapon in combat.

Assassin's Dagger

Designed to be wielded only by the greatest killers in existence, this dagger is laced with poison that can do one of four effects: Paralyze, damage, blind or knock someone out. They're extremely expensive, ranging around 120 gold just to own one. This makes them the hardest weapons to acquire. They also require a base STR or DEX of 16, which makes them even harder to use. In combat, the weapon deals 1d12 damage, and has one of the following effects.

d4	Effect
1	Paralyzed for 10 minutes
2	Knocked out for 1 minute
3	Normal 1d6 poison damage
4	Blinded for 1 minute

End of weapons

5: Monsters & NPCs

Greyland holds many monsters and beasts in its caverns and dead forests, barrens and mountains, but we've compiled the most common ones here. Also included are scumbags that seek refuge from Greyland, or are just so twisted they don't belong anywhere else.

Monsters

Kharibdys

This is a creature only encountered in Greyland. It resembles a hydra in many ways, and it has 9 heads. However, the main difference between a hydra and a kharibdys is that its necks end in 9 slug like heads, that can upon hitting swallow a person. They can be save if the monster is killed in the next 20 minutes as its digestion kicks in. Grey Elves train these things as pets, much like hydras. The Warlock King has two of these as pets. Kharibdys cannot regrow its heads.

No. Appearing: 1d4+2
AC: 0
HP: 9d12+7
Attacks: Bite (1d8 per head)
Attack Bonus: +8
THACO: 18
Morale: Infinite
XP Value: 4,500

Manspider

These monsters have the upper body of a man, which is shown as being stuck in the sand. However, beneath the sand is a large spider body, along with a big ugly head that the manspiders use to suck the blood of their victims. They know how to wield weapons, the entire species' weapon of choice being the greataxe. They can be dangerous in melee, but if you can get distance between each other, you should be safe. Easier said than done, as it has a movement speed of 45 feet. So steer clear.

No. Appearing: 2d4+3
AC: 7
HP: 3d10+4
Attacks: Bite (2d6 poison damage), greataxe
Attack Bonus: +3
THACO: 20
Morale 78%
XP Value: 450 XP

Manticore

A strange twisted mix of a lion, a bat, and a scorpion, manticores are some of the most dangerous living beings in Greyland. And that makes them Grey Elf favorites. They're fairly solitary, and will even kill each other to eat.

No. Appearing: 1-2
AC: 2
HP: 11d8+2
Attacks: Bite, claw, tail (2d8+4 each)
Attack Bonus: +5
THACO: 17
Morale Infinite
XP Value: 1,200 XP



NPCs

Witch

The greatest of the Grey Elf troopers, these ladies charge the frontline, and spill blood in the name of their gods.

No. Appearing: 3d6
AC: 8
HP: 3d8+2
Attacks: Saber, Scimitar, Grey Elven Bastard Sword
Attack Bonus: +4
THACO: 19
Morale Infinite
XP Value: 200

Corsair

The crew of the Kraken Arks, and the bulk of the Greyland navy, these warriors won't be easily defeated.

No. Appearing: 4d8+4
AC: 7
HP: 1d8+2
Attacks: Any
Attack Bonus: +2
THACO: 20
Morale 80%
XP Value: 50

Executioner

Elite troops, kill people like it's Tuesday, you know the deal.

No. Appearing: 2d10+5
AC: 2
HP: 5d8+4
Attacks: Any
Attack Bonus: +5
THACO: 18
Morale Infinite
XP Value: 900 XP

6: Encounters & Afterword

Greyland Encounters, levels 1-6

d10	Encounter
1	Kharibdys
2	Grey Elves
3	Witches -4
4	Corsairs
5	Goblins
6	Kobolds
7	Ogres
8	Minotaur
9	Skeletons
10	Crocodilemen

Greyland Encounters, levels 7-14

d12	Encounter
1	Kharibdys
2	Grey Elves
3	Witches -4
4	Corsairs
5	Goblins
6	Manspiders
7	Hobgoblins +2
8	Minotaur
9	Wights
10	Hydra
11	Cyclops
12	Manticore

Greyland Encounters, levels 15-20

d8	Encounter
1	Grey Elves +12
2	Witches +10
3	Executioners
4	Manticore
5	Kharibdys +2
6	Hydra +2
7	Lich
8	Demons

The Eldritch & Natural

New monsters and a character template for all your campaign needs

1: Monsters

Though it may appear that Epic Legends has plenty of monsters, I must disagree with you on that, as I see the bestiary to be a bit lacking in terms of horrid beasts the players can battle I came up with a couple of new ones while writing my own setting Hybordia, and I think these freaks will work quite well in other games too.

Pseudo-Demons

Sometimes, when demons start feeling dread of death, they will find a mortal woman, and defile her, creating a Pseudo-Demon. These creatures will then find more people to defile with dark magics, and create more Pseudo-Demons to serve the kin of their demonic primogenitor.

Kankars

These red monsters are about 6 feet in height, and are immensely strong. They were birthed for a war in the ancient times, by a dark queen who gave her daughters to be defiled by a demon commander. This birthed an army of Kankars, who then killed the royal legion, and destroyed the civilization overnight. They were destroyed by a wave of magical energy, leaving the remnants to wander the land in small bands, looking for a way to reproduce, to fill their purpose long lost.

No. Appearing: 2d10

AC: 1

HP: 6d8+6

Attacks: Any axe, any sword

Attack Bonus: +5

THACO: 19

Morale: 97%

XP Value: 1,500

Torture Cherubs

Once the children of a loving mother, when these people reached adulthood, their demonic father's seed began sprouting, and they grew wings, becoming what their father calls the Torture Cherubs. These monsters wear sacks to hide their faces, and they torture and mutilate children, making them new Torture Cherubs. They can fly with their wings, up to 30 feet per turn.

No. Appearing: 3d6+2

AC: 3

HP: 5d6+8

Attacks: Torture devices (2d6+4)

Attack Bonus: +4

THACO: 18

Morale: 93%

XP Value: 1,450

Pseudo Fairies

These creatures are, as the name suggests, demon spawn in the form of fairies. They appear far more insect-like, are larger in size, and have sharp stinger claws. They kidnap people and cocoon them in a ball of demonic mucus that turn them into new Pseudo-Fairies, which a player character can escape with a magic save. They move in swarms and are not as strong as the other three variations of the Pseudo-Demons. They can fly up to 50 feet in a turn.

No. Appearing: 6d6+1

AC: 4 (-2 to ranged attack rolls due to size)

HP: 7d4+14

Attacks: Sting Claws (2d6+1d8 poison damage)

Attack Bonus: +4

THACO: 20

Morale: 85%

XP Value: 1,250

Gorgon

Once a beautiful elven woman, whose mind was corrupted by greed and paranoia, and who eventually twisted into a hideous monster, cursed by the gods for her sins. Indeed, Gorgons are all too dangerous these days. The light of the gods has abandoned these beautiful maidens into snake like beasts with hair made of snakes, and their gaze can turn anyone into stone, if they fail a petrification save. This can be undone with 20 hours of uninterrupted praying.

No. Appearing: 1-2

AC: 4

HP: 15d8+15

Attacks: Longbow, scimitar

Attack Bonus: +3

THACO: 17

Morale: Infinite

XP Value: 1,900

Colossus Knights

During the age of the titans, in the time before time, these colossal warriors served the now lost titans in war, and out of it. Now, in the new age, these colossi wander the furthest corners of the world, trying to find their long lost kin, and masters.

No. Appearing: 1

AC: -4

HP: 21d12+105

Attacks: Giant Sword (6d8+15)

Attack Bonus: +15

THACO: 20

Morale: Infinite

XP Value: 4,000

Trollkin

Sometimes, a troll will assault a human, and this births the Trollkin. These small hunched over beasts burst out of their carrier, and eat the host's corpse. They roam in small family communities, and know their way around simple weapons, but their true danger comes from their numbers. These things breed quick. Try to fight them in the sunlight, and you might win, as fighting in the sun gives these beasts -2 to attacks.

No. Appearing: 2d8+3

AC: 8

HP: 3d6+6

Attacks: Clubs, axes, slings

Attack Bonus: +2

THACO: 20

Morale: 80%

XP Value: 900

The Harbingers

The universe is an expanse of unknown, and what is known is little. The gods and fiends of the world are some of the most feared beings in all of existence, but the Elder Beings exceed even their terror. The Harbingers are unformed beings that take the form of anything the one seeing them may fear, and looking at them too long will force a character to make a magic save, or be paralyzed with fear and madness for a week.

No. Appearing: 1d4

AC: 0

HP: 2d8+6

Attacks: Sabers

Attack Bonus: +4

THACO: 18

Morale: Infinite

XP Value: 1,250

Gneshee

Commonly referred to as the giant bat, the Gneshee is a pack hunter, and lives on high cliffs. These large beasts have born from demonic corruption and have large wings, granting them a flying speed of 40 feet. They can regenerate 2d4 HP by drinking blood of the dead.

No. Appearing: 1d12+2

AC: 6

HP: 3d10+5

Attacks: Bite (2d6+3)

Attack Bonus: +3

THACO: 19

Morale: 92%

XP Value: 700

Unicorn

The gracious unicorns gallop through the secret woods, and valleys, always seeking to aid those who are in need. When needed they can grow wings and fly up to 40 feet. They have no natural attacks, and use magic-user spells up to level 7.

No. Appearing: 1d4

AC: -1

HP: 16d8+78

Attacks: spells up to 7th level

Attack Bonus: +3

THACO: 18

Morale: 90%

XP Value: 2,000

Gargoyles

In the days of old, the elemental gods built an army of angels, powered by their magic. These beings are known as gargoyles, and they're commonly referred to as Angels of Darkness. They have a flying speed of 30 feet, and only Immortals can command these beasts to their fullest potential.

No. Appearing: 1d8+3

AC: 1

HP: 12d8+4

Attacks: Any weapon

Attack Bonus: +6

THACO: 18

Morale: Infinite

XP Value: 2,000

2: Ranger

Rangers are the guardians of the wilds, and the friends of elves and the animals. Originally founded as soldiers to battle giants and titans, when the war came to an end, the rangers took it as their duty to protect the wild lands from any more threats. And to this day, they do.

Character Template Features

As a Ranger, you are an effective wilderness traveler, and are also very effective against giant enemies. You have the same THACO as the Warrior.

Prime Requisite: Strength 13, Dexterity 13, Wisdom 9

Hit Dice: 1d8 per Ranger level

Hit Points at 1st Level: 1d8+CON

Hit Points at Higher Levels: 1d8+CON

Armor: Any

Weapons: Longsword, scimitar, spear, any ranged weapon

Tools: None

Skills: Handle Animal, Heal, Sneak Attack, Acrobatics/Athletics, Charge, Riding, Action Surge

Ranger as a Character

Lawful aligned rangers can become Shepherds at level 1. These rangers have sworn to protect the wildlife with their lives, and will be granted a hireling at level 1. This can be any of the Warrior's hirelings. You also receive an animal companion (more on that later), and get a free Priest spell once per day.

Neutral Rangers gain no options.

Chaotic aligned rangers can become Monster Hunters. These people risk their lives hunting the biggest and most dangerous monsters out there, rarely surviving, but coming back wealthier and more experienced than ever. Monster hunters gain an additional +1 damage die on giant monsters, and any non-humanoids.

Ranger Abilities

Rangers are efficient killers of big enemies, and as such gain an additional damage die against giants and titans.

Rangers do not take movement penalties in any circumstances, due to their natural nimbleness and skills.

A ranger can resist lycanthropy once per day. All of these abilities make the Ranger an excellent character, but their level 20 level cap stops them from reaching the greatest potential.

Ranger Experience Table

Level	Experience
1st	0
2nd	2,000
3rd	4,000
4th	8,000
5th	16,000
6th	32,000
7th	64,000
8th	128,000
9th	140,000
10th	152,000
11th	166,000
12th	178,000
13th	190,000
14th	250,000
15th	300,000
16th	350,000
17th	400,000
18th	450,000
19	500,000
20th	600,000

Ranger Saving Throws

Level	1-6	7-12	13-20
Poison, Petrification	12	8	4
Dragon Breath	15	11	7
Rays	10	6	3
Magic	12	9	5

Ranger Pets

Rangers can have animal companions that will help them in battle. They gain XP with the ranger, and will eventually be the strongest animals around. The ranger can only have two at a time, and they need to be tamed.

Honey Badger

AC: 8

HP: 2d4+3

Attacks: Claws, bite (1d6+3 each)

Attack Bonus: +3

THACO: Same as Ranger's

Morale: Too loyal to flee

Raptor

AC: 6

HP: 3d6+2

Attacks: Claws, bite (1d8+4 each)

Attack Bonus: +4

THACO: Same as Ranger's

Morale: 95%

Pteranodon (Can be ridden)

AC: 7

HP: 2d8+4

Attacks: Claws, bite (1d6+6 each)

Attack Bonus: +6

THACO: Same as Ranger's

Morale: 89%

Giant Lizard (Can be ridden)

AC: 5

HP: 3d8+6

Attacks: Claws, bite (4d6+7 each)

Attack Bonus: +7

THACO: 20

Morale: Too loyal to flee

At Higher Levels

At level 9, you get no companions, as you have your animals. However, at level 10 you get your own woodland fort, and the name of Arch Ranger. This means you get new rangers to train and fight the sacred war of the wilds.



A ranger, by Youngmin Seo, on ArtStation

Expedition Into Greyland

An example adventure to get you started with the game

1: Beginning

Setting of the Story

This module can be run in any setting, but it will for the story's sake take place in the world of my creation, Hybordia, a land of high adventures, and epic wars, where no one knows fear or the horror of the Abyss, where the demons reside. Remember, if you wish to use your own setting, you can absolutely do that.

The Golden Goose Tavern

The adventure starts in the kingdom of Dulhere, where most of the wars have taken place, as it is mostly neutral territory. Outside the capital of Dulhence, which is closed off right now, there's a tavern by the name of Golden Goose, where many adventures begin.

Golden Goose, Inside The Tavern

The inn has two floors, and the ceiling is held by rafters, that seem to be getting out of date. The second floor has a balcony with an overview of the inn, and an old falcon sits on the railing, watching people go. Standing at the bar is an old dwarf, Grunbeld, with a red beard and a small, broken looking nose. His other eye is missing, and his warhammer is always on his back. There's six barmaids skipping happily about, serving drinks, and flirting with some patrons. There's always someone playing the old piano on the upper floor, and singing is also an almost never ending thing. On the second floor are the doors to 12 rooms for people to rest in. The price for a room is 15 gold, as it is a limited resource in the inn, and the tavern keeper needs to pay maintenance somehow.

Read that description to your players, but leave some of the parts out, as knowing the price of the rooms without asking is a bit out of place. The party can take part in many activities, and even take a look at the quest board in the tavern, as they should have enough time to do at least two of the quests.

The activities in the tavern are here and each quest is worth 300 gold.

- A game of cards with a shady looking Grey Elf
- Brawling in the brawl pit
- Taking part in the singing and dancing
- Flirt with the barmaids (two of them are off duty)

Quests that they can do are:

- Wolf hunt in the nearby woods (1d8 wolves)
- Giant bug infestation in the nearby brewery
- Killing an orc bandit 3 miles to the west (comes with 1d12 goblins)
- Delivering strategic information to a visiting general 2 miles north (2 wilderness encounters of the appropriate level)

After the party has enjoyed their time in the tavern for a while, they will get introduced to the key NPC of this module, Spankley McGoldfiddle.

Spankley McGoldfiddle

Spankley

Spankley is a halfling, standing at about 3 feet tall. He has a barrel of a belly, a mighty fat nose, and a small mustache. He wears some rather fancy clothes, and he has a large hat with a peacock feather adorning it. He has 7 rings, and one of them glows soft blue, but when asked about it, he gets very defensive and usually tells people to bugger off. He also has fine looking boots with wings engraved on them.

Spankley

Level 5 Halfling, level 3 Rogue

Movement speed: 40 ft. (Ring of Swiftnes)

AC: 5

Skills: Cooking +4, Crafting +4, Sneak +4, Negotiation +9 (Ring of the Silver Tongue, gives +5 to Negotiation), Pick Lock +4, Bluff +4, Intimidate +4, Steal +4

Attacks: Dagger +1 twice

Attack modifier: +3

THAC0: 19

Morale: 90%

(Side note: IF the party kills Spankley, which is unlikely because he has 4 black knights with him at all times, he is worth 1,500 XP.)

Spankley will walk in like he owns the place, and will then climb on a table, where two rogues are having a drink. He will throw money for the rogues who will then swiftly leave the table, and starts giving his sales speech. He will offer anyone willing an adventure in the form of an expedition to Greyland, where the Grey Elves reside. He will promise 1,500 gold and immense riches to whoever agrees, and goes on about the glory and honor of the mighty heroes here (he will say mighty heroes in a very exaggerating tone), and he even goes as far as saying that they can do it, if not for him, then their loved ones and families who probably need the gold. And the whole time he will be the most convincing person in the tavern, due to his ring. Eventually two level 3 Warriors will agree to go with him, and he will even personally ask the party.

If the party says yes, the adventure begins the next day, and if not, well, why did you even bother taking up this module?



MIHTIAN
EMPIRE

GREYLAND

KINGDOM
OF DULHERE

KIGHEGIAN
EMPIRE

UGEK BOZD

DRANDE

KHARB

SILPORT

COLOW

Baryen

Uggil

RURRIC

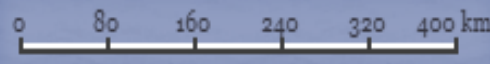
DULHERE

GLAN

Kigleg

GLAN

GLAN



Part 2: The Journey To Greyland

On The Way

This is where things start getting more action packed, as there will be 7 wilderness encounters on the way to the destination of this expedition, the infamous Greyland, as well as 2 more special encounters.

Special Encounter 1: Aldrual Melflay, the Strange Horned Elf

After about 3 random encounters, and rests, the party will eventually come across a blockade. Tearing it down requires a collective Strength of 60 from the whole party, and will take 2 hours. However, the party won't get the chance to undo it, as a mysterious figure appears. This is Aldrual Melflay.

Aldrual

Aldrual is a tall man. He wears a white mask in the shape of a deer skull, and his elven looking ears point out from under his hood, however, they do appear significantly larger than normal. There are also two horns on his hood, that almost look like they're sprouting out from under the hood, but that's ridiculous, because elves don't have horns. He is about 7 feet tall, which is extremely tall for an elf, and his body appears to be well built. He carries a glaive on his back, which appears to be made of red tinted obsidian. (With a SC 16 Appraise check, any player can figure out the price of the glaive to be easily in the thousands, around 2000-3000 gold.) He seems to be somewhat friendly, but at the same time gives off a strange aura of dread.

Aldrual will introduce himself, and give a deep bow to the group. He will then explain that the pass ahead is very dangerous, and if they're going there just to die, then why not lighten their coin purses first. He will ask Spankley for a 1,000 gold fee, which he immediately refuses. He will then turn to the party and ask again, and if they refuse, he will let out a loud whistle, calling forth 3d6 goblins, all with shortbows and swords.

In battle, Aldrual will use the character sheet of a level 9 fighter. But in actuality, he is a demon, who seeks wealth in the overworld. He will spend the fight dodging, and occasionally attacking with his +4 glaive, and taunting the people in the fight. However, if a player can hit his AC, he will hold his gushing wound, and shriek at the players, fleeing up the cliff with no issue. He will not return after this.

After the fight the party can loot the goblins for their few possessions, and will also find the bag of 1,000 gold Aldruin dropped in the fight. Spankley will then split the gold, taking 55% of it for himself, and 15% for his knights, leaving the party with the remaining 300 gold.

Special Encounter 2: The Giant Twins

After another 4 random encounters, and a rest, the party will finally be near Greyland, and just as they thought the hardships are over, a hail of rocks will fall, and the party's path will be blocked. This is when the party will meet the Giant Twins. Two giants, who wish to challenge the party in a riddle fight. If they win, they can go through, but if they lose, they'll become stew. If the party says yes, they will be enchanted with a Spell of Consent, an ancient spell one of the giants learned all by himself. If they say no, then there will be a battle against two giants.

The riddles the giants ask are all solvable by an Intelligence roll, but the score required is a 15, which might be hard for low Intelligence characters. The riddles are as follows:

- What is brown, and hard, and never budes for bugs? (Door)
- What is it that rises higher than a tree, but never grows? (Mountain)
- What is that ugly thing that flies on wings of skin, and eats bugs like we eat people? (Bat)
- What is the chest of white, that has no lock nor hinges, yet holds gold? (Egg)
- What is the one with a mouth that never speaks, bed that cannot be slept in, and though it runs it stays still? (River)

If the party gets all the riddles right, they will be awarded with a safe passage. They can also afford two fails, which will cost the lives of the two of the NPCs that left the tavern with the party.

After this, the players will finally get to Greyland.

Part 3: Greyland

Arrival

The party will finally reach Greyland, and immediately get interrogated by a Grey Elf patrol. They will ask some questions, like what they're doing there, and if they're smuggling any banned imports to the country. However, the tough part comes if there's an Elf in the party. The Grey Elves hate the Gold Elves of the Mithian Empire, and if there's an Elf in the group, and they get discovered, they have to prove they're not spies for the Mithians, by slitting the throat of a Mithian soldier. If they do it, the Grey Elves will let the party pass, and if not, a fight might break out.

Traveling Further In

As the party travels further into the barren lands, they will notice some strange things around. On an Intelligence roll of 15 and up, the players will learn that the strange markings in the rocks and trees, are Demonic, the language of the Abyss. This may concern Spankley or the party, and they should hurry along quickly.

During this travel time, there will be 5 random encounters from the table below. Spankley will keep 50% of the acquired loot, and claims that as the leader of the expedition, he has the right to take the lion's share.

d12	Encounter
1	Hydra
2	Centaur
3	Cold Ones
4	Grey Elves
5	Crocodilemen
6	Troglodytes
7	Cold Ones + Grey Elves
8	Troll
9	Ogres
10	Goblins
11	Minotaurs
12	Cyclops

After the encounters are done, the party will run into a storm, that will force them into some ruins, and in there, they will fall underground, into the fourth, and final part of the module. The caverns...



4: The Caverns

Initial Impression

Caverns

The caverns appear to be quite dark, and the air is heavy. There's a constant sound of skittering, and clattering, and whispers echo in the dark. This could be the party's imagination, or the whispers might be as true as it gets. The floor is wet due to the collapsed ceiling, and there's bones nearby, in a neat pile. Further in, not sure what direction, there are sounds of walking, and speaking in Demonic. The rain of the storm is heard outside...

The party will have lost consciousness upon falling down, but they'll regain it soon after from the rain hitting their face. The caverns should appear ambient, and there should be a feeling of dread in the air.

Spankley is further in, looking around with his knights for any threats, but without a torch it may be difficult. If the party gives him a torch, 3d6 zombies will attack them, and upon defeating them Spankley will be so shocked he'll forget his greed.

Cavern Encounters

On the next page is the map of the caverns, and we'll go through the map in the order of the rooms' explorability, meaning we'll go from point 1 to all of the points closest to it, and further. I'm just telling this so the order of the numbers isn't too confusing.

Room 1: The Entrance

Encounters:

- 3d6 zombies
- 50% chance on a D20 to encounter another 3d6 zombies

Cavern Room 1

This room is large, and the ceiling has a hole in it. The things from Spankley's wagon are scattered all around, and the horses pulling it are dead on the ground. In the wreckage there's everything the party has so far acquired, but most of it is in pieces now, with only 50% of the loot surviving. In one of the corners of the stone there's a small locked chest, and inside it, 3 potions of 1d6 healing.

Room 5: The Bone Garden

Encounters:

- 2d6 skeletons
- 1d8 skeletons with heavy crossbows
- 3d4 giant rats
- 20% chance on a D20 to run into a Wight

Cavern Room 2

This room is covered in bones, some with meat still on them, some without. There's rats and small critters running about the room, and death reeks in the air. Beneath the bones is water, that has over time become putrid colored, and smells so bad that every 10 minutes spent in the room, the players must make a save against poison, or take 1 poison damage from throwing up.

Room 10: The Death Place of a Warrior

Encounters:

- 1 zombie with plate armor and a longsword that glows magically

Cavern Room 10

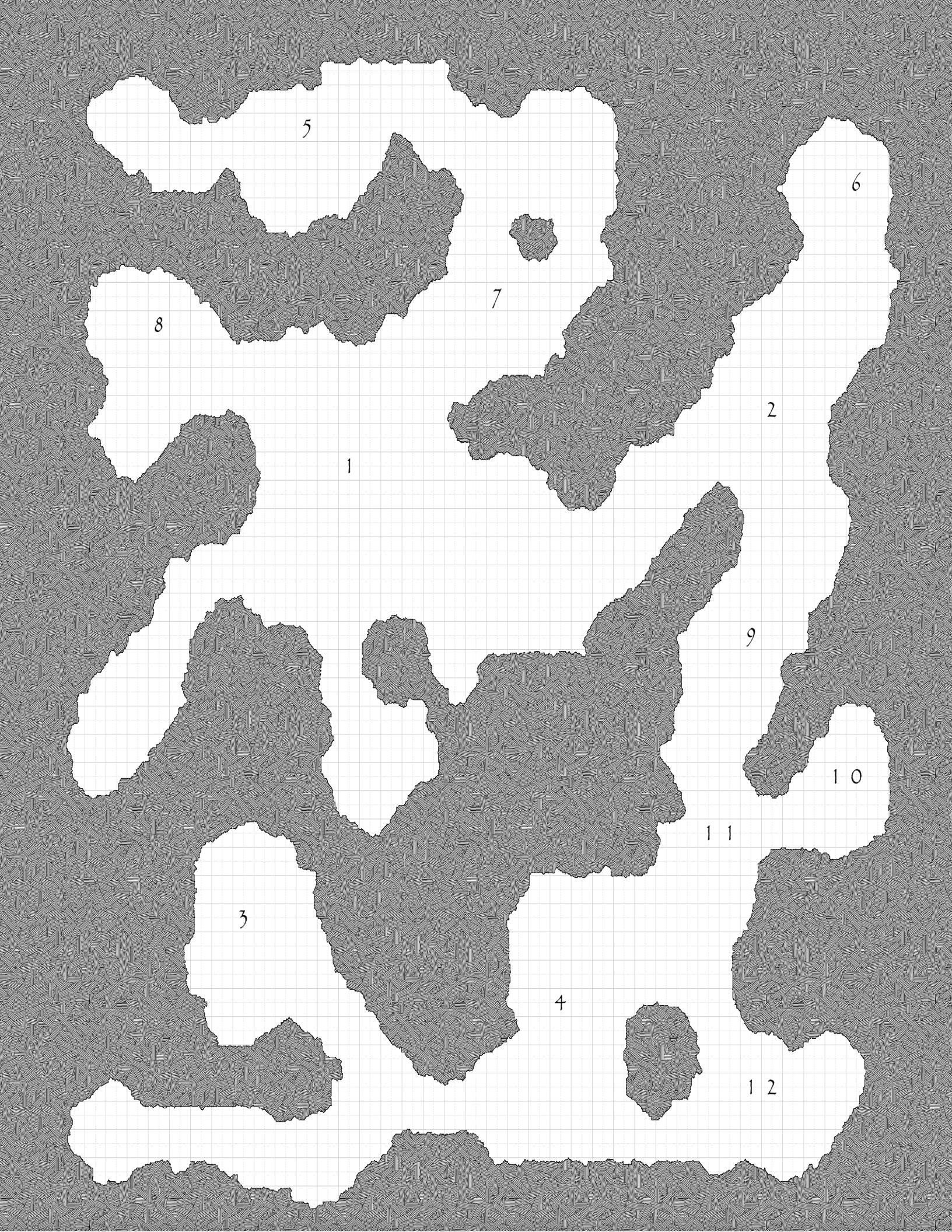
This room is probably the cleanest one. There's a single zombie walking about, and it doesn't seem to mind the party. If the party doesn't attack it, and shines a torch at the creature, it will reach for the light, and be set on fire. As it dies, it becomes a ghost of a young warrior, who thanks them and gives them his +4 longsword as a reward for setting him free.

Room 6: Nothing? NOPE!

Encounters:

- 4d10 zombies

No description exists of this room, it's a non-descript room of a large underground cavern system.



5

6

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12

Rooms 7, 4, 2 and 3

Encounters:

- 1d12 zombies
- 1 Ghost
- 2d8 humans with daggers and light crossbows
- 1 hydra

Rooms 7, 4, 3 and 2

These rooms look like people live in them. There's furniture, and sleeping bags all around. Torches and campfires light the area, and there's a chained hydra in room 3, being tended to by humans in robes. These people will chant in Demonic and attack the party if they come to these areas. They only have daggers and light crossbows, and are not too big of a threat. However, if they're not killed in 5 rounds of combat, they will alarm 2d8 more people to the scene of the battle, so be swift.

Room 11: Cultist Leader's Hideout

Encounters:

- 3d10 humans with scimitars
- 1 knight
- 2d4 skeletons

Room 11

This room looks like a temple. There's wall cloths all over the walls, braziers illuminate the whole room, and the fancy beds and sofas are set up all around. At the far end of the room is a throne covered in fine silks, and on it sits a man in black plate. This is Belilith, the cult's leader, and he offers the players a chance to leave, or die. If the players refuse, he will stand up and attack the party, as well as his servants currently in the room. If triumphant, the party will get 4,000 gold, 1,500 silver, and 300 copper, as well as a +3 mace, and two +2 weapons of choice.

Room 9: Wight Armory

This room has 5 wights in it, and plenty of weaponry to fight the players with, including longswords, longbows, spears, pikes, and heavy crossbows. In the room there is a large iron chest with 200 platinum pieces in it, and 10 potions of 1d10 healing.

Room 12: The Ritual Chamber

This room is sealed off if the players try to come to it before exploring the rest of the dungeon. Inside is the echo of constant chanting and Demonic whispers.

Once the party has beaten Belilith, they'll notice Spankley is missing, and then hear a familiar voice. Aldrual. He and Spankley appear to have a conversation, and the party will hear Aldrual offering Spankley great power if he does one thing for him, that he himself cannot do. Release his family from a magical seal.

When the party gets there, Aldrual will have already moved on with Spankley in tow, and they must make their way to the chamber.

Encounters:

- 3d6 humans with scimitars
- 1 Necromancer
- 3 skeletons, formerly Spankley's knights
- Aldrual

The Ritual Chamber

This room is practically made of the red tinted obsidian Aldrual's glaive is, and it drips with a black liquid. The walls are full of carvings of demons, and the supposedly elven warrior is featured in most of them. In the back wall is a magic circle, that resembles a gate, and is full of holy symbols of warding. This is most likely when the players will realize that Aldrual is a demon, and seeks to release his brothers from their magical prison. In the room is also a necromancer, Spankley's knights, now skeletons, and the remaining cultists of the ruins.

The battle will commence shortly after the party enters, and they have 5 rounds to stop Spankley from wiping all the holy symbols off the wall, and opening the seal keeping the demons at bay.

The Necromancer will hang back and shoot spells at the players, occasionally using his +1 battleaxe against anyone who gets close. The cultists will do their best at keeping the players from getting to Spankley, and the knights will stand in guard in front of him. Aldrual will this time be statted as a demon, and will once again taunt the party for their incapability to hit him. If he is hit, he can make two attacks back on his turn.

The battle will last for 5 turns, and if the party can stop Spankley, the gate won't be opened. If this happens, Aldrual will grab one of the players, and forcibly open the gate, letting out a swarm of demons, that will consume Spankley and any remaining enemies in the room, save for the necromancer and Aldrual, who will now proclaim the might of his true name, Arkon the Beast.

The party can freely escape after this, as fighting back against 20 demons is usually ill advised. Once outside, they can get horses and run away from the ruins, now having freed the demon horde of the Beast.

This is where the adventure ends, and you can expand it as you please. There will be additional modules to continue the story, but you can always just leave them be and make your own story about how your players are going to fight back against Arkon and his demons.

Thank you for reading!

